

Q.U.A.R.T.S.

Quintessential Universal Advanced Roleplaying Tactic System

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Current Version: 1.4

Black Flame Studios

Races

Human

The most varied of all races, humans can adapt to almost any class given to them, making them especially useful. Humans are the most prominent race.

- +1 to two ability scores of their choice
- Bonus Ability (Maneuvers/Spells only)
- +1 to either Stamina or Magic pool

Half-Dragon

Sons and daughters of the mighty dragons who rule the realm, dragon-kin adopt their draconic strength, and otherworldly magic potential.

- +1 to Strength and Magic
- Dragon Type
- Breath Attack ability
- Wings (Flying type)

Angelkin

Beautiful and radiant, the children of angels feel a strong calling to the gods, though sometimes even the strongest calling may fall on deaf ears.

- +1 to Magic and Skill
- Angel Type
- +2 Damage on Spiritual (Light) attacks
- Wings (Flying type)

Demonkin

Brutally savage and otherwise cruel, the whispers from hell plague the mind of demonkin, however despite the whispers some stray from their intended path.

- +1 to Strength and Defense
- Demon Type
- +2 Damage on Elemental (Fire) attacks
- Bite (1d4 Piercing Attack)

Android

Artificially created, androids contain only the soul of a human who has passed. Despite their passing, some see the life of an android as a second chance.

- +1 to Speed and Skill
- Construct Type
- Immune to poison
- Electricity damage heals HP

Orc

Just as brutal as demonkin, though not quite as evil. Orcs pride themselves in their tribal nature and intense rituals they hold, most of which baffle outsiders.

- +2 Strength, -1 Magic or Luck
- Fury Ability
- +1 to attack while in fury

Elf

Kind, beautiful, and graceful. Elves favor nature over all else, seeing its destruction as a sin. Because of this, they aid in protecting Orc and Dwarven homelands.

- +1 to Speed and Luck
- +2 to Magic Pool
- +2 to Armor when only one enemy is adjacent

Dwarf

Hidden deep underground or in the mountains are the stocky yet short dwarves. They specialize in creating jewelry from gems, minting currency, and making demonkin cry.

- +1 to Strength and Defense
- Toughness Ability
- +2 to Hit Demonkin

Goblin

Green, short, sophisticated, and very religious. Goblin kind are firm believers in the concept of “vicious religiousness”, in which they take their beliefs to crusader levels.

- +2 Speed, -1 Strength or Magic
- Sneaky Ability (+2 on Stealth)
- Hit More Ability

Abomination

Cold in both their skin and their attitude, these half-undead are born through forced sex between a woman and a zombie. The result is a half-rotten brain in a human.

- +1 to Strength and Luck
- Undead Type
- Undead Strengths and Weaknesses (Immune to Element {Cold} and Weak to Spiritual {Light})
- Sharp Bite or Sharp Claws, 1d6 Piercing (if bite) or 1d6 Slashing (if claw)

Vampire

Children of the night, a vampire is born when another vampire kills someone by draining their blood. Despite this, their soul doesn't return. Dark energy takes over.

- +1 to Speed or Strength and Luck
- Undead Type
- Blood Drain Ability
- Bite (1d6 Piercing)

Seafolk

As calm and serene as the water they inhabit, seafolk choose a lifestyle of selflessness, choosing not to possess too much material wealth as much as possible.

- +1 to Speed and Resistance
- Born from the Sea (Immune to Element {Cold} and Weak to Element {Electricity})
- Sharp Fin (1d6 Slashing)

The Faceless

Humanoids without faces, and whom lack self just as the seafolk strive to, yet their lack of self does not come from a will to lack it. They are supernaturally hard to spot.

- +1 Magic and Speed
- Unreadable Face (+2 on Stealth Skill)
- Maelstrom Ability

Kitsune

Humanoids with a body that ranges on how many fox-like features they possess.

- +1 Speed and Luck
- Athletic (+2 to Athletics)
- Claws (1d4 Slashing)

Classes

Classes determine the character's fighting abilities and their strengths and weaknesses. Although some classes tie into the character's occupation, not all classes restrict the character to said class as an occupation.

There are six separate types of classes;

Recruit, Unpromoted, Promoted, Ascended, Advanced, and Shifter

- Recruit classes can only reach level 10 (to which they promote), and have stat caps of 15 (30 for Luck) and an HP cap of 40.
- Unpromoted classes can reach level 20, have stat caps of 20 (30 for Luck) and an HP cap of 60.
- Promoted classes can reach level 20, have varied stat caps (30 for Luck) and an HP cap of 80.
- Advanced classes can reach level 30, have varied stat caps (30 for Luck) and an HP cap of 80. They cannot promote unlike Recruit and Unpromoted classes.
- Recruits Promote at Level 10 automatically after a battle.
- Recruits cannot improve their weapon rank beyond C.
- If a Recruits promotes into a class without the proficiency from their Recruit class, they lose that proficiency.
- Unpromoted Units cannot improve their weapon rank beyond A.
- Promoted Units can attain a weapon rank of S, but only in one weapon.
- Shifter Classes can reach level 30, have varied stat caps (30 for Luck) and an HP cap of 80. They cannot promote unlike Recruit and Unpromoted classes.
- Ascended Classes are the final promotion of certain sets of classes. They have varied stat caps (60 for Luck), a level cap of 30, can achieve an S Rank in all weapons, and SS Rank in only one weapon.
- Thieves start with a lockpick at character creation.
- Assassins, if they promoted from a thief, retain the use of a lockpick.
- If using the re-classing rules, any class-specific maneuvers and spells remain with the character, however class skills (such as lockpicking) does not remain.
- Recruits gain maneuvers as normal, however when they promote to an unpromoted class they do not start receiving maneuvers after level 9.
- Class skills (such as Shielded or Ballista use) remain with a unit who has promoted to an ascended class.
- Archers lose Ballista use if they promote into a Ranger, and Gunslingers lose Cannon use if they promote into a Swashbuckler.
- If something asks for "Total Level", that includes the levels from all previous classes along with the levels in their current class. (Ex: 10 Un + 10 Pro = 20 TL)

Recruit

Name	Trainee
Type	Foot
Proficiency	Lance
HP	12+1d6
Move	4
CON	1d4+1
Promotion	Soldier, Knight or Cavalier
Strength	4
Magic	2
Defense	4
Resistance	2
Skill	6
Speed	8
Luck	8

Name	Journeyman
Type	Foot
Proficiency	Axe
HP	10+2d4
Move	4
CON	1d6+1
Promotion	Fighter or Pirate
Strength	8
Magic	0
Defense	4
Resistance	2
Skill	8
Speed	4
Luck	6

Name	Pupil
Type	Foot
Proficiency	Anima
HP	8+1d4
Move	4
CON	1d4
Promotion	Mage or Shaman
Strength	0
Magic	8
Defense	2
Resistance	6
Skill	4
Speed	8
Luck	2

Name	Probation Flier
Type	Flying
Proficiency	Lance
HP	10+1d4
Move	4
CON	2d3+1
Promotion	Pegasus Knight or Wyvern Rider
Strength	4
Magic	2
Defense	2
Resistance	4
Skill	8
Speed	6
Luck	4

Name	Disciple
Type	Foot
Proficiency	Staff
HP	6+1d4
Move	4
CON	1d4+1
Promotion	Troubadour or Cleric
Strength	0
Magic	8
Defense	2
Resistance	8
Skill	2
Speed	6
Luck	4

Name	Squire
Type	Foot
Proficiency	Sword
HP	10+1d8
Move	4
CON	1d6+1
Promotion	Mercenary, Thief, or Myrmidon
Strength	5
Magic	2
Defense	5
Resistance	2
Skill	5
Speed	5
Luck	5

Name	Scout
Type	Foot
Proficiency	Bow
HP	10+1d6
Move	4
CON	1d4+1
Promotion	Archer or Nomad
Strength	4
Magic	2
Defense	4
Resistance	2
Skill	8
Speed	8
Luck	6

Name	Novice
Type	Foot
Proficiency	Dark
HP	6+1d6
Move	4
CON	1d4
Promotion	Mage or Shaman
Strength	0
Magic	8
Defense	4
Resistance	6
Skill	2
Speed	2
Luck	8

Name	Adept
Type	Foot
Proficiency	Light
HP	6+1d6
Move	4
CON	1d4
Promotion	Monk or Wilder
Strength	0
Magic	10
Defense	2
Resistance	4
Skill	2
Speed	6
Luck	4

Growth Rates

Name	STR	MAG	DEF	RES	SKL	SPD	LUK
Trainee	4	2	4	2	6	8	6
Journeyman	8	2	6	2	6	4	4
Pupil	2	8	2	6	4	6	4
Probation Flier	4	2	2	4	8	6	6
Disciple	2	8	2	6	4	6	4
Squire	8	2	6	2	6	4	4
Scout	4	2	4	2	8	6	6
Novice	2	8	4	6	4	2	6
Adept	2	8	2	6	4	6	4

Unpromoted

Name	Lord
Type	Foot
Proficiency	Choose any one
HP	16+1d4
Move	5
CON	2d4+2
Promotion	Great Lord or Knight Lord
Strength	4
Magic	4
Defense	2
Resistance	2
Skill	8
Speed	10
Luck	10

Name	Myrmidon
Type	Foot
Proficiency	Sword
HP	16+2d4
Move	5
CON	2d4+4
Promotion	Swordmaster or Assassin
Strength	2
Magic	2
Defense	2
Resistance	4
Skill	8
Speed	12
Luck	8

Name	Thief
Type	Foot
Proficiency	Sword
HP	13+1d4
Move	6
CON	1d4+4
Promotion	Rogue or Assassin
Skill	Steal (Item Only), Lockpick Use
Strength	2
Magic	2
Defense	2
Resistance	6
Skill	6
Speed	10
Luck	12

Name	Pirate
Type	Foot
Proficiency	Axe
HP	18+1d4
Move	5 (Move on sea)
CON	2d4+5
Promotion	Berserker
Strength	10
Magic	0
Defense	6
Resistance	2
Skill	8
Speed	2
Luck	4

Name	Fighter
Type	Foot
Proficiency	Axe
HP	18+1d4
Move	5
CON	2d4+6
Promotion	Warrior or Hero
Strength	10
Magic	0
Defense	8
Resistance	2
Skill	4
Speed	2
Luck	2

Name	Mercenary
Type	Foot
Proficiency	Sword
HP	16+1d6
Move	5
CON	2d4+4
Promotion	Ranger or Hero
Strength	7
Magic	4
Defense	7
Resistance	4
Skill	7
Speed	7
Luck	4

Name	Archer
Type	Foot
Proficiency	Bow
HP	16+1d6
Move	5
CON	1d4+1
Skills	Can use Ballista
Promotion	Ranger or Sniper
Strength	4
Magic	0
Defense	2
Resistance	2
Skill	12
Speed	10
Luck	6

Name	Cavalier
Type	Mounted
Proficiency	Sword, Lance
HP	18+1d6
Move	7
CON	2d4+3
Promotion	Paladin or Great Knight
Strength	8
Magic	2
Defense	5
Resistance	2
Skill	8
Speed	6
Luck	1

Name	Knight
Type	Armored
Proficiency	Lance
HP	19+1d4
Move	4
CON	3d4+5
Promotion	General or Great Knight
Strength	6
Magic	1
Defense	10
Resistance	2
Skill	6
Speed	1
Luck	4

Name	Pegasus Knight
Type	Flying
Proficiency	Lance
HP	15+1d4
Move	7
CON	1d4+3
Promotion	Falcon Knight, Wyvern Knight
Strength	2
Magic	4
Defense	2
Resistance	6
Skill	8
Speed	10
Luck	6

Name	Wyvern Rider
Type	Flying, Dragon
Proficiency	Lance
HP	17+1d4
Move	7
CON	1d6+4
Promotion	Wyvern Knight, Wyvern Lord, or Griffon Rider
Strength	8
Magic	0
Defense	6
Resistance	2
Skill	10
Speed	8
Luck	2

Name	Shaman
Type	Foot
Proficiency	Dark
HP	15+1d4
Move	5
CON	1d4+3
Promotion	Druid, Summoner, or Dark Flier
Strength	2
Magic	8
Defense	6
Resistance	10
Skill	4
Speed	2
Luck	2

Name	Monk
Type	Foot
Proficiency	Light
HP	15+1d4
Move	5
CON	1d4+3
Promotion	Bishop or Sage
Strength	1
Magic	8
Defense	2
Resistance	6
Skill	10
Speed	4
Luck	2

Name	Mage
Type	Foot
Proficiency	Anima
HP	16+1d4
Move	5
CON	1d4+4
Promotion	Mage Knight or Sage
Strength	0
Magic	10
Defense	1
Resistance	8
Skill	5
Speed	4
Luck	1

Name	Cleric
Type	Foot
Proficiency	Staff
HP	13+1d4
Move	5
CON	1d4+2
Promotion	Bishop or Valkyrie
Strength	1
Magic	10
Defense	0
Resistance	8
Skill	2
Speed	6
Luck	6

Name	Dancer
Type	Foot
Proficiency	Sword and Staff
HP	12+1d6
Move	6
CON	1d4+3
Skill	Dance (Restore a unit's turn)
Strength	4
Magic	4
Defense	2
Resistance	2
Skill	8
Speed	12
Luck	10

Name	Soldier
Type	Foot
Proficiency	Lance
HP	17+1d6
Move	5
CON	2d4+4
Promotion	Halberdier or Paladin
Strength	6
Magic	1
Defense	6
Resistance	1
Skill	4
Speed	4
Luck	1

Name	Brigand
Type	Foot
Proficiency	Axe
HP	18+1d6
Move	5 (Move in Mountains)
CON	2d4+4
Promotion	Berserker or Warrior
Strength	12
Magic	2
Defense	4
Resistance	2
Skill	2
Speed	2
Luck	2

Name	Tactician
Type	Foot
Proficiency	Sword and Anima
HP	15+1d4
Move	5
CON	1d4+4
Promotion	Grandmaster
Custom Growths	Allocate 8, 6, 6, 4, 4, 2, and 2.
Strength	5
Magic	5
Defense	5
Resistance	5
Skill	5
Speed	5
Luck	5

Name	Nomad
Type	Mounted
Proficiency	Bow
HP	12+1d4
Move	7
CON	1d4+4
Promotion	Nomadic Trooper or Ranger
Strength	5
Magic	2
Defense	5
Resistance	0
Skill	8
Speed	10
Luck	4

Name	Hunter
Type	Foot
Proficiency	Bow
HP	15+1d4
Move	5
CON	1d4+6
Promotion	Ranger or Hide Hunter
Strength	10
Magic	1
Defense	4
Resistance	2
Skill	2
Speed	8
Luck	5

Name	Troubadour
Type	Mounted
Proficiency	Staff
HP	12+1d4
Move	6
CON	1d4+2
Promotion	Valkyrie or Mage Knight
Strength	1
Magic	10
Defense	1
Resistance	6
Skill	1
Speed	4
Luck	6

Name	Arcanist
Type	Foot
Proficiency	Light
HP	14+1d6
Move	5
CON	1d4+4
Promotion	Wilder or Sage
Strength	0
Magic	6
Defense	4
Resistance	4
Skill	2
Speed	12
Luck	4

Growth Rates

Name	STR	MAG	DEF	RES	SKL	SPD	LUK
Lord	4	4	2	2	6	8	6
Myrmidon	4	2	4	2	6	8	6
Thief	4	2	4	2	6	6	8
Pirate	8	2	6	2	6	4	4
Fighter	8	2	6	2	6	4	4
Mercenary	6	2	6	2	8	4	4
Archer	4	2	4	2	8	6	6
Cavalier	8	2	6	4	6	4	2
Knight	6	2	8	4	6	2	4
Pegasus Knight	2	4	2	4	6	8	6
Wyvern Rider	6	2	4	2	8	6	4
Shaman	2	6	4	8	6	2	4
Monk	2	6	2	6	8	4	4
Mage	2	8	2	6	6	4	4
Cleric	2	6	2	8	4	6	4
Soldier	6	2	6	2	8	4	4
Brigands	8	2	6	2	4	6	4
Nomad	4	2	4	2	6	8	2
Hunter	8	2	4	2	2	6	4
Troubadour	2	8	2	6	4	6	4
Arcanist	2	6	4	6	4	8	2
Dancer	4	2	4	2	6	8	6

Promoted

Name	Great Lord
Type	Foot
Proficiency	Choose any one
Move	6
Mastery - Stamina	+2 damage on original weapon.
HP Bonus	+4
CON Bonus	+2
STR + Cap	+2 (25)
MAG + Cap	+2 (25)
DEF + Cap	+2 (22)
RES + Cap	+5 (23)
SKL + Cap	+3 (27)
SPD + Cap	+2 (26)
LUK + Cap	+0 (30)

Name	Knight Lord
Type	Mounted
Proficiency	Choose any one
Move	7
Accurate - Stamina	+2 attack on original weapon
HP Bonus	+2
CON Bonus	+4
STR + Cap	+2 (24)
MAG + Cap	+2 (21)
DEF + Cap	+2 (24)
RES + Cap	+5 (22)
SKL + Cap	+3 (28)
SPD + Cap	+2 (26)
LUK + Cap	+0 (30)

Name	Warrior
Type	Foot
Proficiency	Axe and Bow
Move	6
Big Swing 3 Stamina	Negate defense to Armor Rating.
HP Bonus	+3
CON Bonus	+2
STR + Cap	+1 (30)
MAG + Cap	+0 (21)
DEF + Cap	+3 (26)
RES + Cap	+3 (22)
SKL + Cap	+2 (28)
SPD + Cap	+0 (26)
LUK + Cap	+0 (30)

Name	Berserker
Type	Foot
Proficiency	Axe
Move	6
Raging Hit - Stamina	+4 damage if initiated attack.
HP Bonus	+4
CON Bonus	+3
STR + Cap	+1 (30)
MAG + Cap	+3 (21)
DEF + Cap	+2 (23)
RES + Cap	+2 (21)
SKL + Cap	+1 (29)
SPD + Cap	+1 (28)
LUK + Cap	+0 (30)

Name	Ranger
Type	Mounted
Proficiency	Sword and Bow
Move	7
Ride Out 2 Stamina	+1 Move
HP Bonus	+3
CON Bonus	+3
STR + Cap	+2 (25)
MAG + Cap	+1 (23)
DEF + Cap	+3 (24)
RES + Cap	+3 (23)
SKL + Cap	+1 (28)
SPD + Cap	+1 (30)
LUK + Cap	+0 (30)

Name	Hero
Type	Foot
Proficiency	Sword and Axe
Move	6
Buff 2 Stamina	+2 STR for 1d4+1 rounds (Over cap, doesn't stack)
HP Bonus	+4
CON Bonus	+2
STR + Cap	+1 (26)
MAG + Cap	+1 (23)
DEF + Cap	+2 (25)
RES + Cap	+2 (22)
SKL + Cap	+2 (30)
SPD + Cap	+2 (28)
LUK + Cap	+0 (30)

Name	Sniper
Type	Foot
Proficiency	Bow
Move	6
Targeted - Stamina	+5 to attack.
HP Bonus	+4
CON Bonus	+1
STR + Cap	+3 (25)
MAG + Cap	+1 (22)
DEF + Cap	+2 (25)
RES + Cap	+2 (23)
SKL + Cap	+1 (30)
SPD + Cap	+1 (28)
LUK + Cap	+0 (30)

Name	Rogue
Type	Foot
Proficiency	Sword
Move	6
Thievery - Stamina	Steal items, Pick without Lockpick
HP Bonus	+2
CON Bonus	+1
STR + Cap	+1 (20)
MAG + Cap	+1 (20)
DEF + Cap	+2 (20)
RES + Cap	+2 (20)
SKL + Cap	+1 (30)
SPD + Cap	+0 (30)
LUK + Cap	+0 (30)

Name	Assassin
Type	Foot
Proficiency	Sword and Dark
Move	6
Assassinate 5 Stamina	Instant kill on critical hit.
HP Bonus	+3
CON Bonus	+2
STR + Cap	+1 (20)
MAG + Cap	+1 (20)
DEF + Cap	+2 (20)
RES + Cap	+2 (20)
SKL + Cap	+0 (30)
SPD + Cap	+0 (30)
LUK + Cap	+0 (30)

Name	Swordmaster
Type	Foot
Proficiency	Sword
Move	6
Bladesman - Stamina	+2 to crit chance (Max crit on 13)
HP Bonus	+5
CON Bonus	+1
STR + Cap	+2 (24)
MAG + Cap	+2 (22)
DEF + Cap	+2 (22)
RES + Cap	+1 (23)
SKL + Cap	+3 (27)
SPD + Cap	+2 (26)
LUK + Cap	+0 (30)

Name	Paladin
Type	Mounted
Proficiency	Sword, Lance, and Light
Move	8
Holy Light - Stamina	x3 damage to Demons.
HP Bonus	+2
CON Bonus	+2
STR + Cap	+2 (25)
MAG + Cap	+2 (25)
DEF + Cap	+2 (25)
RES + Cap	+5 (25)
SKL + Cap	+3 (26)
SPD + Cap	+2 (24)
LUK + Cap	+0 (30)

Name	General
Type	Armored
Proficiency	Sword, Lance, and Axe
Move	5
Shielded 6 Stamina	Negate physical damage.
HP Bonus	+4
CON Bonus	+2
STR + Cap	+2 (28)
MAG + Cap	+0 (20)
DEF + Cap	+2 (30)
RES + Cap	+3 (25)
SKL + Cap	+2 (27)
SPD + Cap	+0 (24)
LUK + Cap	+0 (30)

Name	Great Knight
Type	Armored, Mounted
Proficiency	Sword, Lance, and Axe
Move	7
Rescuer - Stamina	+1 Move when Rescuing
HP Bonus	+3
CON Bonus	+0
STR + Cap	+2 (28)
MAG + Cap	+2 (23)
DEF + Cap	+2 (29)
RES + Cap	+1 (25)
SKL + Cap	+3 (24)
SPD + Cap	+2 (24)
LUK + Cap	+0 (30)

Name	Falcon Knight
Type	Flying
Proficiency	Sword and Lance
Move	8
Never Tire - Stamina	Negate penalties from Rescuing
HP Bonus	+5
CON Bonus	+1
STR + Cap	+2 (23)
MAG + Cap	+1 (23)
DEF + Cap	+2 (23)
RES + Cap	+2 (26)
SKL + Cap	+0 (25)
SPD + Cap	+2 (28)
LUK + Cap	+0 (30)

Name	Wyvern Knight
Type	Flying, Dragon
Proficiency	Lance
Move	8
Pierce 4 Stamina	Deal 2 Str damage for 1 round.
HP Bonus	+3
CON Bonus	+0
STR + Cap	+1 (25)
MAG + Cap	+0 (21)
DEF + Cap	+0 (24)
RES + Cap	+1 (22)
SKL + Cap	+2 (26)
SPD + Cap	+3 (28)
LUK + Cap	+0 (30)

Name	Wyvern Lord
Type	Flying, Dragon
Proficiency	Sword and Lance
Move	8
Horse Hate - Stamina	+2 Damage vs Mounted.
HP Bonus	+4
CON Bonus	+1
STR + Cap	+1 (27)
MAG + Cap	+3 (20)
DEF + Cap	+2 (28)
RES + Cap	+0 (22)
SKL + Cap	+2 (25)
SPD + Cap	+0 (23)
LUK + Cap	+0 (30)

Name	Mage Knight
Type	Mounted
Proficiency	Anima and Staff
Move	7
Tampering 2 Magic	Boost a tome's damage dice. (ex: 1d6 -> 1d8)
HP Bonus	+4
CON Bonus	+3
STR + Cap	+2 (21)
MAG + Cap	+2 (24)
DEF + Cap	+2 (24)
RES + Cap	+2 (25)
SKL + Cap	+0 (26)
SPD + Cap	+0 (25)
LUK + Cap	+0 (30)

Name	Sage
Type	Foot
Proficiency	Anima, Light, and Staff
Move	6
Studios - Magic	Double 'hits' for Weapon Proficiency.
HP Bonus	+4
CON Bonus	+2
STR + Cap	+2 (22)
MAG + Cap	+1 (28)
DEF + Cap	+3 (21)
RES + Cap	+2 (25)
SKL + Cap	+0 (30)
SPD + Cap	+0 (26)
LUK + Cap	+0 (30)

Name	Druid
Type	Foot
Proficiency	Anima, Dark, and Staff
Move	6
Dark Force 4 Magic	Regain half of missing HP.
HP Bonus	+4
CON Bonus	+1
STR + Cap	+0 (21)
MAG + Cap	+0 (29)
DEF + Cap	+2 (21)
RES + Cap	+2 (28)
SKL + Cap	+3 (26)
SPD + Cap	+3 (26)
LUK + Cap	+0 (30)

Name	Summoner
Type	Foot
Proficiency	Dark and Staff
Move	6
Summon - Magic	Summon Phantom
HP Bonus	+3
CON Bonus	+1
STR + Cap	+2 (21)
MAG + Cap	+0 (27)
DEF + Cap	+1 (21)
RES + Cap	+3 (28)
SKL + Cap	+1 (26)
SPD + Cap	+3 (26)
LUK + Cap	+0 (30)

Name	Bishop
Type	Foot
Proficiency	Light and Staff
Move	6
Holy Slayer - Magic	x3 vs Undead
HP Bonus	+3
CON Bonus	+1
STR + Cap	+0 (22)
MAG + Cap	+2 (25)
DEF + Cap	+3 (22)
RES + Cap	+2 (30)
SKL + Cap	+1 (26)
SPD + Cap	+0 (24)
LUK + Cap	+0 (30)

Name	Valkyrie
Type	Mounted
Proficiency	Light, Lance, and Staff
Move	7
Focus Heal - Magic	Heal 2 HP if no allies are in 2 sq.
HP Bonus	+3
CON Bonus	+2
STR + Cap	+1 (24)
MAG + Cap	+2 (25)
DEF + Cap	+2 (24)
RES + Cap	+3 (28)
SKL + Cap	+1 (24)
SPD + Cap	+0 (25)
LUK + Cap	+0 (30)

Name	Grandmaster
Type	Foot
Proficiency	Anima and Sword
Move	6
Ignis 2 Stamina or Magic (See text)	Add half Str/Mag to Phys/Mag dmg. (ex: 2 magic cost = +Mag to Phys attack)
HP Bonus	+3
CON Bonus	+1
Custom Bonus	8 goes up by +3, 6 to +2, and 4 to +2
STR Cap	25
MAG Cap	25
DEF Cap	25
RES Cap	25
SKL Cap	25
SPD Cap	25
LUK Cap	30

Name	Halberdier
Type	Foot
Proficiency	Lance
Move	6
Spearman - Stamina	+2 Critical Chance (Max Crit on 13)
HP Bonus	+2
CON Bonus	+2
STR + Cap	+0 (25)
MAG + Cap	+2 (21)
DEF + Cap	+3 (28)
RES + Cap	+2 (25)
SKL + Cap	+1 (28)
SPD + Cap	+0 (26)
LUK + Cap	+0 (30)

Name	Nomadic Trooper
Type	Mounted
Proficiency	Lance and Bow
Move	8
Threaten 1 Stamina	Give a bow 1-2/1-3 range.
HP Bonus	+1
CON Bonus	+1
STR + Cap	+3 (24)
MAG + Cap	+0 (21)
DEF + Cap	+0 (23)
RES + Cap	+0 (23)
SKL + Cap	+2 (28)
SPD + Cap	+1 (30)
LUK + Cap	+1 (30)

Name	Dark Flier
Type	Flying
Proficiency	Lance and Dark
Move	8
Faketeratu 4 Magic	Give a tome Nosferatu's absorb property.
HP Bonus	+2
CON Bonus	+1
STR + Cap	+1 (24)
MAG + Cap	+1 (26)
DEF + Cap	+2 (22)
RES + Cap	+3 (28)
SKL + Cap	+0 (22)
SPD + Cap	+1 (24)
LUK + Cap	+0 (30)

Name	Hide Hunter
Type	Foot
Proficiency	Sword and Bow
Move	6
Focus Shot 6 Stamina	Critically hit if the attack hits.
HP Bonus	+1
CON Bonus	+0
STR + Cap	+1 (28)
MAG + Cap	+0 (21)
DEF + Cap	+0 (24)
RES + Cap	+1 (20)
SKL + Cap	+3 (26)
SPD + Cap	+1 (24)
LUK + Cap	+0 (30)

Name	Griffon Rider
Type	Flying
Proficiency	Lance and Axe
Move	8
Negated 2 Stamina	Negate bonus damage.
HP Bonus	+2
CON Bonus	+1
STR + Cap	+2 (24)
MAG + Cap	+0 (20)
DEF + Cap	+1 (22)
RES + Cap	+0 (20)
SKL + Cap	+0 (30)
SPD + Cap	+1 (26)
LUK + Cap	+0 (30)

Name	Wilder
Type	Foot
Proficiency	Light and Dark
Move	6
Spiritualist - Magic	Weapon Triangle doesn't apply.
HP Bonus	+2
CON Bonus	+2
STR + Cap	+2 (21)
MAG + Cap	+0 (28)
DEF + Cap	+1 (22)
RES + Cap	+0 (25)
SKL + Cap	+0 (22)
SPD + Cap	+1 (30)
LUK + Cap	+0 (30)

Advanced

Name	Dread Fighter
Type	Foot
Proficiency	Sword, Axe, and Anima
Move	6
Fuse Pool - Sta/Mag	Combine Stamina and Magic pools.
HP	14+1d6
CON	2d4+2
STR + Cap	10 (28)
MAG + Cap	8 (26)
DEF + Cap	5 (24)
RES + Cap	10 (30)
SKL + Cap	8 (24)
SPD + Cap	6 (22)
LUK + Cap	6 (30)

Name	Dark Knight
Type	Mounted
Proficiency	Devil Weapons, Lance and Axe
Move	7
Nullify - Stamina	Negate curse on Devil Weapons
HP	15+1d4
CON	2d4+4
STR + Cap	10 (30)
MAG + Cap	4 (25)
DEF + Cap	5 (25)
RES + Cap	4 (25)
SKL + Cap	8 (28)
SPD + Cap	4 (22)
LUK + Cap	2 (30)

Growth Rates

Name	STR	MAG	DEF	RES	SKL	SPD	LUK
Dread Fighter	6	6	4	8	4	2	2
Dark Knight	8	2	6	4	6	4	2

Phantom

The trusty companion of a Summoner, Phantoms are created when the Summoner takes a standard action to summon one, in which it remains until the end of a battle.

Phantoms are considered to have an A in the weapon that is chosen for them, however the weapon they wield is chosen by a random roll below their Stat Growths.

Name	Phantom	Phantom Stats	Stat Growth	Weapon Type	Roll 1d10
Type	Undead				
Proficiency	Sword, Axe, or Lance (Choose when summoned)	Strength	8	Iron	1-4
HP	12+1d8	Magic	0	Steel	5-6
Move	5 (Flying)	Defense	0	Killer	7-8
CON	0	Resistance	0	Brave	9
Strength	10	Skill	6	Silver	10
Magic	0	Speed	4		
Defense	0	Luck	2		
Resistance	0				
Skill	6				
Speed	6				
Luck	6				

Ascended Classes

These classes are beyond the power of the normal classes. Once they have reached this point, it is obvious their quest is one of great importance.

Promoting to an ascended class increases the stat caps of the original class by +10 (Luck cap increases by +20) and each class gains a new weapon type. Only promoted classes can become ascended classes.

Item Name	Uses	Description	Price
Master Crown	1	Ascends a promoted class.	7,500 G

Name	Master Lord
Type	Mounted, Flying, or Foot
Proficiency	Choose any one
Originally	Great/Knight Lord
True Mastery	+4 hit/dmg on original weapon.
Move	8 (6 if Foot)
HP Bonus	+4
CON Bonus	+0
STR Bonus	+2
MAG Bonus	+2
DEF Bonus	+2
RES Bonus	+4
SKL Bonus	+0
SPD Bonus	+2
LUK Bonus	+2

Name	Reaver
Type	Foot
Proficiency	Axe and Bow
Originally	Warrior
Overhead Strike	Deal +level damage to flying.
Move	6
HP Bonus	+4
CON Bonus	+0
STR Bonus	+2
MAG Bonus	+0
DEF Bonus	+2
RES Bonus	+1
SKL Bonus	+3
SPD Bonus	+2
LUK Bonus	+0

Name	Marauder
Type	Foot
Proficiency	Axe
Originally	Berserker
Final Kill	+Total level to damage on crits.
Move	6
HP Bonus	+4
CON Bonus	+0
STR Bonus	+2
MAG Bonus	+0
DEF Bonus	+4
RES Bonus	+0
SKL Bonus	+1
SPD Bonus	+3
LUK Bonus	+1

Name	Outrider
Type	Mounted
Proficiency	Sword, Lance, and Bow
Originally	Ranger
Horse Deflection	Gain +4 Defense.
Move	8
HP Bonus	+1
CON Bonus	+2
STR Bonus	+1
MAG Bonus	+0
DEF Bonus	+1
RES Bonus	+0
SKL Bonus	+3
SPD Bonus	+2
LUK Bonus	+2

Name	Vanguard
Type	Foot
Proficiency	Sword and Axe
Originally	Hero
Heroic Recovery	Heal 5 HP on their turn.
Move	6
HP Bonus	+2
CON Bonus	+3
STR Bonus	+2
MAG Bonus	+0
DEF Bonus	+2
RES Bonus	+1
SKL Bonus	+2
SPD Bonus	+0
LUK Bonus	+0

Name	Marksman
Type	Foot
Proficiency	Bow
Originally	Sniper
Point Blank	Use 2 range bows at 1-2 range.
Move	6
HP Bonus	+5
CON Bonus	+0
STR Bonus	+0
MAG Bonus	+0
DEF Bonus	+0
RES Bonus	+0
SKL Bonus	+4
SPD Bonus	+4
LUK Bonus	+4

Name	Trickster
Type	Foot
Proficiency	Sword
Originally	Rogue
True Thief	Gain gold after dealing damage = damage x 10.
Move	6
HP Bonus	+3
CON Bonus	+0
STR Bonus	+0
MAG Bonus	+0
DEF Bonus	+0
RES Bonus	+0
SKL Bonus	+0
SPD Bonus	+6
LUK Bonus	+6

Name	Whisper
Type	Foot
Proficiency	Sword and Dark
Originally	Assassin
Superior Kill	Chance of using assassinate = LUK (1d% roll). No cost.
Move	6
HP Bonus	+0
CON Bonus	+1
STR Bonus	+2
MAG Bonus	+1
DEF Bonus	+1
RES Bonus	+0
SKL Bonus	+0
SPD Bonus	+1
LUK Bonus	+2

Name	Trueblade
Type	Foot
Proficiency	Sword
Originally	Swordmaster
Bladed Kill	Deal +½ level in damage with swords.
Move	6
HP Bonus	+1
CON Bonus	+0
STR Bonus	+2
MAG Bonus	+0
DEF Bonus	+1
RES Bonus	+0
SKL Bonus	+0
SPD Bonus	+1
LUK Bonus	+1

Name	Gold Knight
Type	Mounted
Proficiency	Sword, Lance, Light, and Staff
Originally	Paladin
Smite	Gain +½ LUK on damage.
Move	8
HP Bonus	+3
CON Bonus	+1
STR Bonus	+1
MAG Bonus	+0
DEF Bonus	+2
RES Bonus	+0
SKL Bonus	+1
SPD Bonus	+0
LUK Bonus	+1

Name	Marshall
Type	Armored
Proficiency	Sword, Lance, Axe, and Bow
Originally	General
Superior Shield	Chance of using shielded = SKL (1d% roll). No cost.
Move	5
HP Bonus	+4
CON Bonus	+2
STR Bonus	+2
MAG Bonus	+0
DEF Bonus	+2
RES Bonus	+2
SKL Bonus	+0
SPD Bonus	+1
LUK Bonus	+0

Name	Royal Sentry
Type	Mounted, Armored
Proficiency	Sword, Lance, Axe
Originally	Great Knight
Diamond Body	Gain +4 DR when they're the attacker.
Move	7
HP Bonus	+1
CON Bonus	+1
STR Bonus	+3
MAG Bonus	+0
DEF Bonus	+2
RES Bonus	+0
SKL Bonus	+0
SPD Bonus	+0
LUK Bonus	+0

Name	Sentinel
Type	Foot
Proficiency	Lance
Originally	Halberdier
Stab Through	Critical hits increase the multiplier by 1.
Move	6
HP Bonus	+2
CON Bonus	+0
STR Bonus	+1
MAG Bonus	+0
DEF Bonus	+3
RES Bonus	+1
SKL Bonus	+1
SPD Bonus	+1
LUK Bonus	+0

Name	Seraph Knight
Type	Flying
Proficiency	Lance, Sword, and Staff
Originally	Falcon Knight
Double Tap	Brave weapons double their uses.
Move	8
HP Bonus	+0
CON Bonus	+2
STR Bonus	+0
MAG Bonus	+2
DEF Bonus	+0
RES Bonus	+5
SKL Bonus	+0
SPD Bonus	+2
LUK Bonus	+2

Name	Dragoon
Type	Dragon, Flying
Proficiency	Lance
Originally	Wyvern Knight
Dragon Soul	Gain +6 DR vs. arrows.
Move	8
HP Bonus	+1
CON Bonus	+1
STR Bonus	+3
MAG Bonus	+0
DEF Bonus	+1
RES Bonus	+0
SKL Bonus	+1
SPD Bonus	+0
LUK Bonus	+0

Name	Wyvern Masters
Type	Dragon, Flying
Proficiency	Lance, Axe, and Sword
Originally	Wyvern Lord
War Master	Iron, Steel, and Silver weapons double uses.
Move	8
HP Bonus	+0
CON Bonus	+4
STR Bonus	+4
MAG Bonus	+0
DEF Bonus	+4
RES Bonus	+0
SKL Bonus	+0
SPD Bonus	+0
LUK Bonus	+0

Name	Mystic Rider
Type	Mounted
Proficiency	Anima and Staff
Originally	Mage Knight
Tampering Master	Adds +1 damage dice to a tome (1d8 -> 2d8)
Move	8
HP Bonus	+0
CON Bonus	+2
STR Bonus	+0
MAG Bonus	+2
DEF Bonus	+2
RES Bonus	+2
SKL Bonus	+0
SPD Bonus	+0
LUK Bonus	+2

Name	Archsage
Type	Foot
Proficiency	Anima, Dark, Light, Staff
Originally	Sage
Channel Tome	Add a spell's damage dice to a tome's. (Uses MP still.)
Move	6
HP Bonus	+1
CON Bonus	+0
STR Bonus	+0
MAG Bonus	+4
DEF Bonus	+0
RES Bonus	+2
SKL Bonus	+4
SPD Bonus	+0
LUK Bonus	+0

Name	Shadowmaster
Type	Foot
Proficiency	Anima, Dark, and Staff
Originally	Druid
Angel Killer	Deal x3 damage to angels.
Move	6
HP Bonus	+0
CON Bonus	+0
STR Bonus	+0
MAG Bonus	+5
DEF Bonus	+0
RES Bonus	+4
SKL Bonus	+0
SPD Bonus	+0
LUK Bonus	+0

Name	Occultist
Type	Foot
Proficiency	Dark and Staff
Originally	Summoner
Many Summon	Summon 1d4 Phantoms.
Move	6
HP Bonus	+0
CON Bonus	+0
STR Bonus	+0
MAG Bonus	+3
DEF Bonus	+0
RES Bonus	+2
SKL Bonus	+0
SPD Bonus	+1
LUK Bonus	+0

Name	Saint
Type	Foot
Proficiency	Light and Staff
Originally	Bishop
Final Smite	Undead take +10 more damage when the Saint is within 5 squares.
Move	6
HP Bonus	+2
CON Bonus	+1
STR Bonus	+0
MAG Bonus	+3
DEF Bonus	+1
RES Bonus	+2
SKL Bonus	+2
SPD Bonus	+1
LUK Bonus	+1

Name	Battle Maiden
Type	Mounted
Proficiency	Light, Lance and Staff
Originally	Valkyrie
Immunity	Immune to all afflictions.
Move	8
HP Bonus	+0
CON Bonus	+1
STR Bonus	+0
MAG Bonus	+4
DEF Bonus	+2
RES Bonus	+1
SKL Bonus	+1
SPD Bonus	+0
LUK Bonus	+1

Name	Superior Master
Type	Foot
Proficiency	Anima, Sword, and choose one.
Originally	Grandmaster
Tactical Choice	Count as adjacent allies' squares for attacks.
Move	8
HP Bonus	+1
CON Bonus	+1
STR Bonus	+1
MAG Bonus	+1
DEF Bonus	+1
RES Bonus	+1
SKL Bonus	+1
SPD Bonus	+1
LUK Bonus	+1

Name	Nomadic Chief
Type	Mounted
Proficiency	Sword, Lance, and Bow
Originally	Nomadic Trooper
Always Moving	Immune to movement penalties.
Move	8
HP Bonus	+2
CON Bonus	+1
STR Bonus	+2
MAG Bonus	+0
DEF Bonus	+1
RES Bonus	+0
SKL Bonus	+3
SPD Bonus	+2
LUK Bonus	+0

Name	Dark Rider
Type	Flying
Proficiency	Lance, Dark, and Staff
Originally	Dark Flier
Dark Master	Dark tomes and spells deal +4 damage.
Move	8
HP Bonus	+0
CON Bonus	+2
STR Bonus	+0
MAG Bonus	+4
DEF Bonus	+0
RES Bonus	+2
SKL Bonus	+0
SPD Bonus	+2
LUK Bonus	+0

Name	Master Hunter
Type	Mounted
Proficiency	Sword, Lance, and Bow
Originally	Hide Hunter
On The Hunt	Deal +4 damage to chosen enemy type. (Foot, Mounted, etc.)
Move	6
HP Bonus	+2
CON Bonus	+3
STR Bonus	+3
MAG Bonus	+0
DEF Bonus	+1
RES Bonus	+0
SKL Bonus	+0
SPD Bonus	+1
LUK Bonus	+1

Name	Griffon Lord
Type	Flying
Proficiency	Sword, Lance, and Axe
Originally	Griffon Rider
Thrown Weapons	Weapons gain 1-2 range.
Move	8
HP Bonus	+3
CON Bonus	+0
STR Bonus	+3
MAG Bonus	+0
DEF Bonus	+4
RES Bonus	+0
SKL Bonus	+0
SPD Bonus	+0
LUK Bonus	+2

Name	Wild Master Mage
Type	Foot
Proficiency	Anima, Light, and Dark
Originally	Wilder
Tome Critical	Deal +total level as damage on critical hits.
Move	6
HP Bonus	+3
CON Bonus	+0
STR Bonus	+0
MAG Bonus	+4
DEF Bonus	+0
RES Bonus	+3
SKL Bonus	+2
SPD Bonus	+2
LUK Bonus	+0

Name	Master Shifter
Type	Type chosen
Proficiency	Stone
Originally	Shifter
Minor Shift	Deal ½ damage with stone, but do not expend uses.
Move	6
HP Bonus	+0
CON Bonus	+4
STR Bonus	+2
MAG Bonus	+2
DEF Bonus	+1
RES Bonus	+1
SKL Bonus	+0
SPD Bonus	+1
LUK Bonus	+1

Name	Buccaneer
Type	Foot
Proficiency	Sword and Gun
Originally	Swashbuckler
Charming Smile	Gain +4 DR vs. opposite sex enemies.
Move	6
HP Bonus	+2
CON Bonus	+0
STR Bonus	+2
MAG Bonus	+0
DEF Bonus	+0
RES Bonus	+0
SKL Bonus	+1
SPD Bonus	+2
LUK Bonus	+1

Name	Gunmaster
Type	Foot
Proficiency	Guns
Originally	Desperado
Melee Gun	Guns can fire at 1 range.
Move	6
HP Bonus	+2
CON Bonus	+0
STR Bonus	+0
MAG Bonus	+0
DEF Bonus	+1
RES Bonus	+0
SKL Bonus	+2
SPD Bonus	+4
LUK Bonus	+2

SS Rank Weapons

Name	Uses	Die	Crit	Weight	Rank	Range	Type	Price	Effect
Mono Sword	60	2d10	x3	8	SS	1	S	—	x2 vs. Dragon and Aberrant, +5 SKL
Malice Lance	60	3d10	x3	12	SS	1-2	P	—	x2 vs. Flying and Mounted, +5 DEF
Titan Axe	60	4d12	x3	30	SS	1	S	—	x2 vs. Foot and Fey, +5 STR
Triple Bow	60	2d8	x4	6	SS	1-4	P	—	Double attacks per round, +5 SPD
Ragnarok (Anima)	60	3d8	x3	10	SS	1-2	F	—	x2 vs. Angels and Demons, +5 LUK
Heaven's Call (Light)	60	3d6	x4	5	SS	1-3	L	—	x4 vs. Demons and Undead, +5 RES
Hell's Call (Dark)	60	3d12	x3	18	SS	1-2	D	—	x4 vs. Angels and Fey, +5 MAG
Life Bringer (Staff)	5	—	—	—	SS	1-50	—	—	Revives single dead ally.
Final Stone	60	4d8	x3	15	SS	1-2	Fo	—	x2 vs. Choose two
Master Gun	60	2d12	x4	6	SS	2	P	—	x2 vs. Mounted and Armored, +2 Move

Class Flavor Text

Unpromoted Classes

Lord: Nobles, princes, and princesses fall into this category. Their training being varied, this allows for deviation in their overall path. A Lord usually is sent out on important missions by their father or other rulers with equal amounts of influence. Some even start their journey unintentionally, being led into trouble from an outside force.

Myrmidon: Quick on their feet and swift at dealing death, Myrmidons let their sword guide their heart, and take up battle when it best suites them. Common examples of Myrmidons are samurai, sellswords, and certain nomadic tribesmen.

Mercenary: The only thing more appetizing than a mug of ale is a good fight for a Mercenary. A demon to his enemies and an angel to his allies, the ferociousness of his sword swings and battle stance aid in bringing the death of his enemy.

Thief: Quick and to the point, these skill monkeys have trouble in actual combat due to their low strength and durability though they more than make up for it with their ability to steal enemy items, pick locks without keys, and overall using their wide array of skills to do what they need to do.

Fighter: Though not as dumb and brutish as a Brigand, Fighters are certainly more muscle than brain and aren't typically known for their high intelligence. Despite this, Fighters are a genius when it comes to battle, and revel in the simplicity of swinging their axes to bring death to all.

Pirate: Singing sea shanties and drinking ale, these warriors use their knowledge of the sea and battling in the water in order to bring a grisly death to their enemy.

Knight: Taking up the shield in order to protect those they love, these people are normally stoic and strong, relying on their strong body and high defensive capabilities to protect them and their friends.

Cavalier: The standard mounted soldiers of armies, they're stereotyped to ride horses, however some take on more exotic land mounts and smaller creatures like Goblins ride wolves and big cats.

Soldier: Footmen who serve either a noble house or a military force. These are the most common units put in place by militaries and other factions who need grunts.

Archer: Nimble and perceptive, those trained in the way of the bow sometimes take up battle alongside hunting. Not all however are archers, as some are soldiers who fight with bows and skill rather than strength.

Nomad: Mounted bowmen with skill that equals their mobility. They are typically mercenaries and choose not to work for large armies and military groups. In addition to this, they are normally found in plains areas with lush landscapes.

Hunter: Strong and trusty bowmen with more strength than skill and grace. Hunters are typically woodsmen who hunt wild game and enemies of nature, and do not associate with those who dismiss nature.

Brigand: Brutes who use pure strength and power, the stereotype of the big dumb powerhouse is not entirely unwarranted as the majority of bandits lack intelligence.

Pegasus Knight: Flying riders of Pegasi, the majority of these graceful fliers are female as Pegasi most commonly make strong attachments with women and little girls. Despite this, there are cases of males riding Pegasi.

Wyvern Rider: More powerful and less graceful than Pegasus Knights, bonds with Wyverns are much different than bonds with Pegasi. A bond with a Wyvern entails an ancient draconic ritual which links the rider's life with his mount.

Mage: Common magic users who bend the elements to their will, they practice their spells by using anima. Anima is the raw form of elemental magic that can be shaped into any element (except light, dark).

Shaman: Bending necromatic energy to fuel their dark desires, shamans are not necessarily evil though they do use the dark element which is commonly associated with raising zombies and causing undue trouble.

Monk: Holy users of light magic who have the power of a deity or strong good force behind their backs. Despite this, the light magic they use can be used for evil and for the benefit of greed or any other sin.

Arcanist: Quick using users of light magic, these strange practitioners are not associated with a deity of any sort, using light magic in the same way that a mage uses anima magic: as a tool rather than a deity's guiding hand.

Cleric: Healers with very little combat capabilities outside of the staffs they wield, much like a monk a cleric is normally (though not always) tied to a church or deity of some kind.

Troubadours: Mounted nobles with staffs, these healers are much less religious than clerics, though more often than not they are instead noble sons and daughters.

Tactician: Intelligent and practical, those who take up the role of an armies' tactician usually accepts the risks and the burden of holding lives in their hands.

Dancer: Not particularly combat-able, these artists use their body as a rejuvenating force for the soldiers in their army. Male and females alike take up this role to assist their army when they are tired.

Promoted Classes

Great Lord: Foot-based lords who choose a more power orientated route than other lords. These nobles strive in dealing damage, and hitting where it hurts.

Knight Lord: Mounted lords who use the weapon they were trained in from the start with peerless skill. These nobles strive in hitting their mark accurately.

Warrior: Powerful and seasoned fighters who are veterans of the battlefield due to participating in a large war or some big battle.

Berserker: Even stronger than the tough warrior, though more along the lines of a brute than them. These powerhouses can take punishment, and dish it all out.

Ranger: Mounted archer/swordsman hybrids who either snipe their enemies from afar using their bows, or cut down those standing with their blades. More often than not they're sellswords or bowmen who prefer to take up a mount.

Hero: Highly skilled mercenaries who have made quite the name for themselves. Despite the title 'hero', this does not mean they're a hero for good or evil, only that their title warrants the name 'hero'.

Sniper: Skilled archers who take out enemies from afar. These units, like their unpromoted counterparts, are vulnerable in melee though despite this they are more capable of avoiding death in melee combat.

Rogue: Quick, sneaky, and shifty. These promoted thieves are not experienced enough to engage in combat, and excel more in the use of skills and stealing than they do in battle.

Assassin: Not as skill-focused as the Rogue, these quick and deadly swordsman are weaker than their rogue counterparts, however the use of dark tomes and the ability to instantly kill those they critical hit gives them more of a combat edge.

Swordmaster: Deadly with a blade that shines in the sunlight, these seasoned Myrmidons use their peerless skill to destroy the enemies around them. Their ability to land critical hits is unmatched by other sword users.

Paladin: Holy riders with a thirst for the blood of demons. These crusaders slay those with demonic blood, or straight up demons like they are nothing to them.

General: Heavily armored and slow moving, these hulks of pure defense deflect enemy attacks with ease. Despite this, there are quite a few weaknesses to their defenses. These advanced knights can wield the entire physical weapon triangle.

Great Knight: The mounted counterpart to the General, their defenses are almost as great and their ability to wield the physical weapon triangle remains. Despite this, they trade off having impenetrable defenses for having higher maneuverability.

Falcon Knight: Advanced Pegasus Knights, these fliers utilize their high speed and resistance to dispatch of mages, and other magical units.

Wyvern Knight: Quick and daring riders of wyverns take their bond with their wyverns to the next level. These lance users can damage an enemies' strength to reduce damage that may be done to them through physical attacks.

Wyvern Lord: Strong warriors mounted upon their draconic companion, they earn their title once the bond between the two is so strong that they share personality traits and start to think almost entirely alike.

Mage Knight: Fast travelling mounted magic users, these mages experiment with the tomes given to them, seeking ways of artificially boosting their power.

Sage: Masters of the elements and even some light magic, these promoted mages bend the will of the elements to their every need through rigorous studying.

Druid: The most brutally strong magic-wise of all magic users, the dark elements surge through their every veins and corrupt their mind and soul if they do not take care to avoid going insane.

Summoner: Exactly as their name implies, these advanced Shamans summon phantoms by their side in order to assist in physically dealing with enemies while they either slay their enemies with their dark powers, or heal allies.

Bishop: Blessed by the holy light of their gods, the radiance invested within them is powerful enough to slay the living dead within seconds.

Valkyrie: Mounted peons of light and justice, the light magic within them gives them a beautiful radiance of holy light.

Grandmaster: Master tacticians who command armies with ease while engaging in the frontlines themselves. Their varied nature assists them in filling in many roles.

Halberdier: Advanced soldiers who have surpassed the "grunt" status and whose power with a spear is akin to a swordmaster's prowess with his blade.

Nomadic Trooper: Plainsmen who take up a role to protect their tribe. More often than not, these warriors are either the elite, or the leaders to the tribe itself.

Dark Flier: In contrast to the pegasi that are commonly seen, these dark pegasi aren't as graceful and beautiful as their cousins. Their riders are equally as brooding and have the same dark intentions as the mount they ride upon.

Hide Hunter: Beyond simply hunting small game and targets, these woodsmen use their knowledge of the wild to take down dinosaurs, dragons, and sometimes entire armies singlehandedly. Though, taking down armies requires time and whittling.

Griffon Rider: An alternative mount to the common wyverns and pegasi, a rider of a griffon is as loyal and brave as their mount, taking on otherwise impossible challenges.

Wilder: Intuitive and resourceful, their strengths come from their ability to avoid attacks, and deal pain to their enemies using the forces of light and dark as tools of power as opposed to the holy and unholy natures that cling to those elements.

Advanced Classes

Dread Fighter: Strong in the ways of swordplay, axes, and magic use these solemn warriors prove themselves capable time and time again, displaying their acrobatics and techniques for all to see.

Dark Knight: While some see it foolish to use such dangerous weapons as the devil weapons, the use of them by these trained hands shows their deadly nature without the risk of these mounted soldiers harming themselves.

Shifter: Some are born with innate powers tied to specific animals, demons, dragons, or even aliens. These are known as shifters, and they contain their powers by fusing them into special magical stones which allow them to shift into their monstrous form.

Rules

Making a Character

Hit Points: Hit Points determine how much damage one unit can take. A character at 0 HP is dead. A character gains +1 HP every time they level up.

Stamina: A character has a number of Stamina Points equal to half his Strength score.

Magic: A character has a number of Magic Points equal to half his Magic score.

To Hit Formula: $1d20 + \frac{1}{2} \text{ Strength or } \frac{1}{2} \text{ Magic} + \text{Skill} - \text{Weapon's Weight}$ (if it exceeds CON)

Armor Rating: $5 + \text{Defense} + \text{Speed} + \frac{1}{4} \text{ Luck}$

Resistance Rating: $5 + \text{Resistance} + \text{Speed} + \frac{1}{4} \text{ Luck}$

Counter Attack: Expending 1 point of their Stamina Pool (if it's a physical attack) or Magic Pool (if it's a magical attack), the person being attacked can follow up after the attacker's first attack

Critical Hit: A character critically hits depending on what his luck, listed on the critical hit chart. If a character rolls a critical threat, they must first be able to hit their enemies' Armor, meaning if their critical threat would not hit their Armor they do not hit.

Luck	Critical Range
0-2	0 (Can't crit)
3-10	19-20
11-18	18-20
19-24	17-20
25-28	16-20
29-30	15-20
+2 Crit	13-20 (Max)

Rescuing: If a unit has an Aid score higher than a unit's Con score, they can rescue said unit (placing this unit on their square, and the target's movement instead uses the rescuer's movement). If a unit is rescuing an ally, their Skill and Speed are cut in half.

Aid: Male Mounted/Flying: 25-Constitution, Female Mounted/Flying: 20-Constitution, Foot: Constitution-1

Maneuvers vs Spells: Characters with at least a 2 in Strength, they have 1 Stamina which means they can take any Maneuver which has at least a 1 Stamina cost. The same goes for Magic. Characters with 0 Stamina however *can* take a Maneuver that has N/A as its Stamina cost. The same goes for spells.

General Abilities: Characters can use these abilities, and they do not take up ability slots. The cost of these abilities are normally 0, however some cost 1 or 2.

Racial Abilities: These abilities are ones that can only be selected by the races listed in the prerequisites. These abilities do take up an ability slot unless it is listed on the race's abilities they gain from the start.

Item Slots: A character has 5 slots for weapons and items. If a character has too many weapons or items, they can choose to send the weapon/item gained or a currently held weapon/item to the supply. Lords or units next to the Lord can access the supply mid-battle, however outside of battle all units can access the supply.

Example: A fighter has an iron axe, two vulneraries, and two chest keys. He receives a vulnerary from an enemy. He decides to send a chest key to the supply, and now has an iron axe, three vulneraries, and a chest key.

Weapon Ranks: A character typically starts with an E Rank in the weapon(s) they're proficient with. This varies by what level they start at and how much Weapon EXP the GM is willing to give them. Below are the weapon ranks in a chart. Each unit must hit an enemy to increase proficiency with their weapon. Killing a unit counts as double the hits. Abilities that grant modifiers to increasing proficiency stack with the modifier from killing a unit.

All Dark Magic users start with a D rank in Dark rather than an E.

Weapon Rank	Hits Required	(Fast) Weapon Rank	(Fast) Hits Required
Prf/E	0	Prf/E	0
D	10	D	5
C	20	C	10
B	30	B	15
A	40	A	20
S	50	S	30

Growth Rates: To level up stats, characters must roll a 1d10 to see if they level their stat up. If using the Static Growth Rates, they gain bonuses to their stats at certain levels. If a roll is under what it needs to be, add the result as a decimal after the stat and add the decimal with the next roll at the next level. (Example: A knight with a 1 speed and a 2 growth rolls a 4. That becomes a 2.4, and he must roll a 5 or 6 to increase the stat.)

Growth Number	You Must Roll	Static Growths (Alt Rule)
8	3-10	2, 4, 6, 8, 10, 12, 14, 16, 18, 20
6	5-10	3, 5, 9, 13, 17, 19
4	7-10	4, 8, 12, 16, 20
2	9-10	3, 9, 17

Combat

Actions in a Round: Standard, Move, and Free.

- Standard Actions: Attack, Using Staff, Using Items, Enter Building, Seize Throne, Rescue Unit, Trade with PCs, Use Maneuver, Cast Spell
- Move: Move up to your speed
- Free: Equip Weapon, Drop Unit, Talk (to recruit Enemy or Allied Units)

Damage: Damage with physical attacks are the weapon's damage dice + $\frac{1}{2}$ user's strength modifier, and magical attacks are the tome's damage dice + $\frac{1}{2}$ user's magic score.

Weapon Durability: If an enemy is struck by a weapon with a durability on it, reduce the weapon's durability by 1. If a weapon reaches 0 durability, the weapon breaks and is removed from the player's inventory.

Initiative: Initiative is calculated by a $1d20 + \frac{1}{2}$ Speed roll. The unit with the highest initiative goes first while the lowest goes last. Enemies always go last on a singular turn known as the "Enemy Phase" and NPCs go right before enemies on the "NPC Phase". Alternatively players can discuss who they want to go first through last, opening up more tactical opportunities and removing the randomness of initiative rolls. Players can hold their turn until before/after another unit's turn, or pass entirely. If they hold their turn, their new turn from then on goes on the turn in which they chose to act after holding.

Movement and Spaces: Diagonals are counted as 2 squares instead of 1, meaning that attacking from diagonals counts as indirect combat, or attacking at range. Units cannot move diagonally and must specify which spaces are being moved through if the player moves the unit diagonally. Each square is roughly 5 feet.

Qualifying for Abilities: If a prerequisite says "Unpromoted Level (x)" the character can be promoted in order to qualify for abilities that say "Unpromoted". The same goes for stat-based requirements. Advanced classes count as Promoted classes for the sake of requirements.

Attacks per Turn: If a unit's speed is at least 5 or more above the enemies' speed, they get an additional attack.

Damage on Abilities: Maneuvers and Spells (unless otherwise noted) add $+\frac{1}{2}$ Strength or Magic respectively to the damage of attacks used.

Damage Reduction/Magic Reduction: Depending on a unit's Defense/Resistance, they may be able to reduce damage dealt by magical or physical means. Consult the chart below for how much DR/MR a unit may have.

Defense/Resistance	DR/MR
0-8	0
9-12	2
13-17	4
18-22	6
23-29	8
30	10
31+	20

Auto Hits/Misses: A natural 1 is counted as an auto miss while a natural 20 is considered an auto hit. This does not however mean that a natural 20 automatically critically hits.

Terrain

Below are some terrains that are pre-made and can give bonuses to a user's defense, armor, and/or heal some HP. More can be added at the GM's discretion.

Terrain Name	Terrain Bonuses	Terrain Penalties	Movement Penalty
Sand	None	None	-3 Move. (Non-mounted Magic Users & Flying unaffected)
Mountains	+6 AR/RR	-5 to units Attack.	1 Square = 2 Squares. (Brigands & Flying unaffected, Mounted units can't move through mountains)
Hills	+2 AR/RR	None	-2 Move. (Brigands & Flying unaffected)
Sea	None	None	Pirates, Boats, and Flying units only.
Forests	+5 AR/RR	-5 to units attack.	1 Square = 2 Squares. (Flying unaffected)
Fort	+5 HP to unit per round. +8 AR/RR.	None	None. (Bonuses apply at the end of the unit's turn.)
Throne	+5 HP to unit per round.	None	None. (Bonuses apply at the end of the unit's turn.) Can be seized by Lord.
Gate	+5 HP to unit per round.	None	None. (Bonuses apply at the end of the unit's turn.) Can be seized by Lord.
Lava	None	-5 to units attack.	1d8 fire damage if passed through or remained on. (Flying takes 1d6 instead)
Acidic Pool	None	-5 to units attack.	1d8 acid damage if passed through or remained on. (Flying unaffected)
Poisoned Gas	None	None	Poisons those on this square.

Movement in Terrains: Moving into or through a terrain that imposes penalties to movements penalizes the unit's movement, however moving out of said terrain does not penalize them unless they're moving into a new terrain with move penalties. This applies to damage dealt by terrains.

Disabling Traps: A pit of lava, acidic pool, or poisoned gas area can be disabled by a rogue if he takes a standard action to do so, making the square safe for others.

Roleplaying Skills

GMs are encouraged to include scenes in their game aside from combat to allow player characters to socialize with one another and develop their stories and personalities. One such thing that may come up is the use of “Skills”, something a unit may perform if they wish to initiate an action such as jumping over a ledge, or trying to go undetected. The skills below are general and more may be added at the GM’s discretion. All skills require a 3d6 roll + a unit’s select stat with the likelihood of success is as follows: (Very Easy: 10, Easy: 15, Normal: 20, Hard: 25, Extremely Hard: 30-40) . An unpromoted unit has 2 skills, a promoted unit has 3 skills, a recruit unit only has 1 skill, and Thieves/Rogues have 5 skills. A Lord gains 2 free knowledge skills along with their normal skills.

- Artisan (Choose one): 3d6+Skill or Luck. Can be used for creating works of art, performing, exercising a job, or crafting.
 - Artisan (Sword, Axe, Lance, or Bow): Can be used to repair weaponry, however it can only bring the weapon to a maximum of half its durability. Damage scales down by 1 point with each repair done to it.
- Athletics: 3d6+Speed. Can be used for athletic techniques and footwork actions.
- Awareness: 3d6+Skill. Used for basic perception and lie detection.
- Etiquette: 3d6+Luck. Can be used for behavior around royalty.
- Deception: 3d6+Luck. Can be used for disguising, lying, and misguiding.
- Handle Animal: 3d6+Skill. Can be used to calm and coax animals.
- Heal: 3d6+Skill. Can be used to negate poison, or heal up to half HP as a standard action once per day.
- Knowledge (Magic): 3d6+Mag. Can be used for information on spells. (GM’s discretion)
- Knowledge (Dark Magic): 3d6+Mag. Can be used for information on eldritch happenings. (GM’s discretion)
- Knowledge (Tactics): 3d6+Skill. Can be used for insight into the battlefield. (GM’s discretion)
- Knowledge (History): 3d6+Skill. Can be used for insight into the world. (GM’s discretion)
- Knowledge (Royalty): 3d6+Skill. Can be used for insight into kingdoms/lords. (GM’s discretion)
- Knowledge (Wilderness): 3d6+Skill. Can be used for surviving in the wilderness. Those with this skill always know true north. (GM’s discretion)
- Stealth: 3d6+Skill. Used for hiding objects, yourself, and sometimes allies.
- Persuasion: 3d6+Luck. Can be used for talking your way out of situations, and intimidation.

Elements

Physical: Piercing, Bludgeoning, Slashing

Elemental: Fire, Cold, Earth, Wind, Electricity, Force

Spiritual: Light, Dark

Supports

Two player characters can engage in support conversations (which they are highly recommended to be played out in-game, however before/after a battle and not during) assuming they meet the prerequisites to do so. These support conversations may be about anything, however the final support (known as S-rank Support) almost always leads to the two units marrying, even if they are the same sex, however this can also lead to a complete devotion or other something of that nature.

Supports can only be administered after a certain amount of times, as seen in the table below.

(Note: Fights are cumulative from battle to battle.) Also listed are bonuses units get for supporting another unit. (These only apply if the unit is adjacent). Each unit can only S support one unit. Only the highest support applies to a unit when calculating bonuses granted from adjacent allies. Below is a Fast and Slow track for supports in case a game is large, or may be long running and requires more time to build up more supports.

Support Level	Requirements (Medium)	Bonus
C	6 Fights adjacent to each other.	+5 to Hit and +2 Damage.
B	10 Fights adjacent to each other.	+10 to Hit and +4 Damage.
A	14 Fights adjacent to each other.	+15 to Hit and +6 Damage.
S	18 Fights adjacent to each other.	+20 to Hit and +8 Damage.

Req. (Fast)	C: 4	B: 8	A: 12	S: 16
Req. (Slow)	C: 8	B: 16	A: 24	S: 32

Abilities

Units gain Abilities at the levels listed below. The GM must choose between Fast and Slow. Some abilities costs points, other do not. Abilities that do not cost points are effects that do not need to be activated unless they specifically say so. Races with abilities listed here cannot take abilities again.

[Monsters](#) built in this book use the “Fast Track”.

Slow Track	Fast Track (Every odd level)	
3, 9, 15, 18	1, 3, 5, 7, 9, 11, 13, 15, 17, 19	Levels Abilities are Gained

Advanced Class' Slow: 3, 9, 15, 18, 23, 25, 29

General Abilities

These are abilities any unit with a Stamina or Magic pool can perform, and do not take up slots on their “Ability” list. A character starts with these at level 1, or whenever they gain a Stamina or Magic Pool (whichever is required to be used).

Unless noted that an effect is permanent or has a specific round duration, it is to be assumed the effects of the ability/spell last until the end of the battle. In addition to this, unless specifically stated it is assumed maneuvers and spells that grant increases do not stack unless they specifically say so.

Ability Name	Type	Cost	Prerequisites	Description
Cant	None	N/A	Thief/Rogue	Communicate with party members through tapping against objects and walls.
Creation	Magic	N/A	None	Create minor objects such as door blocks, nails, or small hammers. Cannot harm people.
Dark Cut	Magic	N/A	Dark Tome E	Deal 1d3 points of dark damage.
Empower	Magic	Varies	Any Tome E	Increase a Tome’s damage by amount of points spent.
Grapple	Stamina	1	Strength 12	Make an attack roll to grapple the enemy.
Magic Spark	Magic	N/A	Anima Tome E	Deal 1d3 points of damage using a single element.
Minor Illusion	Magic	N/A	None	Create a minor illusion. Cannot deal damage. Deception check to convince people it’s real.
Minor Smite	Magic	N/A	Light Tome E	Deal 1d3 points of light damage.
Run	Stamina	1	None	Move at x2 speed for this round, and cannot double attack.
Shake it Off	Both	Varies	None	Heals HP equal to points spent.
Sound	Magic	N/A	None	Create sounds that fool people with a deception check.
Unarmed Strike	Stamina	N/A	None	Bludgeoning attack that deals 1d4 damage, 1 range, x2 crit, and no weight. These unarmed Strikes always have a -2 damage against Armored and Mounted units.

Maneuvers

Maneuvers attack Armor/Defense if they say they are attacks.

Maneuver Name	Cost	Prerequisites	Description
Accidentally Tripped	2	None	The unit gives themselves and all adjacent squares -5 to Armor.
Air Blooded	1	No Tomes	Reduce 5 points of wind damage.
Alien Reach	1	Abomination, Iron Fist, Unpromoted 5	Unarmed strikes are resolved at 1-2 range. At 2 range, ¼ Strength to damage rather than ½.
Anchoring Javelin	2	1-2 Lance equipped	Reduce an enemies' speed to 1 for 1 round.
Armament Training	Varies	Weapon C	Do not reduce a weapon's durability by spending a number of stamina equal to times attacked.
Bat	6	Strength 20, Unpromoted 11	Make a single attack to an enemy with a melee weapon, and push the enemy 2 spaces back.
Blessed Charge	8	Paladin 9	Deal light damage with a physical attack, and add on +2d8 light damage.
Breastplate of Valor	N/A	Cavalier 3	Gain a +2 Defense, but gain the Armored type.
Burst of Inspiration	N/A	Any Knowledge skill	Reroll any 1s on a Knowledge check.
Calming Breath	N/A	Level 5	Spend 1 turn to regain 1 Stamina.
Charging Finish	5	Great Knight	Deal an additional +1 damage per square moved.
Combat Stealth	N/A	Stealth Skill	If no enemies are within 5 sq., the unit is allowed to roll a stealth check and stay stealthy unless they're adjacent to an enemy or attack. When attacking, remove speed from AR/RR.
Compression Blooded	1	No Tomes	Reduce 5 points of force damage.
Critical Rage	N/A	HP 25	When the unit's HP is less than half, add a +6 to luck for critical chance (maximum 15-20).
Damned Blood	1	No Tomes	Reduce 5 points of dark damage.
Damning Presence	N/A	Persuasion Skill	Reroll 1s on a Persuasion check to intimidate.
Dangerous Rebuttal	N/A	Speed 11	If the unit is below half HP, they always strike first on an attack.
Deep Breath	N/A	Bow D	If an attack is dodged, gain +2 to hit.
Deflect Arrow	4	Silver Fist, Unpromoted 13	Blocks an attack from a bow/ballista that would normally hit.
Devastator	N/A	Assassin, Killing Edge or Shamshir in use	Deal +5 damage when critically hitting, and reduce the Stamina cost of Silencer by 2. 1/day
Diamond Strike	3	Hero 9	Absorb HP equal to half damage dealt.
Disarm	2	Weapon D	1d10+Skill roll vs enemies' Skill + ½ Luck to force the enemies' weapon to be unequipped.
Distant Nobility	N/A	Non-Lord Class	Gain Etiquette as a skill, and gain a +2 on Etiquette checks.
Divine Blooded	1	No Tomes	Reduce 5 points of light damage.
Dual Archery	N/A	Nomad 5	If the Nomad's rescuee has a ranged weapon, he can substitute the Nomad's second attack for his own attack.

Elbow Puncture	1	Unarmed Attack	Deal 1d6 damage to an enemy, and inflict -2 Armor Rating.
Finish Motion	N/A	Mounted Type	Finish a mounted unit's movement if they take a standard action in the middle of their move.
Fleet Footed	N/A	Speed 16	Gain a +1 to Move. This can be taken multiple times, and this stacks.
Following Action	1	None	If an enemy only moves one square on their turn, this unit can spend a point to move towards them but not away.
Further Attack	1	None	Do a second attack even if speed isn't high enough -5 to Hit if this happens
Greater Bat	8	Bat, Strength 26, Promoted 7	If there are two enemies within reach, use bat on two enemies using separate attack rolls.
Greater Harden	2	Harden	Gain a +4 Armor Rating for 2 rounds.
Greater Puncture	N/A	Unpromoted 11	Damage on a critical hit increases to +5.
Greater Resilient	2	Resilient	Gain a +4 Resistance Rating for 2 rounds.
Ground Shatter	4	Axe C	Attack an adjacent square. If there are enemies adjacent to the square, they take 2d4 damage.
Harden	1	None	Gain a +2 Armor Rating for 1 round.
Heavy Armor	6	Great Knight 19, Defense 28	Reduce one attack's damage by 15, and redirect the damage reduced to the attacker.
Improved Following	2	Following Action, Any Level 5	If an enemy moves up to two squares on their turn, this unit can spend a point to move towards them but not away.
Improved Initiative	N/A	Speed 12	Gain a +4 bonus to Initiative rolls.
Improved Puncture	N/A	Unpromoted 5	Damage on a critical hit increases to +2.
Inspired Stealth	N/A	Burst of Inspiration, Stealth Skill	Reroll any 1s on a Stealth check.
Intense Swing	4	Axe B	-5 to hit and add all of Strength to damage.
Iron Fist	N/A	Strength 8	Increases unarmed strike damage to 1d6.
Kick & Cut	N/A	Swordmaster 1	On a critical hit, after the damage is dealt and if the enemy is still alive they're pushed back 1 sq.
Legendary Charge	15	Mounted, Promoted 20	Move and make an attack roll, adding double the squares moved to attack and damage.
Long Range Strike	2	Bow D	Grant yourself 2-3 range (2-4 if using a Longbow) for 1 round.
Loyalty	N/A	Lord 3	Increase allies' attack by +2 if they are within 3 squares of the Lord.
Lucky Soul	N/A	Luck 14	Grant ¼ Luck on top of ½ Strength for damage.
Magic Slayer	N/A	No Spells or Tomes	Deal +2 damage to magic users, or characters with spells.
Minor Proficiency	N/A	Not proficient in weapon	Take this to gain an E Rank in a chosen weapon group that does not increase beyond E. If the unit promotes into a class with said weapon, add +5 to the "hits" until the next rank up in it.

Moon Blooded	1	No Tomes	Reduce 5 points of cold damage.
Negation	6	Promoted 11	Negate an enemies' class skill.
Of the Plains	N/A	Nomad	Gain +2 Armor Rating if on flat ground.
Overhead Bite	2	Overhead Stomp	In addition to the stomp, deal an additional 1d8 piercing damage.
Overhead Pound	2	Steel Fist, Unpromoted 7	If it hits, deal normal Unarmed Strike damage, and knock the enemy prone.
Overhead Stomp	1	Handle Animal Skill	Handle Animal (DC 15) to convince the mount to make an adjacent 2d6 bludgeoning attack.
Pass Through	N/A	Speed 16	Move freely through enemy squares.
Piercing Strike	3	Great Knight 9	Negates enemies' Defense.
Powered Attack	N/A	Strength 6	Remove Skill to hit, but add entire strength score to damage.
Provoking Attacks	N/A	Speed 8	If an enemy moves through an adjacent square, they can attack the enemy. Pass negates this.
Puff of Smoke	2	Thief 3	+5 AR/RR to the user for 2 rounds.
Puncture	N/A	Unpromoted 3	Gain a +1 damage on a critical hit.
Puncture Heart	N/A	Unpromoted 19	Damage on a critical hit increases to +12.
Resilient	1	None	Gain a +2 Resistance Rating for 1 round.
Resilient Hardness	10	Greater Harden, Greater Resilient	Gain a +8 Armor Rating and Resistance Rating for 4 rounds.
Riposte	N/A	Speed 11	If an enemy strikes and ends up hitting, a unit with this ability can make a reaction attack freely.
Rock Blooded	1	No Tomes	Reduce 5 points of earth damage.
Savage Display	N/A	Axe E, Lord	Gain a +2 Strength and Defense, and a -2 Speed and Luck. Can only be selected at 1 st level.
Shove, Step, Strike	4	Silver Fist, Following Action, Unpromoted 13	Pushes an enemy 1 sq., moves up 1 sq., and makes an attack on them if they're within range.
Silver Fist	N/A	Steel Fist, Unpromoted 11	Increases unarmed strike damage to 1d10.
Socialite	N/A	None	Halves battles needed for supports.
Space Tactic	N/A	None	A unit can occupy the same square as the unit with this ability, however they both take a -5 to Hit and Armor.
Speed Assault	N/A	Speed 14	Gain ½ speed instead of ½ Strength for damage.
Spell Defense	2	No Spells or Tomes	If a spell is used upon a unit with this maneuver, he can use this to reduce any damage by 5.
Stand for my Country	2	Soldier, Strength 9	Gain +1 Attack and Damage for 2 rounds, and gain +1 Defense during this time.
Star Blooded	1	No Tomes	Reduce 5 points of fire damage.
Steel Fist	N/A	Iron Fist, Unpromoted 7	Increases unarmed strike damage to 1d8.

Step Over	N/A	Speed 23, Non-Flying	Move freely in any terrain except for Sea and Cliff (and mountains if Mounted)
Stinging Strike	4	Silver Fist, Unpromoted 13	Unarmed Strike deals 1d6 damage to the enemies' movement. No strength to damage.
Stopping Strike	N/A	Provoking Attack, Unpromoted 11	Deal +5 damage against provoking enemies, and if the attack hits, the enemy cannot move past.
Strength of Ages	10	Strength 28	For 3 rounds, add a +10 to Strength (exceeding the character's stat cap).
Strong Takedown	2	Steel Fist, Unpromoted 9	Knocks an enemy prone and deals half unarmed strike damage to the enemy.
Studious	N/A	Tactician	Party gains 5 EXP if Tactician is alive at the end of the battle.
Successive Strikes	3	Swordmaster 9	Deal five consecutive strikes at half damage.
Superior Following	4	Improved Following, Unpromoted 9	If an enemy moves up to three squares on their turn, this unit can spend a point to move towards them but not away.
Superior Puncture	N/A	Unpromoted 15	Damage on a critical hit increases to +8.
Swap Tactic	1	None	Swap places with an adjacent ally.
Tendon Sever	2	Luck 19	Reduce an enemies' speed by 6 after a battle. This can stack up to a 1 speed.
That's my village!	N/A	Brigand 3	Negate an enemies' ability to pillage the village if this unit is within 3 squares of it.
The Little Guy	N/A	Recruit Class	Gain a bonus on attack rolls equal to the enemies' level if they are of a higher level (Promoted adds +20).
Thrown Axe	N/A	Axe B	An axe with a range of 1 gains 1-2 range.
Time Blooded	1	No Tomes	Reduce 5 points of electricity damage.
Toughness	N/A	Defense 12	+1 HP per level
Trip	3	Unarmed Attack	Make an attack roll to trip the enemy.
Unarmed Defense	N/A	Iron Fist, Unpromoted 5	When no weapon is equipped, gain a +2 to Armor Rating and Resistance Rating.
Up, Horsey!	2	Mounted, Handle Animal skill	The unit can roll a "Handle Animal" check DC = enemies' Armor +5 to pass over the enemies' square.
Viscous Strike	1	None	Deal 1d6 extra damage to the enemy and self.
Weapon Focus	N/A	Proficient in weapon	Gain a +1 to hit with selected weapon. Can be swapped out with each level/wep rank up.
Weapon Specialization	N/A	Weapon Focus in weapon	Gain a +2 to damage with selected weapon. Can be swapped out with each level/wep rank up.
Wreath of Blades	6	Lord, Speed 16	Deal 1.5x damage, and use speed for damage. This cannot be coupled with Speed Assault.
Grand Weapon Focus	N/A	Weapon Focus	Gain an additional +1 to weapons which are selected with Weapon Focus, and gain a +2 to hit with weapons of the same groups.

Grand Weapon Specialization	N/A	Weapon Specialization	Gain an additional +2 to weapons which are selected with weapon spec, and gain a +2 to damage with weapons of the same group.
Monomolecular Blade	4	Weapon Focus	Increase damage die by 1 step for 2 rounds.
Rescuer	N/A	None	Gain a +2 move while rescuing.
Grand Rescuer	N/A	Rescuer, AID 10	Negate penalties while rescuing.
Helping Dance	1	Dancer 5	When dancing ally gains +2 to Strength or Magic, and Defense or Resistance.
Adjacent Dance	2	Dancer 9	All adjacent allies gain the effects of dancing.
Eagle Eye	N/A	Awareness Skill	Once per day, gain a +2 to hit one enemy for 4 rounds.
Fake Out	N/A	Deception Skill	Once per day, negate enemies' DR.
Jump Away	N/A	Athletics Skill	Once per day, move 1 square while out of turn.
Adequately Put	N/A	Etiquette Skill	Once per day, gain +4 damage vs lords for 2 rounds.
Combat Healer	N/A	Heal Skill	Gain an additional use per day of the Heal skill's abilities.
Weapon Master	N/A	Weapon Focus, Promoted 19	Weapon chosen no longer reduces uses.
Weapon Prodigy	N/A	Weapon Focus, Unpromoted 9	Weapon chosen no longer reduces attack if its weight exceeds constitution.
Repurposed Weapon	1	Weapon Specialization	Change a weapon's physical type to another type. (Bludgeoning, Piercing, or Slashing).
Break Down	1	Weapon Specialization	Weapon's weight is added to damage.
Plant the Shield	N/A	Knight 5	Unit takes a -2 and the enemy takes a -4 to their effective speed for double attacks. This triggers when this unit attacks the enemy. Minimum 0.
Plant the Shield Harder	N/A	Knight 9	Unit takes a -2 and the enemy takes a -6 to their effective speed for double attacks. This triggers when this unit attacks the enemy. Minimum 0.
Firmly Planted	N/A	General 5	Unit and the enemy are unable to double attack.
A Risk Worth Taking	N/A	Unpromoted Level 11	Deal +5 damage to enemies, and enemies deals +5 damage to this unit.
Quick Attack	1	Pegasus Knight 5 or Myrmidon 5	When this unit attacks an enemy, their effective speed for double attacking is increased by +5.
Foraging	N/A	Unpromoted Level 1	When standing upon mountains or forests, treat them as a throne for regaining HP.
Fool's Luck	N/A	Promoted Level 5	The unit gains +15 to hit and +5 damage, yet if the enemy is a higher level, they gain this bonus.
Overbearing Strength	N/A	Strength 15	If this unit's strength is 5 higher than the enemy they are facing, they gain +3 to damage rolls.
Damaging Presence	N/A	Luck 12	If this unit defeats an adjacent enemy, all enemies adjacent to this unit take minimal damage from their weapon (cannot gain x2).

Opportune Strike	1	Skill 12	Gain +3 damage vs. enemies who can't double attack. Doesn't activate with "Firmly Planted".
Nobody Dies!	5	Defense 15	All adjacent allies take ¼ damage for 1d6+3 rounds.
Peaceful Voice	2	Luck 12	Allies within 3 spaces receive 2 less damage.
Already Willing to Kill	N/A	Dark Flier 5	If the enemies' HP isn't full, this unit deals +3 damage against the enemy.
Evasive Maneuvers	2	Mounted or Flying Unit	When the enemy initiates a battle with this unit in the next 3 rounds, this unit gains +4 AR/RR.
Heavy Sword	N/A	Mercenary Level 7	When using a "Blade" weapon, gain +3 damage, but take a -3 to hit.
Book Keeping	N/A	Level 9, Anima, Dark, or Light C	Choose one type of magic. Tomes from the chosen type has their weight halved. This unit cannot benefit from "Break Down".
Weaponsmith	1	Artisan (Weapons)	After initiating a battle, roll a 1d%. This unit has a % chance of gaining an iron weapon equal to their Luck stat. Roll 1d4 (1- Sword, 2- Lance, 3- Axe, 4- Bow). Can only be used 1/combat.
Trying Hard!	N/A	Recruit Level 1	This must be chosen at 1 st level only. This recruit unit gains x2 experience. Once this unit becomes any other class, they lose this maneuver.
Used Against You	3	Halberdier Level 3	Deal ½ the enemies' Strength or Magic bonus to damage as damage back at them (depending on the weapon the enemy is holding).
Skillful Potion	N/A	Unpromoted Level 5	Potions that increase HP heal +50% more HP to this unit.
Swift Potion	2	Unpromoted Level 9	Using a potion is instead a free action that can be done once on the round it's used.
Defensive Formation	N/A	Unpromoted Level 3	When rescuing an ally, this unit can instead move onto the allies' square after rescuing them as a free action.
Slicing Maneuver	1	Wyvern Rider Level 5	This unit, after attacking the enemy, swaps places with them and ends their turn.
Poison Resistance	1	Unpromoted Level 5	If this unit triggers this ability, they take ½ damage from poison for the rest of the battle.
Improved Poison Resistance	2	Assassin Level 1	This unit takes 0 damage from poisons, and stat reducing effects are halved.
Greater Poison Resistance	3	Assassin Level 5	This unit takes 0 damage from poisons, and stat reducing effects are negated.

Spells

Spells attack Resistance if they are an attack.

Ability Name	Cost	Prerequisites	Description
Absorb Durability	1	Tome, Sword, Lance, or Axe D	Absorb 2 points from one tome's durability into a sword, axe, or lance.
Absorb Magic	N/A	Magic 14	Absorb the MP from an adjacent ally.
Absorb Stamina	1	Strength 14	Absorb the SP from an adjacent ally.
Alarm	Varies	Magic 4	Ward an area with an alarm for a single day per point spent.
Ball of Force	1	Anima Proficiency	Fire a ball of force with 1-2 range that deals 1d4 points of Force damage.
Beyond Human	8	Any Tome S	Gain a +6 to one stat of your choosing.
Bladed Edge	4	Magic 8	Grants one sword user a bonus +4 on damage with swords.
Blasting Strike	6	Magic 18	1-2 Range Attack that deals 3d8 force damage.
Blood Boiling	2	Dark D	1-2 Range attack that deals 1d6 points of Dark damage to the enemy.
Bury	2	Magic 10	Deal 1d6 bludgeoning damage, and impose a -2 Armor Rating.
Constitution+	4	Magic 16	Gives target within 3 squares a +2 to Constitution. This lasts 5 rounds.
Cosmic Blast	7	Any Tome A	Fire a ray of cold that deals 6d6 points of damage.
Dark Breath	1	None	Breathe in the dark world for 24 hours.
Deep Poison	4	Magic 16, Dark C	One character poisoned takes an additional 1d6 damage from poison for 2 rounds.
Defense+	4	Magic 16	Gives target within 3 squares a +2 to Defense. This can surpass the target's stat cap. This lasts 5 rounds.
Detect Magic	1	Magic 2	Detect if one person has any magical abilities.
Dragon's Blood	10	Magic 22	Use a dragon's corpse within 3 sq. as a bomb dealing 2d12 of the dragon's element in damage to adjacent sq.
Dragon's Breath	5	Wyvern Rider, Knight, or Lord	Grants a Wyvern a breath attack with 1-2 range that deals 2d8 points of fire damage. Lasts for 2 rounds.
Earth Barrier	6	Anima B	Creates a barrier of stone in one square with 50 HP.
Element Grab	1	Anima Proficiency	Elemental attack that deals 1d6 points of damage of your choice (except for Force). Range of 1.
Elemental Burst	8	Magic 18	Cause one square to deal 1d8 elemental damage, and all adjacent squares take 1d4 points of elemental damage.
Elemental Jet	15	Any Tome S	Choose one element, and fire a 5 foot line dealing 8d10.
Elemental Purge	9	Anima Rank S	Deal 10d6 points of any element damage with 1-5 range.
Fire Strike	4	Anima C	1-3 Range attack that deals 3d6 points of Fire damage.
Flight	1	Magic 4	Gain a 6 square fly speed (counted as a Flying unit).
Force Armor	1	Magic 4	Gain a +4 Magic bonus to Armor Rating.
Force Shield	1	Magic 4	Gain a +4 Magic bonus to Resistance Rating.
Gold Bullet	1	At least 1 Gold	Uses a gold piece as a 2 range weapon dealing 1d6 bludgeoning damage. Double attacks cost 2 MP total.

Grease	1	Magic 6	Fill a 2 by 2 square area with grease. Requires a DC 15 Acrobatics to move through or be stuck.
Greater Blood	6	Inner Blood	Deal an additional +2d6 cold damage with Inner Blood.
Hasten	5	Any Tome B	Grant all allies a +6 bonus to Speed for 5 rounds.
Hasten Attack	6	Any Tome B	Grants a unit an extra attack alongside their normal one.
Inner Blood	4	Magic 12	Spike an enemies' blood dealing 2d6 cold damage.
Invisibility	4	Magic 14 or Stealth Skill	Go invisible, granting +20 to Stealth and reducing enemies' Armor/Resistance Rating by 10 for 2 rounds.
Invisible Blade	3	Strength 8	Attack deals 1d10 points of slashing damage with a 1 range.
Laugh a Lot	6	Magic 18	Cause one enemy to uncontrollably laugh, making it so they cannot drink potion-based items.
Lava Breath	1	None	Breathe in lava for 24 hours and become immune to fire.
Life Drain	3	Dark C	Transfer 10 HP from an ally to yourself or other ally.
Longer Shot	1	Bow C, Magic 4	Increase range of a bow equipped by +1 for 3 rounds.
Luck+	4	Magic 16	Gives target within 3 squares a +2 to Luck. This can surpass the target's stat cap. This lasts 5 rounds.
Magic Fists	N/A	STR 2, MAG 6	Unarmed attack uses magic and attacks armor rating.
Magic+	4	Magic 16	Gives target within 3 squares a +2 to Magic. This can surpass the target's stat cap. This lasts 5 rounds.
Move Blight	Varies	Magic 16	Reduce an enemies' move by the amount of MP spent.
Move+	4	Magic 16	Gives target within 3 squares a +2 to Move. This lasts 5 rounds.
Omnicide	15	Magic 28	10d6+10 untyped damage (cannot be resisted).
Plummet	3	Magic 12	Deal 1d8 damage to a flying unit.
Radiant Fire	3	Anima C	Deal light damage with Fire Tomes (Lalynflame, Valflame, Cymbeline, Fire, Devil's Fire, Elfir, and Forblaze).
Raise Dead	9	Light Rank S	Raise one ally from the dead if they have been dead for at least 1 hour. Otherwise they cannot be revived.
Read Thoughts	2	Magic 6	1d20+Magic roll vs 5 + enemies' Resistance and ¼ Luck to read their mind.
Resistance+	4	Magic 16	Gives target within 3 squares a +2 to Resistance. This can surpass the target's stat cap. This lasts 5 rounds.
Safe Haven	2	Light D	One unit of your choice within 3 squares gains a +2 to Armor Rating and +1 to Hit while he remains within 3 squares of you. This lasts for 2 rounds.
Sea Grasp	3	Anima C	If a unit is 1 square away from a sea or lake, they can have the water attack that unit for 1d6 cold damage.
Seduce	1	Magic 6	Deception DC 25 to make an enemy your NPC ally for 2d4 rounds.
Serenade	1	Magic 4	Grant all of the opposite sex (to the caster) units within 3 squares a +2 bonus to one stat for 2 rounds.
Silence	1	Magic 8	Negate all sound within 3 squares centered on the target. This grants a +10 to Stealth for all units in this aura.

Skill+	4	Magic 16	Gives target within 3 squares a +2 to Skill. This can surpass the target's stat cap. This lasts 5 rounds.
Slay	9	Dark Rank S	Kills one enemy if their HP is below half. 1-3 range.
Sleep	1	Dark Proficiency	Put one enemy to sleep if they fail a 1d20+Constitution check. DC 15.
Speed+	4	Magic 16	Gives target within 3 squares a +2 to Speed. This can surpass the target's stat cap. This lasts 5 rounds.
Spell Reflection	6	Any Tome A	Instantly cause an enemies' magical ability to reflect back at them.
Spellcrash	5	Any Tome A	Deals 5 damage to an enemies' tome uses. Can break.
Spellshield	9	Resistance 28	For 3 rounds, reflect all spells with a lower MP cost.
Stake in Ground	4	None	Attack deals 1d8 piercing damage and knocks an enemy prone.
Stat Swap	6	Magic 14	Swap a single target's stat with another one of their stats. This cannot be done with HP, Move, or Con.
Strength+	4	Magic 16	Gives target within 3 squares a +2 to Strength. This can surpass the target's stat cap. This lasts 5 rounds.
Strengthen Bond	6	Support Any Rank	Double bonuses of a support with one unit for 4 rounds.
Swim	1	Magic 4	Gain a 3 square swim speed. Can move on sea or lakes.
Tangle	3	Magic 12	Impose a -4 penalty to one unit's armor rating.
Telekinetic Rod	2	Staff D	Roll an attack roll against an enemy. On a success, push or pull an enemy 1 square. This attack has a range of 3.
Teleport	8	Any Tome A	Teleport a number of squares equal to $\frac{1}{2}$ Magic.
Tough as Nails	3	Magic 16	Give a number of bonus HP equal to your level. This can exceed their HP cap. (Promoted characters use the level they promoted at + the level they currently are).
Void Breath	1	None	Breathe in space for 24 hours.
Water Breath	1	None	Breathe in water for 24 hours.
Weaken	2	Magic 14	Reduce an enemies' constitution by 1d6 points.
Weapon Morph	3	Sword, Axe, or Lance D	Change a weapon's physical type to one chosen (Slashing, Piercing, or Bludgeoning) for 2 rounds.
Wreath of Fire	4	Lord, No Tome	Creates a ring of fire around a sword, dealing 1d6 fire damage. On a critical hit, it deals 2d8 damage. 3 rounds.
Cloaked Fists	1	Magic Fists, Unpromoted 7	Add a single elemental or spiritual damage type onto their fists. This adds a +1d6 of that element/spiritual damage type chosen to attacks for 3 rounds.
Shrouded Fists	2	Cloaked Fists, Unpromoted 9	Damage die increases to +1d8, and the damage lasts for 5 rounds instead of 3.
Long Range Jolt	4	Shrouded Fists, Unpromoted 11	Deal damage with an unarmed strike as if all of it were the element chosen. This has a 2-4 range.
Unarmed to the Teeth	N/A	Cloaked Fists, Unpromoted 11	Unarmed Strikes deal 1d8 damage instead of 1d4, and attack at a 1-2 range.
Channel Tomes	2	Magic Fists	Spend 2 uses from the tome to add any special effects it may have onto unarmed strikes for the next turn only.
Holy Jolt	2	Light D	Deal 1d6 light damage to one enemy.

Dark Burn	2	Dark D	Deal 1d6 dark damage to one enemy.
Telekinetic Push	4	Anima C	Push one enemy up to 4 squares. If they hit a wall, deal a number of d4 equal to the amount of squares pushed.
Dark Low-Blow	4	Magic Fists, Unpromoted 5, Dark D	Deal normal unarmed strike damage, and knock the enemy prone.
Swallow Power	1	Sword C, Tome C	Deal 2 damage to the enemies' Strength, and gain a +2 to Strength.
Swift Reaction	2	Speed 14	Cast one spell this unit knows as a free action, adding the cost of this spell to the spell chosen. Cannot be used on a N/A spell.
Overbearing Curse	N/A	Dark C	Enemies and allies within 3 squares have their AR and RR reduced by 4.
Undead Form	5	Dark B, Magic 18	Take the form of a Ghost for 5 rounds.
Elemental Form	5	Anima B, Magic 18	Take the form of an Elemental for 5 rounds. The element of the Elemental is up to the unit's choice.
Angel Form	5	Light B, Magic 18	Take the form of an Angelic Knight for 5 rounds.
Dual Casting	5	2 Magic Types C	While holding a tome of one type (ex: anima) and a tome of another type is unequipped (ex: light), this can be used to make an attack adding both damage types.
Shattering Fist	N/A	Strength 14, Unarmed to the Teeth	The unit's fists are effective (x2) against Armored units, but only while attacking at 1 range.
Jabbing Fist	N/A	Strength 14, Unarmed to the Teeth	The unit's fists are effective (x2) against Mounted units, but only when attacking at 1 range.
Tome Line	3	Magic 12	Attack a 4 square line in front of the unit, dealing the tome's damage through that line. The units caught in this must make a 1d20+speed to avoid damage. (DC 5+Magic)
Tome Radius	3	Magic 12	Attack a 3 square radius around the unit, dealing the tome's damage in that radius. The units caught in this must make a 1d20+speed to avoid damage. (DC 5+Magic)
Redirect Attack	2	N/A	If an enemy makes an attack against this unit, they can use this to switch the enemies' attack to another square.

Racial Abilities

These can be taken by the races listed, unless it's already listed on their race entry.

Ability Name	Type	Cost	Race	Description
Hit More	N/A	0	Goblin	Gain 1.2x Speed when calculating Speed for Double Attacks.
Breath Attack	Magic	2	Dragonkin	Deal 1d10 points of elemental damage. 1-2 range.
Blood Drain	N/A	0	Vampire	Gain HP back equal to damage dealt with bite.
Maelstrom	Magic	2	The Faceless	Deal an additional 1d6 of Dark damage on a physical attack.
Extra Skill	N/A	0	Human	Gain one bonus roleplay skill. This can be taken multiple times for multiple skills. It can be taken up to 3 times.
Magically Adept	N/A	0	Human	Gain an additional +1 to Magic Pool.
Physically Adept	N/A	0	Human	Gain an additional +1 to Stamina Pool.
No Remorse	N/A	0	Dragonkin	Deal +2 damage if the target is below half HP.
Blessed Fire	N/A	0	Angelkin	Deal light damage with fire attacks.
Dark Electricity	N/A	0	Demonkin	Deal dark damage with electricity attacks.
Rocky Snow	N/A	0	The Faceless	Deal earth damage with cold attacks.
Crushing Wind	N/A	0	Android	Deal force damage with electricity attacks.
Hellish Visage	N/A	0	Demonkin	Gain a +2 bonus on Persuasion to Intimidate.
Cold Blood	Magic	1	Seafolk	Deal +1d4 cold damage on cold tomes or spells.
Savage Faith	N/A	N/A	Goblin	Able to use E-Rank Light tomes.
Craftsmanship	Stamina	Varies	Dwarf	Stamina pool absorbs a weapon's uses before it begins to be subtracted.
Fox Form	Magic	1	Kitsune	Turn into a fox of equal level.
Fury	N/A	N/A	Orc	Deal +4 damage to enemies who have damaged the Orc this battle.

Weapons

Weapon Triangle: Each weapon has a specific weakness and strength against another weapon. Weapons at an advantage gain +1 Damage and +5 Hit, and weapons at a disadvantage gain -1 Damage and -5 Hit. Bows and staves are excluded from this triangle.

Sword	>	Axe
Lance	>	Sword
Axe	>	Lance
Anima	>	Light
Dark	>	Anima
Light	>	Dark

Prf Weapons: Special weapons that Lords wield. With the GM's decision, non-Lords can wield certain Prf weapons or the player/GM can work together to make their own Prf weapon for the character.

Starting Weapons: A GM can either decide to give their players a set amount of gold to spend on weapons, or have a set amount of weapons the players can choose.

Illegal/Rare: These are weapons that cannot be found in Armories or Shops.

Legendary: These are weapons that GMs should give to players selectively towards the end of a campaign, or once the players reach a certain point. Some are safe to be given earlier in the campaign while others are a bit too powerful for early game.

Combat Flow: This is how combat should be resolved, shown below.

Attacker makes their 1st attack.

Attacker makes their 2nd attack if wielding Brave Weapon.

Defender makes their 1st attack.

Defender makes their 2nd attack if wielding a Brave Weapon.

Attacker makes their 3rd attack if wielding a Brave Weapon. (SPD > than Defender's)

Defender makes their 3rd attack if wielding a Brave Weapon. (SPD > than Attacker's)

Stat Bonuses: Any stat bonuses a sword might grant go over the class' stat cap.

Damage Type Quick Key

- Slashing (S), Piercing (P), Bludgeoning (B)
- Fire (Fi), Cold (C), Electricity (E), Wind (W), Earth (Ea), Force (F)
- Light (L), Dark (D)

Swords

Name	Uses	Die	Crit	Weight	Rank	Range	Type	Price	Effect
Rapier	40	1d8	x2	5	Prf	1	P	1,000	x2 vs Mounted & Armored
Ark-Ragnelle	40	2d8	x2	20	Prf	1-2	S	—	Legendary Weapon
Da-Kattin	45	1d8	x3	3	Prf	1	S	—	Legendary Weapon
Tirfing	50	2d8	x2	7	Prf	1	S	—	Legendary Weapon
Falcon Blade	—	1d6	x2	6	Prf	1	P	—	Legendary Weapon
Ettarre	50	1d12	x2	17	Prf	1	S	—	Legendary Weapon
Amicitia	—	1d8	x2	12	Prf	1	S	—	Legendary Weapon, Doubles attacks per round.
Storm Sword	30	2d8	x2	9	Prf	1	P	—	Legendary Weapon +5 STR, x2 vs Undead
Earth Blade	10	1d12	x2	5	Prf	1-2	Ea	—	Legendary Weapon, Nosferatu's Absorb
Mistolteen	50	3d10	x2	5	Prf	1	S	—	Legendary Weapon, SKL +5, RES +5
Nothung	50	2d10	x2	3	Prf	1	S	—	Legendary Weapon, SKL +5, SPD +5
Live Sword	60	2d8	x3	13	Prf	1	S	—	Legendary Weapon
Belgon Sword	60	3d6	x2	12	Prf	1	S	—	Legendary Weapon, x2 vs Armored
Occide	50	1d8	x2	11	Prf	1	S	—	x2 vs Mounted & Magic
Iron Sword	45	1d6	x2	5	E	1	S	460	—
Slim Sword	30	1d4	x2	2	E	1	P	480	—
Cursed Sword	25	2d6	x2	4	E	1	S	1,900	50% chance damages wielder
Knife	30	1d4	x3	2	E	2	P	100	Thief, Rogue, & Assassin only

Steel Sword	30	1d8	x2	10	D	1	S	600	—
Iron Blade	35	2d4	x2	12	D	1	S	980	—
Armorslayer	18	1d8	x2	11	D	1	S	1,260	x2 vs Armored
Longsword	18	1d6	x2	11	D	1	S	1,260	x2 vs Mounted
Poison Sword	40	1d4	x2	6	D	1	P	—	Illegal (Poisons enemy)
Dark Killer	30	1d8	x2	7	D	1	P	3,000	x2 vs Undead
Shamshir	20	1d8	x4	5	D	1	S	1,200	Myrmidon, Assassin, & Swordmaster only
Killer Sword	20	1d10	x3	7	C	1	S	1,300	—
Lancereaver	15	1d10	x2	9	C	1	S	1,800	Reverse weapon triangle
Light Sword	25	1d10	x2	9	C	1-2	L	1,250	—
Steel Blade	25	1d12	x2	14	C	1	S	980	—
Flame Blade	25	1d12	x2	5	C	1-2	Fi	9,500	—
Magic Killer	20	1d10	x2	7	C	1	S	1,500	x2 vs Magic
Wyrmslayer	30	1d8	x2	5	C	1	S	2,250	x2 vs Dragon
Aberrant Killer	20	1d10	x2	8	C	1	S	2,200	x2 vs Aberrant
Ooze Masher	18	1d8	x2	12	C	1	B	2,200	x2 vs Ooze
Fey Reaver	18	1d8	x2	11	C	1	S	2,200	x2 vs Fey
Demon Killer	18	1d10	x2	6	C	1-2	S	3,000	x2 vs Demon
Angel Killer	18	1d8	x3	8	C	1-2	P	3,000	x2 vs Angel
Hard Blade	18	1d8	x2	4	C	1	B	2,300	x2 vs Constructs

Elementer	18	1d12	x2	14	C	1	B	2,400	x2 vs Elemental
Brave Sword	30	1d10	x2	12	B	1	S	3,000	Double attacks per round
Scimitar	20	1d8	x3	4	B	1	S	1,500	—
Estoc	15	1d10	x3	6	B	1	P	4,000	x2 vs Armored & Mounted
Silver Sword	20	2d6	x2	8	A	1	S	1,500	None
Silver Blade	15	2d8	x2	13	A	1	S	1,800	None
Dark Sword	15	1d12	x2	11	A	1-2	D	3,300	Nosferatu's Absorb
Blessed Sword	15	1d12	x3	10	A	1	S	1,200	—
Durindana	20	2d10	x2	12	S	1	S	—	Legendary Weapon, +5 STR, x2 vs Dragons
Regal Blade	25	2d10	x2	9	S	1	S	—	Legendary Weapon
Audun Blade	30	2d8	x2	9	S	1	Fo	—	Legendary Weapon, +5 RES
Kattinva	25	1d12	x4	8	S	1	S	—	Legendary Weapon, +5 SKL, x2 vs Dragons
Breeze Sword	20	2d8	x2	15	S	1-2	W	—	Legendary Weapon
Sting Blade	30	2d6	x3	8	S	1	P	—	Legendary Weapon, +5 LUK
Alpha Edge	60	2d8	x2	10	S	1-2	L	—	Legendary Weapon, +2 to all stats
Kōri Blade	20	2d4	x2	9	S	1-2	C	—	Legendary Weapon, +5 SPD
Terra Piercer	25	2d12	x2	16	S	1	Ea	—	Legendary Weapon, +5 DEF
Blaze Edge	5	1d8	x2	6	S	3-10	Fi	—	Legendary Weapon
Striker Edge	—	2d4	x2	8	S	1	S	—	Legendary Weapon

Lance

Name	Uses	Die	Crit	Weight	Rank	Range	Type	Price	Effect
Lifein Spear	45	1d10	x2	8	Prf	1	P	—	x2 vs Mounted & Armored
Feather Spear	28	1d8	x2	4	Prf	1	P	—	x2 vs Mounted & Armored
Zeus	50	2d8	x2	15	Prf	1	P	—	Legendary Weapon, +5 STR
Pain Lance	25	2d8	x2	15	Prf	1	S	—	Legendary Weapon, +5 DEF
Sigmund	30	2d8	x2	11	Prf	1	P	—	Legendary Weapon, +5 STR
Iron Lance	45	1d8	x2	7	E	1	P	350	—
Slim Lance	30	1d4	x2	4	E	1	P	450	—
Javelin	20	1d6	x2	11	E	1-2	P	400	—
Cursed Spear	20	2d8	x2	12	E	1	P	2,000	50% chance damages wielder
Steel Lance	30	1d10	x2	13	D	1	P	480	—
Heavy Lance	16	1d10	x2	14	D	1	S	1,200	x2 vs Armored
Horse Slayer	16	1d12	x2	13	D	1	P	1,040	x2 vs Mounted
Poison Lance	40	1d4	x2	8	D	1	P	—	Illegal (Poisons enemy)
Harpoon	18	1d8	x2	7	D	1-2	P	200	—
Bright Lance	30	1d10	x2	11	D	1	P	3,000	x2 vs Undead
Killer Lance	20	1d10	x3	9	C	1	S	1,200	—
Axereaver	15	1d10	x2	11	C	1	S	1,950	Revers weapon triangle
Short Spear	18	1d10	x2	12	C	1-2	P	900	—

Dragon Spear	30	1d10	x2	8	C	1	P	4,500	x2 vs Dragons
Fauchard	20	1d10	x2	10	C	1	S	800	x2 vs Mounted
Magic Piercer	20	1d12	x2	12	C	1	P	1,500	x2 vs Magic
Aberrant Ripper	20	1d10	x2	14	C	1	S	2,000	x2 vs Aberrant
Ooze Basher	20	1d8	x2	12	C	1	B	2,000	x2 vs Ooze
Fey Stinger	20	1d6	x2	10	C	1	P	2,000	x2 vs Fey
Unholy Lance	20	1d8	x2	10	C	1	P	2,000	x2 vs Angel
Holy Lance	20	1d8	x2	10	C	1	P	2,000	x2 vs Demon
Hard Staff	20	1d6	x2	6	C	1	B	2,000	x2 vs Construct
Polearm	20	1d10	x2	14	C	1	B	2,000	x2 vs Elemental
Brave Lance	30	1d10	x2	14	B	1	P	7,500	Double attacks per round
Spear	15	1d12	x2	10	B	1-2	P	9,000	—
Silver Lance	20	2d6	x2	10	A	1	P	1,200	—
Matel	20	2d8	x2	11	S	1	S	—	Legendary Weapon, x2 vs Dragons , +5 SKL
King Spear	25	2d10	x2	11	S	1	S	—	Legendary Weapon
Winged Lance	30	2d8	x2	11	S	1	P	—	Legendary Weapon, +5 DEF

Axes

Name	Uses	Die	Crit	Weight	Rank	Range	Type	Price	Effect
Fafnir	30	1d10	x2	10	Prf	1	S	—	x2 vs Mounted & Armored
Hell Axe	25	2d10	x2	20	Prf	1-2	S	—	Legendary Weapon, +5 DEF
Fen Gra	35	2d10	x2	10	Prf	1-2	S	—	Legendary Weapon
Pudgy Axe	60	1d10	x3	9	Prf	1	S	—	Legendary Weapon
Trova	40	3d6	x2	12	Prf	1	S	—	Legendary Weapon, +5 DEF
Iron Axe	45	1d8	x2	10	E	1	S	270	—
Cursed Axe	20	2d10	x2	18	E	1	S	880	50% chance damages user instead
Hand Axe	20	1d8	x2	12	E	1-2	S	300	—
Steel Axe	30	1d12	x2	15	E	1	S	360	—
Hatchet	50	1d4	x2	5	E	1-2	S	380	Rare (Secret Shop Only)
Poison Axe	40	1d4	x2	10	D	1	S	—	Illegal (Poisons enemy)
Halberd	18	1d10	x2	15	D	1	B	810	x2 vs Mounted
Hammer	20	1d10	x2	15	D	1	B	800	x2 vs Armored
Fiendcleaver	30	1d12	x2	16	D	1	S	3,000	x2 vs Undead
Killer Axe	20	1d12	x3	11	C	1	S	1,000	—
Swordreaver	20	1d12	x2	13	C	1	S	2,100	Reverse weapon triangle
Swordslayer	20	1d12	x2	13	C	1	S	4,000	Reverse weapon triangle, Rare, x2 vs Myrmidons, Swordmasters, & Assassin
Dragon Killer	30	2d6	x2	11	C	1	S	4,500	x2 vs Dragon

Magic Crusher	20	2d8	x2	17	C	1	S	1,500	x2 vs Magic
Poleaxe	20	2d6	x2	12	C	1	S	1,250	x2 vs Foot
Alien Masher	20	2d6	x2	15	C	1	B	2,000	x2 vs Aberrant
Spiked Club	20	2d8	x3	20	C	1	P	2,000	x2 vs Ooze
Fey Hacker	20	2d6	x2	12	C	1	S	2,000	x2 vs Fey
Blessed Axe	20	1d12	x3	10	C	1	S	2,000	x2 vs Angel
Unholy Axe	20	2d8	x2	14	C	1-2	S	2,000	x2 vs Demon
Hard Axe	20	1d10	x2	10	C	1	B	2,000	x2 vs Construct
Breaking Axe	20	2d8	x2	16	C	1	B	2,000	x2 vs Elemental
Brave Axe	30	1d10	x2	16	B	1	S	2,250	Doubles attacks per round
Silver Axe	20	2d8	x2	12	A	1	S	1,000	—
Tomahawk	15	2d6	x2	14	A	1-2	S	3,000	—
Almace	20	2d10	x2	13	S	1	S	—	Legendary Weapon +5 DEF
Basileus	25	2d12	x2	13	S	1	S	—	Legendary Weapon
Garayn	30	2d10	x2	13	S	1	S	—	Legendary Weapon +5 SPD

Bows

(All bows have x2 damage to flying units)

Name	Uses	Die	Crit	Weight	Rank	Range	Type	Price	Effect
Refen	45	1d8	x2	2	Prf	1-2	P	—	—
Ydalir	25	2d8	x2	13	Prf	2	P	—	Legendary Weapon, +5 SPD
Lungaer	40	2d8	x2	5	Prf	2	P	—	Legendary Weapon, +5 SPD
Iron Bow	45	1d6	x2	5	E	2	P	540	—
Cursed Bow	30	2d6	x2	2	E	2	P	2,100	50% chance damages user instead
Ballista	5	1d10	x2	20	E	3-10	P	—	Flat terrain only.
Boat	5	1d10	x2	20	E	3-10	P	—	Sea terrain only
Airship	5	1d10	x2	20	E	3-10	P	—	Any terrain
Longbow	20	1d8	x2	10	D	2-3	P	2,000	—
Shortbow	22	1d6	x2	3	D	2	P	1,760	—
Crossbow	25	2d4	x2	9	D	2	P	1,000	—
Hand Crossbow	18	1d6	x2	4	D	1	P	560	—
Light Bow	30	1d6	x2	5	D	2	P	3,000	x2 vs Undead
Killer Bow	20	1d10	x3	7	C	2	P	1,400	—
Alien Bow	20	1d8	x2	5	C	2	P	2,000	x2 vs Aberrant
Blunt Bow	20	1d8	x2	12	C	2	B	2,000	x2 vs Ooze
Fairy Pierce	20	1d6	x3	10	C	2	P	2,000	x2 vs Fey

Holy Bow	20	1d10	x2	8	C	2	P	2,000	x2 vs Angel
Unholy Bow	20	1d10	x2	8	C	2	P	2,000	x2 vs Demon
Hard Bow	20	1d8	x2	13	C	2	B	2,000	x2 vs Construct
Large Bow	20	2d6	x2	16	C	2	B	2,000	x2 vs Elemental
Brave Bow	30	1d10	x2	12	B	2	P	7,500	Doubles attacks per round
Silver Bow	20	1d12	x2	6	A	2	P	1,600	—
Murenda	20	2d8	x2	9	S	2	P	—	Legendary Weapon, +5 SPD; x2 vs Dragons
Nihil Bow	25	2d10	x2	7	S	2	P	—	Legendary Weapon
Yggdrasil	30	2d8	x2	7	S	2	P	—	Legendary Weapon, +5 LUK
Dual Bow	20	1d12	x2	10	S	2-4	P	—	Legendary Weapon, +5 STR

Anima

Name	Uses	Die	Crit	Weight	Rank	Range	Type	Price	Effect
Bergahest	30	1d8	x2	8	Prf	1-2	W	—	x2 vs Flying
Inferno	20	2d8	x2	11	Prf	1-2	Fi	—	Legendary Weapon, +5 LUK, x2 vs Dragons
Far Fire	50	3d10	x2	15	Prf	1-2	Fi	—	Legendary Weapon, +5 MAG, +5 DEF, +5 DEF
Painful Bolt	50	2d10	x3	10	Prf	1-2	E	—	Legendary Weapon, MAG +5, SPD +5
Sparkler	60	2d8	x2	12	Prf	1-2	E	—	Legendary Weapon, Doubles attacks per round
Splicing Wind	40	2d6	x4	3	Prf	1-2	W	—	Legendary Weapon, x2 vs Flying
Breezing Slice	50	2d10	x3	5	Prf	1-2	W	—	Legendary Weapon, +5 SKL, +5 SPD, x2 vs Flying
Risen Blaze	45	2d6	x2	5	Prf	1-2	Fi	—	Legendary Weapon, x2 vs Armored
Fire	40	1d6	x2	4	E	1-2	Fi	560	—
Wind	40	1d4	x2	2	E	1-2	W	560	x2 vs Flying
Freeze	40	1d4	x2	5	E	1-3	C	560	—
Cursed Fire	20	2d8	x2	12	E	1-2	Fi	2,000	50% chance damages user instead
Thunder	35	1d8	x2	6	D	1-2	E	700	—
Elfire	30	1d10	x2	10	C	1-2	Fi	1,200	—
Elwind	30	1d6	x3	5	C	1-2	W	1,200	x2 vs Flying
Elthunder	30	1d12	x2	12	C	1-2	E	1,200	—
Elfreeze	30	1d6	x2	7	C	1-3	C	1,200	—

Bolting	5	2d6	x2	20	B	3-10	E	2,500	—
Arcfire	20	1d12	x2	14	B	1-2	Fi	3,120	—
Arcwind	20	1d8	x3	9	B	1-2	W	3,120	x2 vs Flying
Arcthunder	20	2d6	x2	16	B	1-2	E	3,120	—
Arcfreeze	20	1d8	x2	11	B	1-3	C	3,120	—
Vafire	15	1d12	x2	16	A	1-2	Fi	6,000	—
Vawind	15	1d8	x4	13	A	1-2	W	6,000	x2 vs Flying
Vathunder	15	2d6	x2	19	A	1-2	E	6,000	—
Vafreeze	15	1d12	x2	14	A	1-3	C	6,000	—
Excalius	30	2d8	x3	13	S	1-2	W	—	Legendary Weapon, +5 SPD, x2 vs Flying
Alcalius	20	2d4	x4	2	S	1-2	W	—	Legendary Weapon, x2 vs Flying
Diatra	20	2d10	x2	10	S	1-2	Ea	—	Legendary Weapon, +5 DEF
Fortroda	10	1d8	x2	8	S	1-2	Fo	—	Legendary Weapon
Phantom Slice	15	1d10	x2	11	S	1-2	S	—	Legendary Weapon, +5 LUK
Phantom Jab	15	1d12	x2	13	S	1-2	P	—	Legendary Weapon, +5 SPD
Phantom Slam	15	2d8	x2	16	S	1-2	B	—	Legendary Weapon, +5 SKL

Light

Name	Uses	Die	Crit	Weight	Rank	Range	Type	Price	Effect
Gernas	30	1d6	x2	5	Prf	1-2	L	—	x2 vs Dark wielders
Tenya	45	1d8	x2	1	Prf	1-2	L	—	Legendary Weapon, x2 vs Armored
Neltana	50	2d10	x2	12	Prf	1-2	L	—	Legendary Weapon, +5 DEF, +5 RES
Lightning	35	1d4	x2	6	E	1-2	L	630	—
Cursed Light	25	2d6	x2	4	E	1-2	L	1,900	50% chance damages user instead
Shine	30	1d6	x2	8	D	1-2	L	900	—
Divine	25	1d8	x2	12	C	1-2	L	2,500	—
Purge	5	1d10	x2	20	B	3-10	L	3,000	—
Aura	20	1d12	x2	15	A	1-2	L	8,000	—
Inavdi	30	2d8	x2	10	S	1-2	L	—	Legendary Weapon, +5 DEF
Lereya	25	2d8	x3	16	S	1-2	L	—	Legendary Weapon
Auro-Wa	20	2d6	x2	9	S	1-2	L	—	Legendary Weapon, +5 RES, x2 vs Dragons
Yan-Aura	17	1d8	x2	12	S	1-2	L	—	Legendary Weapon, Poisons enemy

Dark

Name	Uses	Die	Crit	Weight	Rank	Range	Type	Price	Effect
Dirge	30	2d6	x2	10	Prf	1-2	Dark	—	+2 DEF
Lotyoron	50	3d10	x2	12	Prf	1-2	Dark	—	Legendary Weapon, +5 RES
Irmfuna	18	2d8	x2	4	Prf	1-2	Dark	—	Legendary Weapon, +5 DEF
Flux	45	1d8	x2	8	D	1-2	Dark	900	—
Cursed Dark	20	2d10	x2	18	D	1-2	Dark	880	50% chance damages user instead
Nosferatu	20	1d10	x2	14	C	1-2	Dark	3,200	Restores HP = ½ damage dealt
Luna	30	1d6	x2	12	C	1-2	Dark	5,250	Negate enemy RES
Eclipse	5	—	x2	12	B	3-10	Dark	4,000	Halves enemy HP, Kills at 1 HP
Fenris	20	2d8	x2	18	A	1-2	Dark	9,000	—
Gervasa	30	2d12	x2	20	S	1-2	Dark	—	Legendary Weapon, +5 SKL
Henspant	25	2d12	x2	20	S	1-2	Dark	—	Legendary Weapon
Gaseran	35	2d12+1	x2	18	S	1-2	Dark	—	Legendary Weapon
Destruction	20	2d10+5	x2	12	S	1-2	Dark	—	Legendary Weapon, +5 MAG, x2 vs Dragons

Staff

Name	Uses	Healing	Rank	Range	Price	Effect
Cure	25	15+MAG/2	Prf	1-2	—	Cures poison and sleep
Heal	30	10+MAG/2	E	1	600	—
Mend	20	20+MAG/2	D	1	1,000	—
Recover	15	—	C	1	2,250	Replenishes all of one ally's HP
Barrier	15	—	C	1	2,250	Raises a unit's RES by 7
Restore	10	—	C	1	2,000	Cures an ailment affecting an ally
Hammerne	3	—	C	1	1,800	Restores the durability to one weapon
Psychic	15	10+MAG/2	B	1-MAG	3,750	—
Rescue	3	—	B	1-MAG/2	1,800	Warps an ally in range to a square adjacent to the unit
Silence	3	—	B	1-MAG/2	1,200	Makes an enemy unable to cast spells for 1d4+1 rounds
Berserk	3	—	B	1-MAG	1,800	Target attacks nearest thing in sight for 1d4+1 rounds
Sleep	3	—	B	1-MAG	1,500	Puts an enemy to sleep for 1d4+1 rounds.
Warp	5	—	A	1	7,500	Teleports a unit to one space within 1 - MAG/2 squares.
Fortify	8	10+MAG/2	A	1-MAG/2	8,000	—
Holy Staff	3	All	S	All	—	Legendary Weapon (Heal all HP & cures status conditions)

Items

Name	Uses	Price	Effect
Vulnerary	3	300	Heals 10 HP
Potion	3	1,500	Heals 20 HP
Elixir	3	3,000	Heals all HP
Stamina Regen	2	500	Restore 5 points of Stamina.
Magic Regen	2	500	Restore 5 points of Magic.
Regen All	2	1,000	Restore all points of Stamina and Magic.
Antitoxin	3	450	Removes poison.
Shielded Oil	3	900	Increases Defense by 5, and decreases by 1 each turn. (Can roll over Max DEF.)
Pure Water	3	900	Increases Resistance by 5, and decreases by 1 each turn. (Can roll over Max RES.)
Torch	5	500	Increases vision by 6 in fog of war, decreases by 1 each turn
Mine	1	500	Placed and hidden on a free adjacent space. Damages any unit that steps on it. (1d10 damage, negates any DR/MR)
Light Rune	1	800	Placed on a free adjacent space. Prevents any unit from entering the space.
Red Gem	—	5,000	Only obtained by drop. Sells for 2,500G
Blue Gem	—	10,000	Only obtained by drop. Sells for 5,000G
White Gem	—	20,000	Only obtained by drop. Sells for 10,000G
Black Gem	—	30,000	Only obtained by drop. Sells for 15,000G
Gold Gem	—	40,000	Only obtained by drop. Sells for 20,000G

Lockpick	15	1,200	Only usable by Thieves. Opens a door or chest.
Door Key	1	50	Opens a door.
Chest Key	1	300	Opens a chest.
Angelic Robe*	1	8,000	Permanently increases max HP by 5
Energy Ring*	1	8,000	Permanently increases STR by 2
Magic Dust*	1	8,000	Permanently increases MAG by 2
Dragon Shield*	1	8,000	Permanently increases DEF by 2
Talisman*	1	8,000	Permanently increases RES by 2
Speedwings*	1	8,000	Permanently increases SPD by 2
Secret Book*	1	8,000	Permanently increases SKL by 2
Goddess Statue*	1	8,000	Permanently increases LUK by 2
Boots*	1	8,000	Permanently increases MOV by 2
Body Ring*	1	8,000	Permanently increases CON by 2
King's Crest*	1	10,000	Promotes level 10 or higher Lord unit.
Master Seal*	1	12,000	Promotes level 10 or higher unpromoted units (except Lord).
Second Seal	1	8,000	Re-classes level 10 or higher unpromoted unit or any promoted unit/advanced class. See re-classing rules.
Hero Crest	1	10,000	Promotes Myrmidons, Fighters, and Mercenaries at level 10+
Knight's Crest	1	10,000	Promotes Cavaliers and Knights at level 10+
Orion's Bolt	1	10,000	Promotes Archers at level 10+

Elysian Whip	1	10,000	Promotes Pegasus Knights and Wyvern Riders at level 10+
Guiding Ring	1	10,000	Promotes magic users and staff users at level 10+
Ocean Seal	1	10,000	Promotes Pirates and Thieves at level 10+
Iron Rune*	—	5,000	Prevents critical hits on user while held.
Delphi Shield*	—	10,000	When held by flying units, bows lose effectiveness on unit.
Baron's Shield*	—	15,000	When held by armored units, armor damaging weapons lose effectiveness.
Infantry Plate*	—	12,000	When held by foot units, foot damaging weapons lose effectiveness.
Nyra's Breath*	—	14,000	When held by dragon units, dragon damaging weapons lose effectiveness.
Barding of Nihil*	—	15,000	When held by mounted units, mounted damaging weapons lose effectiveness.
Hell's Robes*	—	18,000	When held by undead units, undead damaging weapons lose effectiveness.
Iron Robes*	—	19,000	When held by magic units, magic damaging weapons lose effectiveness.
Negation*	—	35,000	When held by any unit, weapons that would deal extra damage lose effectiveness.
Nala's Blessing*	—	50,000	Any damage done adjacent to the unit holding this is done back.

* = Rare (Secret Shop Only)

Worlds

Though in the world you'll commonly be traversing what is known as the "Main Realm", there are many other worlds out there that relate to sins, elements, and desires. Below are examples of different worlds that exist and their descriptions.

Main Realm

World Type: Safe

Inhabitants: Humans, Dwarfs, Elves, Goblins, Orcs, Angelkin, Demonkin, Dragonkin, The Faceless, Kitsune, Androids, Shifters, Sea Folk, Abominations, and numerous others races and creatures.

Description: A planet capable of sustaining many forms of life, the Main Realm keeps races like Humans and Elves safe and yet is still inhabitable by races such as the Elementals and Angels. The Main Realm is under constant attack by dark forces such as those from the Dark Lands and Hell. Despite this, the races living in the Main Realm are abundant.

Elemental Realms

World Type: Varies

Inhabitants: Elementals associated with their city, deities of elements.

Description: One planet with four main sections and multitudes of subsections. The main sections host the main four elements: Fire, Water, Earth, and Wind. Intermixed between and around these four cities are the many other elements such as Force, Electricity, and numerous other combinations of the four elements. The only elements that do not appear on this world are the spiritual elements and the physical elements.

Heaven

World Type: Safe

Inhabitants: Deities of Light, Angels and other holy entities.

Description: A planet with light energy radiating from the core and extending out to the ground, attracting gods of light energy and other holy beings. Though the planet's original inhabitants were the ancient Avars, they have since become endangered with the advent of the artificial angels and the other races who ascended to godhood.

Hell

World Type: Dangerous

Inhabitants: Deities of Evil and Fire, Demons and other damnable entities.

Description: A planet with flaming energy and evil radiance from the core, creating an inferno on the surface that burns even those resistant and immune to fire. Hell's original inhabitants were the sulking Sheers that are now enslaved by the demons and other evil inhabitants.

Dark World

World Type: Dangerous - Unbreathable

Description: A completely black world with very little light. Though the world isn't inherently evil or nefarious, it is almost completely empty and its dark energy naturally opposes light energy. The Dark World is inhabited by the lonely Unyura.

Statues and Conditions

The following are conditions that can be applied during combat through a successful attack roll. Statues are applied as needed.

Grappled: Reduce an enemies' armor rating by 2. To keep an enemy grappled, the grappler must roll an attack roll against the opponent each round after grappling them. The grappler also reduces his armor rating by 2.

Trip: Brings an enemy to the ground. Their armor rating is reduced by 5, and they must spend a move action to stand up, else their speed is 1. Mounted units cannot be tripped, and armored units must spend a standard action to stand instead of move.

Poisoned: Occurs when a target is cursed with a spell or attacked with a poisoned weapon. They take 5 points of damage that bypasses their Defense and Resistance. This lasts for a number of rounds equal to 10 - the character's CON (minimum of 1). A character with 20 or more CON can't be poisoned.

Damned: Occurs when some demons strike an enemies. The target reduces their armor rating and resistance rating by 5 and takes 1 point of damage for 3 rounds.

Silenced: As per the [silence staff](#).

Berserk: As per the [berserk staff](#).

Stoned: One of the Gorgon's main attacks, though this isn't the only creature who uses it. The target is unable to act and removes the speed from their armor and resistance ratings.

Doomed: Often used by Damnations and Demon Dragons. The target has 2 rounds to act before they are slain, their body disappearing forever as their soul is torn asunder. Doomed can only be removed by a Saint's Staff.

Unit and Enemy Types

These determine different factors and factor into weaknesses and the likes. Listed below are the types of units you may run across.

Foot: Footmen with no mount or heavy plate armor. This is not specified on most units, though those without Mounted, Armored, or Flying are Foot units.

Magic: Any unit who uses magic is this type, despite it not being specified on their table.

Armored: Categorized by characters with heavy armor on them and/or their mount.

Mounted: A unit who rides on a horse, giant lizard, ostrich, or other grounded creature. This also includes some 4 legged animals and monsters.

Flying: A unit who can either fly on their own or rides a flying creature such as a giant eagle, Pegasus, or the likes. Units with flying spells cast upon them gain the flying type, as well as races with natural fly speeds.

Aberrant: Creatures who either lack sentience or are generally abnormal. Creatures which are classified as monsters include Nagas.

Dragon: Categorized by either the creature themselves, or a person riding them. Dragons of all kinds, Wyverns, and Wyvern Riders's mounts all fit this criteria.

Construct: Animated objects without a soul, or sense of self. These are often mechanically or magically controlled. Examples include golems and androids.

Oozes: Blobs without a soul or true bodily form. Jellies examples of an ooze.

Undead: Reanimated corpses made with Dark Magic. These are too abnormal and artificial to be considered monsters. Zombies, Skeletons, and Ghosts fit this.

Demon: Beings of pure hatred and malice, demons inhabit hell and seek to spread its hatred wherever they go. This encompasses demons and demonkin alike.

Angel: Beings of pure holiness and good, angels inhabit heaven and seek to spread its benevolence wherever they go. This encompasses angels and angelkin alike.

Elemental: Beings of pure elemental force, this type is given to those beings which inhabit the elemental cities or towns. Fire Elementals, Earth Elementals, Lava Elementals, and Steam Elementals are all examples.

Fey: Creatures from the main realm with very strange anatomy and attitudes, these creatures otherwise co-exist peacefully in most cases. Centaurs, are examples of fey.

God: Only deities and deity-equivalent units possess this type. Units with the "God" type are unaffected by anything but Legendary weapons.

Reclassing

A character can reclass at Unpromoted level 10 or whenever they wish to as Promoted units. When reclassing, they use their original classes' Stats but use the new classes' growth rates. A character reclassing while promoted can choose to remain at their current level or lower their level by 3 and take a -1 penalty to two Stats of their choice. If a promoted unit changes to another promoted unit, they lose their original classes' skills and gain the new class's skill. In addition they can retrain up to 4 abilities if the character chooses to. Each class has a set of "class packs" which are listed below. These include all of the classes each one can reclass into if the listed class was their original class. It's recommended for players to write down their original class and their potential reclass options.

Unpromoted Classes

- Lord: Choose two classes.
- Myrmidon: Thief and Mercenary.
- Mercenary: Fighter, Myrmidon, and Archer.
- Thief: Myrmidon, Arcanist, and Archer.
- Fighter: Pirate, Mercenary, and Brigand.
- Cavalier: Knight, Soldier, and Nomad.
- Knight: Cavalier, Soldier, and Wyvern Rider.
- Soldier: Knight, Cavalier, Wyvern Rider, and Pegasus Knight.
- Archer: Hunter, Nomad, and Mercenary.
- Nomad: Archer, Hunter, and Cavalier.
- Hunter: Archer, Nomad, and Mercenary.
- Brigand: Pirate, Fighter, and Soldier.
- Pirate: Brigand and Fighter.
- Pegasus Knight: Soldier, Wyvern Rider, and Nomad.
- Wyvern Rider: Pegasus Knight, Soldier, and Knight.
- Mage: Shaman, Monk, and Arcanist.
- Shaman: Mage and Arcanist.
- Arcanist: Mage, Shaman, Monk, and Cleric.
- Monk: Arcanist, Cleric, and Cavalier.
- Cleric: Arcanist, Monk, and Troubadour.
- Troubadour: Cleric and Monk.
- Tactician: Choose any two.
- Dancer: Myrmidon and Cleric.
- Shifter: Choose a sword, axe, or lance user, and an anima, light, or dark user.
- Gunslinger: Myrmidon, Mercenary, and Archer.

Advanced Classes

- Dread Fighter: Mercenary, Mage, and Fighter.
- Dark Knight: Cavalier, Knight, and Soldier.

Shifter Classes

These are characters using bloodlines inherited from another much more powerful race. These characters use “stones” which transform them into different forms of their heritage.

The different Shifters are as follows:

- Dragon
- Animal
- Aberrant
- Fey
- Angel
- Demon

Name	Shifter
Type	Foot, Special
Proficiency	Shifter Stones
Move	6
Quasimagic - Sta/Mag	Use Str for melee, Mag for range.
HP	17+2d3
CON	1d8+2
STR + Cap	8 (26)
MAG + Cap	8 (26)
DEF + Cap	4 (22)
RES + Cap	0 (22)
SKL + Cap	5 (24)
SPD + Cap	5 (24)
LUK + Cap	3 (30)

Growth Rates

Name	STR	MAG	DEF	RES	SKL	SPD	LUK
Shifter	8	6	6	2	4	4	2

Stone Weapons

Name	Uses	Die	Crit	Weight	Rank	Range	Type	Price	Effect
Dragonstone	40	1d6	x2	6	E	1-2	*	300	Dragon, * Choose an element
Animalstone	40	1d6	x2	5	E	1	*	300	Animal, * Choose a physical element
Aberrantstone	40	1d4	x2	5	E	1	B	300	Aberrant, +4 Temp HP
Feystone	40	1d4	x2	4	E	1-2	Ea	300	Fey, +1 SKL, +1 SPD
Angelstone	40	1d6	x2	6	E	1-2	L	300	Angel, +1 MAG, +1 RES
Demonstone	40	1d8	x2	8	E	1-2	Fi	300	Demon, +1 STR, +1 DEF
Dragon Shift	30	1d8	x2	8	D	1	*	700	Dragon, * Choose an element
Animal Shift	30	1d8	x2	7	D	1	*	700	Animal, * Choose a physical element
Aberrant Shift	30	1d6	x2	7	D	1-2	P	700	Aberrant, +2 LUK
Fey Shift	30	1d6	x2	6	D	1	S	700	Fey, +1 STR, +1 SKL
Angel Shift	30	1d8	x2	8	D	1-2	L	700	Angel, +1 SKL, +1 LUK
Demon Shift	30	1d10	x2	10	D	2	Fi	700	Demon, +2 DEF
Wyrms Blood	25	1d10	x2	10	C	1-2	N/A	1,200	Dragon, No +STR/+MAG to damage
Bear Blood	25	1d10	x2	9	C	1	S	1,200	Animal, +2 STR
Alien Blood	20	1d8	x3	9	C	1-2	C	1,200	Aberrant, -1 STR, +3 MAG
Mogall Blood	20	1d8	x3	8	C	1-2	D	1,200	Fey, -2 STR, +4 MAG
Holy Blood	25	1d10	x2	10	C	1	L	1,200	Angel, +2 SKL
Dark Blood	25	1d12	x2	12	C	1-2	Fi	1,200	Demon, +2 SPD

Drakken Shift	20	1d12	x2	12	B	1-2	*	1,900	Dragon, * Choose an element
Elephant Shift	20	1d12	x2	11	B	1	B	1,900	Animal, +4 STR, -2 SPD
Deviate Shift	20	1d10	x2	11	B	1	Fo	1,900	Aberrant, +1 STR, +1 RES
Medusa Shift	20	1d10	x2	10	B	2-3	D	1,900	Fey, -2 STR, +4 MAG
Divine Shift	20	1d12	x2	12	B	1-2	Fi	1,900	Angel, +1 STR, +1 MAG
Profane Shift	20	2d6	x2	14	B	2	C	1,900	Demon, +1 MAG
Great Wyrn	15	2d8	x2	14	A	1-2	N/A	3,500	Dragon, No +STR/+MAG to damage
Great Beast	15	2d8	x2	13	A	1	S	3,500	Animal, +3 STR
Great Alien	15	2d6	x2	13	A	1	B	3,500	Aberrant, +3 SKL
Great Fey	15	2d6	x2	12	A	1-2	Fo	3,500	Fey, +3 SPD
Great Archon	15	2d8	x2	14	A	2-3	L	3,500	Angel, +3 MAG
Great Fiend	15	3d8	x2	16	A	1	D	3,500	Demon, +3 DEF
Great Stone	10	2d12	x3	15	S	1	Fo	—	Any
Great Blood	10	2d8	x4	13	S	1-2	W	—	Any

Alternate Rulesets

The following are rulesets to change up the fundamentals of the game in order to make things either more interesting, more challenging, or just otherwise different. GMs are advised to read through the rule systems before allowing them in their game. Some of these rule systems can be used mid-game without tampering with too much while others require that they be enforced at the start of the campaign.

Individual EXP

Sometimes, you want characters to level up depending on how much they're doing for a party. Some may consider this unfair as more combat able PCs gain an edge, though this system is made so that all classes can hopefully gain EXP and level up at a semi-reasonable pace. Each character still levels up after 100 EXP is gained, however a character does not level up mid-battle if he acquires 100 EXP and must wait until the battle's end to level up. Below are some situations to reward EXP in, and guidelines for awarding EXP. Attacking an enemy can award the same amount of EXP twice if both attacks hit, however if the enemy is killed, the EXP supersedes that which you'd gain for attacking them. When the formulas ask for level, add +20 for Promoted units.

Combat

- Attack an Enemy (if they are of greater or equal level): Enemies' level/2 EXP
- Attack an Enemy (if they are of lower level): Enemies' level/3 EXP
- Enemy is Killed (lower or equal level): $30 + \frac{1}{2} \text{ Attacker's Level} - \text{Enemy's Level}$ (if this results in 1, 1 EXP is rewarded)
- Enemy is Killed (greater level): $30 + \text{Attacker's Level} - \frac{1}{2} \text{Enemy's Level}$ (if this results in 1, 1 EXP is rewarded)

Roleplay

- Get three 6s on a skill check: 20 EXP
- Succeed at a task that's otherwise near impossible for the character's level: 40 EXP
- Complete an adventure: 100 EXP
- Steal from poor people: 5 EXP
- Steal from rich people: 20 EXP

Additional Modifiers

- Boss: +40 EXP
- Unarmed/Staff-only Enemy: -20

Weapon Might

Sometimes the random element of rolling a die to see how much damage it might produce doesn't yield the same tactical advantages as it should. This system is meant to fix that, and to help add some careful thought and planning into attacking enemies head on. Below is a table showing how to convert already existing weapons to the "Might" system.

Weapon Die	Might
1d4	4
1d6	6
1d8	8
2d4	9
1d10	10
1d12	12
2d6	13
2d8	16
2d10	20
2d12	24

In accordance with this new might system; Strength, Magic, Defense, and Resistance have all been reworked. Armor Rating and Resistance Rating are calculated differently, and Damage Reduction and Magic Reduction are not used.

Physical Damage: Weapon's Might + Strength + Miscellaneous

Magical Damage: Weapon's Might + Magic + Miscellaneous

Armor Rating: 10 + Speed

Resistance Rating: 10 + Speed

Reducing Physical Damage: Damage dealt - Defender's Defense

Reducing Magical Damage: Damage dealt - Defender's Resistance

In this, on a critical hit weapon damage is multiplied after the damage that would be dealt has been reduced.

Increased/Decreased Movement

For some campaigns, movement is key. This allows for moving around longer or shorter distances, depending on how large the GM chooses to make maps.

Long Map Games: +1 Movement to all classes

Short Map Games: -1 Movement to all classes

Flanking

If one or more characters are adjacent to their target, they count for flanking bonuses and gain a +1 to attack. Attacking at range does not grant flanking bonuses.

In addition, characters can take the following maneuver.

Maneuver Name	Cost	Prerequisites	Description
Improved Flank	1	None	Gain an additional +1 to attack while flanking.
Greater Flank	2	Improved Flank	Gain an additional +1 to attack while flanking, and gain a +1 damage bonus while flanking.
Outflank	3	Greater Flank, Unpromoted Level 9	Give allies engaging in the flank an additional +1 to attack while flanking.

Critical Hit %

Instead of using the luck chart to see on what rolls the attacker critically hits, a d100 can be used to see how likely it is for a unit to critically hit. They have a % chance of critically hitting = their Luck stat. Swordmasters and Halberdiers have a +15% chance to critically hit. Weapons with an x3 critical multiplier add a +10% to the character's critical hit chance, and an x4 adds a +20% (the maximum critical chance is 65% with a Swordmaster wielding an x4 weapon with 30 Luck).

The d100 is rolled after the attack is made. The critical hit chance is subtracted by the enemies' level. For promoted units, add +20 to the level.

Formula: Luck + Class Critical Bonus + Weapon Critical Bonus - Enemies' Level

Firearms

Firearms are a staple of many different games and settings, including fantasy. To keep with the fantasy setting, firearms listed below are old pistols, rifles, and shotguns using gunpowder and pellets.

Firearms don't have a string that can be drawn like a bow, or innate magical energy like tomes. Instead, the damage of a firearm relies on the quickness of the one shooting and how well they can line up their target. Firearms use Speed in place of Strength for damage unless otherwise stated.

Name	Gunslinger
Type	Foot
Proficiency	Guns
HP	15+1d4
Move	5
CON	2d4+1
Skills	Can use Cannons
Promotion	Swashbuckler or Desperado
Strength	1
Magic	1
Defense	4
Resistance	2
Skill	8
Speed	10
Luck	8

Name	Swashbuckler
Type	Foot
Proficiency	Guns and Swords
Move	6
Charming - Stamina	Allies within 2 sq. gain +2 hit/dmg.
HP Bonus	+3
CON Bonus	+2
STR + Cap	+2 (23)
MAG + Cap	+0 (20)
DEF + Cap	+2 (24)
RES + Cap	+0 (21)
SKL + Cap	+1 (23)
SPD + Cap	+1 (24)
LUK + Cap	+0 (30)

Name	Desperado
Type	Foot
Proficiency	Guns
Move	6
Gunman - Stamina	+2 to crit chance (Max crit on 13)
HP Bonus	+1
CON Bonus	+1
STR + Cap	+0 (20)
MAG + Cap	+0 (20)
DEF + Cap	+1 (25)
RES + Cap	+0 (20)
SKL + Cap	+2 (27)
SPD + Cap	+3 (30)
LUK + Cap	+2 (30)

Name	STR	MAG	DEF	RES	SKL	SPD	LUK
Gunslinger	4	2	4	2	6	8	6

Guns

(All guns have x2 damage to flying units)

Name	Uses	Die	Crit	Weight	Rank	Range	Type	Price	Effect
Acktor	45	1d8	x2	3	Prf	2	P	—	x2 vs Dragons
Needle Gun	30	2d8	x3	5	Prf	2	P	—	Legendary Weapon, +2 SKL, +2 SPD
Iron Gun	45	1d8	x2	6	E	2	P	850	—
Cursed Gun	30	3d4	x2	5	E	2	P	2,500	50% chance damages user instead
Cannon	1	5d8	x3	20	E	3-10	P	—	Flat terrain only. x1.5 Speed to damage.
Ship Cannon	1	5d8	x3	20	E	3-10	P	—	Sea terrain only. x1.5 Speed to damage.
Airship Cannon	1	5d8	x3	20	E	3-10	P	—	Any terrain. x1.5 Speed to damage.
Rifle	15	1d10	x2	12	D	2-3	P	2,000	—
Steel Gun	35	1d12	x2	8	D	2	P	1,760	—
Killer Gun	20	1d10	x3	7	C	2	P	1,400	—
Brave Gun	30	1d12	x2	10	B	2	P	2,000	—
Silver Gun	25	2d8	x2	11	A	2	B	2,000	—
Double Barrel	40	2d10	x3	10	S	2-3	P	—	x2 vs Mounted and Dragon

Bestiary

These are creatures that can be used for a campaign in a battle. Unlike character classes, monsters are either more powerful so they can take on multiple targets, or on par so they can function as their own standing army. Each monster is separated by type in this list. All of these creatures are made using the “Fast Ability Track”.

How to read the entries:

Creature Name (Level)

Type(s): Reference for different effects.

Immunity: These elements do not deal any damage to the creature.

Weakness: These elements deal x2 damage to the creature.

Proficiency: Weapons the creature is proficient with (and Rank).

Weapons: Weapon Name +Attack Bonus, +Damage dice/bonus, Range, Crit Multiplier

HP: Total HP (HP Stat + HP Rolled, +Level bonus to HP, +Miscellaneous bonus to HP)

CON: Total CON (Con Rolled + Con Bonus)

Move: Movement (Terrains that do not affect the creature)

Stat (Growth Rate)

Abilities: Abilities the creature can perform.

Armor Rating: $5 + \frac{1}{2}$ Creature's DEF + Creature's SPD + $\frac{1}{4}$ Creature's LUK + Misc.

Bonus

Resistance Rating: $5 + \frac{1}{2}$ Creature's RES + Creature's SPD + $\frac{1}{4}$ Creature's LUK + Misc.

Bonus

Damage Reduction: Physical damage reduced by the creature.

Magic Reduction: Magical damage reduced by the creature.

Stamina Points: $\frac{1}{2}$ Creature's Strength + Miscellaneous

Magic Points: $\frac{1}{2}$ Creature's Magic + Miscellaneous

Short Description of the creature and additional details on defeating them.

Aberrant

Naga (Unpromoted Lv. 10)

Type: Aberrant

Immunity: None

Weakness: None

Proficiency: Sting

Weapon: Sting +13 Attack, 2d4+3 Piercing Damage, 1 Range, x2 Crit, Poison

HP: 12 (14+1d6)

CON: 3 (1d6+3)

Move: 5

STR: 6 (4)

MAG: 6 (4)

DEF: 4 (2)

RES: 2 (2)

SKL: 10 (6)

SPD: 15 (8)

LUK: 9 (6)

Abilities: Seduce, Grease, Viscous Strike, Trip, Disarm

AR: 24

RR: 21

DR: 0

MR: 0

SP: 3

MP: 3

Naga have humanoid top halves and the bottom half of a snake, possessing many snake-like and humanoid features. Their nature is very brutal yet seductive, luring in prey and fooling them of their kindness before killing them and eating them.

Angel

Holy Knight (Promoted Lv. 10)

Type: Angel, Armored

Immunity: Light, Fire

Weakness: Dark

Proficiency: Bow (A Rank)

Weapon: Silver Bow +29 Attack, 1d12+9 Piercing Damage, 2 Range, x2 Crit

HP: 40 (18+1d6, +9 Unpromoted HP, +10 Promoted HP)

CON: 11 (2d6+5)

Move: 5 (Flying)

STR: 18 (6)

MAG: 12 (2)

DEF: 18 (6)

RES: 12 (2)

SKL: 20 (8)

SPD: 14 (4)

LUK: 14 (4)

Abilities: Force Armor, Force Shield, Long Range Strike, Deep Breath, Armament Training, Dangerous Rebuttal, Weaken, Safe Haven, Raise Dead (1/day), Plummet

AR: 31

RR: 28

DR: 3

MR: 1

SP: 9

MP: 6

Holy Knights are the main defenders of heaven, using their radiant energy to bring down the justice of the gods upon all who intrude upon their domain. Due to heaven's strict ruling on outsiders to their plane, those who come to heaven must have been invited from one of the holy deities. Otherwise, they pose a threat to the souls that reside in heaven due to the fact that the souls that *are* in heaven could be killed by outsiders to the world who aren't already spirits. Spirits in heaven cannot kill each other, contrary to this.

While in heaven, a Holy Knight gains a +4 to all stats.

Animals

Dog (Unpromoted Lv. 1)

Type: Mounted

Immunity: None

Weakness: None

Proficiency: Claw, Bite

Weapon 1: Bite +8 Attack, 1d3+2 Piercing Damage, 1 Range, x2 Crit

Weapon 2: Claw +8 Attack, 1d4+2 Slashing Damage, 1 Range, x2 Crit

HP: 12 (10+1d4)

CON: 3 (1d4+1)

Move: 5 (Mounted)

STR: 4 (4)

MAG: 0 (2)

DEF: 4 (4)

RES: 0 (2)

SKL: 6 (6)

SPD: 8 (8)

LUK: 6 (6)

Abilities: Following Step

AR: 16

RR: 14

DR: 0

MR: 0

SP: 2

MP: 0

Dogs are common house pets, and can be found roaming streets begging for food from vendors assuming they are homeless and without an owner. Dogs can be nasty to fight, but adventurers wouldn't be too harmed by one.

A dog can be convinced to follow a PC with a successful DC 15 Handle Animal check. A character can only have one animal following them at a time.

Cat (Unpromoted Lv. 1)

Type: Mounted

Immunity: None

Weakness: None

Proficiency: Claw, Bite

Weapon 1: Bite +5 Attack, 1d2+1 Piercing Damage, 1 Range, x2 Crit

Weapon 2: Claw +5 Attack, 1d3+1 Slashing Damage, 1 Range, x2 Crit

HP: 10 (8+1d4)

CON: 2 (1d3+1)

Move: 5 (Mounted)

STR: 2 (2)

MAG: 0 (2)

DEF: 4 (4)

RES: 2 (4)

SKL: 4 (6)

SPD: 8 (6)

LUK: 8 (8)

Abilities: Further Attack

AR: 17

RR: 16

DR: 0

MR: 0

SP: 1

MP: 0

Cats are common house pets who are very lively and playful sometimes, and very temperamental other times.

A cat can be convinced to follow a PC with a successful DC 15 Handle Animal check. A character can only have one animal following them at a time.

Fox (Unpromoted Lv. 1)

Type: Mounted

Immunity: None

Weakness: None

Proficiency: Claw, Bite

Weapon 1: Bite +12 Attack, 1d3+2 Piercing Damage, 1 Range, x2 Crit

Weapon 2: Claw +12 Attack, 1d2+2 Slashing Damage, 1 Range, x2 Crit

HP: 12 (10+1d4)

CON: 3 (1d4+1)

Move: 5 (Mounted)

STR: 4 (4)

MAG: 0 (2)

DEF: 4 (4)

RES: 0 (2)

SKL: 10 (8)

SPD: 6 (6)

LUK: 6 (6)

Abilities: Space Tactic

AR: 14

RR: 12

DR: 0

MR: 0

SP: 1

MP: 0

Foxes are wild feline animals who reside in the forests, and are otherwise docile towards humans unless cornered.

A fox can be convinced to follow a PC with a successful DC 20 Handle Animal check. A character can only have one animal following them at a time.

Bear (Unpromoted Lv. 8)

Type: Mounted

Immunity: None

Weakness: None

Proficiency: Claw, Bite

Weapon 1: Bite +18 Attack, 1d8+7 Piercing Damage, 1 Range, x2 Crit

Weapon 2: Claw +18 Attack, 1d6+7 Slashing Damage, 1 Range, x2 Crit

HP: 23 (12+2d4, +7 Unpromoted HP)

CON: 10 (2d6+4)

Move: 4 (Mounted)

STR: 14 (8)

MAG: 1 (2)

DEF: 9 (6)

RES: 1 (2)

SKL: 11 (6)

SPD: 6 (4)

LUK: 6 (4)

Abilities: Finish Motion, Viscous Strike, Harden, Further Attack

AR: 16

RR: 12

DR: 0

MR: 0

SP: 7

MP: 0

Large animals who eat fish and other small forest animals. Bears hibernate in the winter, and are most active around the summer time. If the bear is a Polar Bear, give them Immunity to Cold damage.

A bear can be convinced to follow a PC with a successful DC 30 Handle Animal check. A character can only have one animal following them at a time. If they fail the Handle Animal check by 10 or more, the bear will instead attack them.

Megaraptor (Unpromoted Lv. 12)

Type: Foot

Immunity: None

Weakness: None

Proficiency: Talon, Bite

Weapon 1: Bite +18 Attack, 1d4+8 Piercing Damage, 1 Range, x2 Crit

Weapon 2: Talon +18 Attack, 1d10+8 Slashing Damage, 1 Range, x3 Crit

HP: 30 (15+1d8, +11 Unpromoted HP)

CON: 5 (2d4+1)

Move: 4

STR: 16 (8)

MAG: 2 (2)

DEF: 12 (6)

RES: 2 (2)

SKL: 10 (6)

SPD: 5 (4)

LUK: 5 (4)

Abilities: Following Action, Further Attack, Puncture, Improved Puncture, Greater Puncture, Harden

AR: 17

RR: 12

DR: 1

MR: 0

SP: 8

MP: 1

Dinosaurs who use their sharp talons to rend enemies' flesh. They tend to eat meat, and they are very prone to attacking live prey. Despite their violent nature, they can be tamed as exotic pets, though those who do this are seen as madmen.

Demon

Unholy Knight (Promoted Lv. 10)

Type: Demon, Armored

Immunity: Dark, Fire

Weakness: Light

Proficiency: Dark (A Rank)

Weapon: Fenris +12 Attack, 2d8+10 Dark Damage, 1-2 Range, x2 Crit

HP: 39 (16+1d8, +9 Unpromoted HP, +10 Promoted HP)

CON: 9 (2d4+5)

Move: 5 (Flying)

STR: 14 (2)

MAG: 20 (8)

DEF: 14 (2)

RES: 18 (6)

SKL: 14 (4)

SPD: 14 (4)

LUK: 18 (6)

Abilities: Life Drain, Invisibility, Inner Blood, Spell Reflection, Spellcrash, Stake in the Ground, Tangle, Tough as Nails, Weaken, Force Shield

AR: 29

RR: 31

DR: 2

MR: 3

SP: 7

MP: 10

The defenders of hell, Unholy Knights pride themselves in their fortified defenses and magical aptitude, using the darkness in the world to their advantage so they can crush their enemies. An Unholy Knight never shows his/her face, choosing to leave that up to the victim's imagination. Only before a victim's death do they show their face, and rumors go about saying when an Unholy Knight has revealed their face, the person they have killed dies with a look of terror.

While in hell, an Unholy Knight gains a +4 to all stats.

Dragons

Fire Dragon (Advanced Lv. 15)

Type: Dragon

Immunity: Fire

Weakness: Cold

Proficiency: Claw, Bite, Breath

Weapon 1: Claw +15 Attack, 1d8+9 (+17 on Crit) Slashing Damage, 1 Range, x2 Crit

Weapon 2: Bite +15 Attack, 1d6+9 (+17 on Crit) Piercing Damage, 1 Range, x2 Crit

Weapon 3: Breath (1d20+Speed, DC 22 to Avoid) 3d8+2 Fire Damage, 5 Sq. Line, Costs 2 MP, Must wait 1 round to use again

HP: 56 (18+3d6, +14 Level HP, +15 Toughness HP)

CON: 20 (1d20+10)

Move: 7 (Flying)

STR: 19 (8)

MAG: 11 (6)

DEF: 17 (6)

RES: 6 (4)

SKL: 6 (4)

SPD: 3 (2)

LUK: 3 (2)

Abilities: Critical Rage, Further Attack, Puncture, Improved Puncture, Greater Puncture, Superior Puncture, Toughness, Trip

AR: 16

RR: 11

DR: 2

MR: 0

SP: 9

MP: 5

Adorned in the flames from the planet of fire, a Fire Dragon (also known as an Fvakra) is greedy, wrathful, and physically brutal their flames burn the flesh of mortals clean from their bones. These are the most common dragons on the main world, and are the dragons stronger adventurers kill first.

Ice Dragon (Advanced Lv. 15)

Type: Dragon

Immunity: Cold

Weakness: Fire

Proficiency: Claw, Bite, Breath

Weapon 1: Claw +7 Attack, 1d8+4 Slashing Damage, 1 Range, x2 Crit

Weapon 2: Bite +7 Attack, 1d6+4 Piercing Damage, 1 Range, x2 Crit

Weapon 3: Breath (1d20+Speed, DC 22 to Avoid) 3d8+5 Cold Damage, 5 Sq. Line, Costs 2 MP, Must wait 1 round to use again

HP: 36 (16+2d6, +14 Level HP)

CON: 20 (1d20+10)

Move: 7 (Flying)

STR: 8 (4)

MAG: 22 (8)

DEF: 8 (4)

RES: 22 (6)

SKL: 3 (2)

SPD: 3 (6)

LUK: 3 (2)

Abilities: Blasting Strike, Bury, Seduce, Stake in Ground, Weaken, Serenade, Sea Grasp, Plummet

AR: 12

RR: 19

DR: 0

MR: 3

SP: 4

MP: 11

Sleeping within the polar edges of the Main World, Ice Dragons are uncaring though not necessarily cruel as they prefer to be left alone. An ice dragon has very little interest in mortals, only being involved when an adventurer comes to claim their head, at which point they proceed to slaughter the victim and puppeteer his body back home so he may tell his loved ones of his being slain by an ice dragon.

Electricity Dragon (Advanced Lv. 15)

Type: Dragon

Immunity: Electricity

Weakness: Wind

Proficiency: Claw, Bite, Breath

Weapon 1: Claw +18 Attack, 1d8+12 Slashing Damage, 1 Range, x2 Crit

Weapon 2: Bite +18 Attack, 1d6+12 Piercing Damage, 1 Range, x2 Crit

Weapon 3: Breath (1d20+Speed, DC 22 to Avoid) 3d8 Electricity Damage, 5 Sq. Line, Costs 2 MP, Must wait 1 round to use again

HP: 32 (14+2d4, +14 Level HP)

CON: 20 (1d20+10)

Move: 8 (Flying)

STR: 9 (4)

MAG: 3 (2)

DEF: 9 (4)

RES: 3 (2)

SKL: 13 (6)

SPD: 21 (8)

LUK: 13 (6)

Abilities: Following Action, Weapon Focus (Claw), Speed Assault, Weapon Specialization (Claw), Accidentally Tripped, Critical Rage, Weapon Focus (Bite), Weapon Specialization (Bite)

AR: 33

RR: 30

DR: 1

MR: 0

SP: 4

MP: 1

The last of the main dragons and completing the elemental trio of dragons, Electricity Dragons are full of energy and are generally carefree. These creatures often act like big children in their demeanor, making attacking them an evil act unless they attack first. Electricity Dragons try to make friends with other races except for vampires, thinking that all races deserve at least one friend. The only reason these gentle giants are rejected is because of their otherwise terrifying appearance and the fact that people attack them more often than not.

These are the most powerful of the three main dragons, though they are also the rarest due to the fact that people often kill them by mistake.

Dark Dragon (Promoted Lv. 5)

Type: Dragon

Immunity: Dark

Weakness: Light

Proficiency: Claw, Bite, Breath

Weapon 1: Claw +15 Attack, 1d8+10 Slashing Damage, 1 Range, x2 Crit

Weapon 2: Bite +15 Attack, 1d6+10 Piercing Damage, 1 Range, x2 Crit

Weapon 3: Breath (1d20+Speed, DC 22 to Avoid) 3d8+1 Dark Damage, 5 Sq. Line, Costs 2 MP, Must wait 1 round to use again

HP: 39 (16+3d6, +9 Unpromoted Level HP, +5 Promoted Level HP)

CON: 20 (1d20+10)

Move: 7 (Flying)

STR: 21 (8)

MAG: 4 (2)

DEF: 12 (6)

RES: 12 (6)

SKL: 4 (2)

SPD: 4 (4)

LUK: 4 (4)

Abilities: Further Attack, Following Action, Bat, Swap Tactic, Weapon Focus (Claw), Weapon Focus (Bite), Viscous Strike, Trip

AR: 16

RR: 16

DR: 1

MR: 1

SP: 10

MP: 2

Having absorbed the power of a powerful necromancer within their maw, the Dark Dragon may have once been a good dragon that sought to eat one who was truly evil, though in the process they cursed their own soul for good creating a Dark Dragon. Very rarely do they engage in conversation, and when they do it often consists of insults directed towards those challenging them.

Light Dragon (Promoted Lv. 1)

Type: Dragon

Immunity: Light

Weakness: Dark

Proficiency: Claw, Bite, Breath

Weapon 1: Claw +14 Attack, 1d8+2 Slashing Damage, 1 Range, x2 Crit

Weapon 2: Bite +14 Attack, 1d6+2 Piercing Damage, 1 Range, x2 Crit

Weapon 3: Breath (1d20+Speed, DC 22 to Avoid) 3d8+5 Light Damage, 5 Sq. Line,
Costs 2 MP, Must wait 1 round to use again

HP: 34 (16+3d6, +9 Unpromoted Level HP, +1 Promoted Level HP)

CON: 20 (1d20+10)

Move: 7 (Flying)

STR: 4 (2)

MAG: 21 (8)

DEF: 4 (2)

RES: 12 (6)

SKL: 12 (6)

SPD: 4 (4)

LUK: 4 (4)

Abilities: Tough as Nails, Teleport, Spellcrash, Fire Strike, Defense+, Blasting Strike,
Absorb Magic, Bury

AR: 16

RR: 16

DR: 1

MR: 1

SP: 2

MP: 10

Bathed in the holy light of the gods, Light Dragons are the embodiment of good natured, and reside with angels more often than not. Light and Dark Dragons do battle constantly, and neither side show any signs of gaining an edge over the other. Even the feeble outside attempts have been unable to sway the power shift so far.

Elemental

Base Elemental (Unpromoted Lv. 8)

Type: Elemental

Immunity: Element Chosen

Weakness: Opposite Element (Fire for Cold, Cold for Fire, Wind for Electricity)

Proficiency: Slam, Burst

Weapon 1: Slam +17 Attack, 1d8+5 Bludgeoning Damage, 1 Range, x2 Crit

Weapon 2: Burst (1d20+Speed to avoid damage, DC 15) 2d6+1 Element Chosen damage

HP: 31 (16+2d8, +7 Unpromoted HP)

CON: 10 (2d8+2)

Move: 4

STR: 11 (6)

MAG: 2 (4)

DEF: 14 (8)

RES: 2 (4)

SKL: 11 (6)

SPD: 3 (2)

LUK: 3 (2)

Abilities: Harden, Further Attack, Weapon Focus (Slam), Toughness

AR: 16

RR: 12

DR: 0

MR: 0

SP: 7

MP: 0

Stoic creatures made entirely of the element chosen by the GM when using them. An elemental is healed by their element if they are struck with it, and the element they are weak to deals x4 damage instead of x2.

Fey

Centaur (Unpromoted Lv. 4)

Type: Mounted

Immunity: None

Weakness: None

Proficiency: Axe (E Rank)

Weapon 1: Iron Axe +9 Attack, 1d8+7 Slashing Damage, 1 Range, x2 Crit

HP: 21 (15+1d6, +3 Level HP)

CON: 9 (2d6+3)

Move: 7 (Mounted)

STR: 14 (8)

MAG: 1 (2)

DEF: 10 (6)

RES: 1 (2)

SKL: 7 (4)

SPD: 8 (6)

LUK: 2 (4)

Abilities: Viscous Strike, Following Step

AR: 18

RR: 13

DR: 1

MR: 0

SP: 7

MP: 0

Centaurians are typically docile humanoids with the lower half of a horse. Because of this, humans and elves are open to using Centaurians as mounts in battle, though few of these man-beasts agree to such things, finding it to be demeaning.

Ooze

Jelly (Unpromoted Lv. 1)

Type: Ooze

Immunity: Slashing, Piercing

Weakness: Bludgeoning

Proficiency: Slam

Weapon: Slam +9 Attack, 1d4+3 Bludgeoning Damage, 1 Range, x2 Crit, Poison

HP: 19 (16+1d6)

CON: 2 (1d4)

Move: 4

STR: 6 (8)

MAG: 0 (2)

DEF: 0 (6)

RES: 0 (4)

SKL: 6 (6)

SPD: 2 (4)

LUK: 0 (2)

Abilities: Viscous Strike

AR: 7

RR: 7

DR: 0

MR: 0

SP: 3

MP: 0

Mindless and hopping wherever they see fit, jellies are verminous plagues that run through towns, and require immediate attention. When someone dies to a jellies' poison, they instantly melt and turn into a jelly themselves.

Undead

Zombie (Unpromoted Lv. 4)

Type: Undead

Immunity: Dark

Weakness: Light, Fire

Proficiency: Claw, Bite

Weapon 1: Bite +10 Attack, 1d6+4 Piercing Damage, 1 Range, x2 Crit

Weapon 2: Claw +10 Attack, 1d6+4 Slashing Damage, 1 Range, x2 Crit

HP: 22 (14+1d8, +3 Level HP)

CON: 7 (2d4+3)

Move: 4

STR: 8 (8)

MAG: 1 (2)

DEF: 8 (6)

RES: 2 (2)

SKL: 6 (6)

SPD: 3 (4)

LUK: 1 (4)

Abilities: Viscous Strike, Following Step

AR: 12

RR: 9

DR: 1

MR: 0

SP: 4

MP: 0

Zombies are ruthless creatures who feed on the flesh of the living, surviving entirely off of those they feed upon, and the dark energy that manifests around them.

Necromancers often summon zombies to do grunt work due to their easy creation requirements.

Skeleton (Unpromoted Lv. 6)

Type: Undead

Immunity: Dark

Weakness: Light

Proficiency: Axe, Sword, Lance, or Bows (choose two upon creation) {D Rank}

Weapon 1: Iron Sword +14 Attack, 1d6+3 Slashing Damage, 1 Range, x2 Crit

Weapon 2: Iron Lance +14 Attack, 1d8+3 Piercing Damage, 1 Range, x2 Crit

HP: 20 (12+1d6, +5 Level HP)

CON: 5 (1d6+2)

Move: 5

STR: 6 (6)

MAG: 1 (2)

DEF: 5 (4)

RES: 1 (2)

SKL: 11 (8)

SPD: 11 (6)

LUK: 3 (4)

Abilities: Speedy Assault, Disarm, Weapon Focus (Main Weapon Chosen)

AR: 21

RR: 17

DR: 0

MR: 0

SP: 3

MP: 0

Skeletons, created by a necromancer or more powerful undead, are more organized and can be used more tactically than a zombie making them less of a “grunt” unit and a bit more useful than the common zombie.

Ghost (Unpromoted Lv. 8)

Type: Undead

Immunity: Dark, Slashing, Bludgeoning, Piercing

Weakness: Light

Proficiency: Dark (C Rank)

Weapon 1: Flux +13 Attack, 1d8+7 Dark Damage, 1-2 Range, x2 Crit

Weapon 2: Luna +13 Attack, 1d6+7 Dark Damage, 1-2 Range, x2 Crit, Negates RES

HP: 25 (16+1d4, +7 Level HP)

CON: 0 (Weightless, unaffected by tome's weight)

Move: 6 (Flying)

STR: 0 (0)

MAG: 14 (8)

DEF: 0 (0)

RES: 9 (6)

SKL: 6 (4)

SPD: 10 (4)

LUK: 3 (2)

Abilities: Force Shield, Invisibility, Grease, Inner Blood

AR: -- (Cannot be hit physically)

RR: 24

DR: --

MR: 1

SP: --

MP: 7

Powerful magical allies who use their affinity for the darkness in order to destroy potential enemies. They cannot be physically harmed, and thus require the aid of a magical source to do them harm.

Lich (Unpromoted Lv. 12)

Type: Undead

Immunity: Dark

Weakness: Light

Proficiency: Dark, Bow (C Rank)

Weapon 1: Killer Bow +14 Attack, 1d6+7 Piercing Damage, 2 Range, x3 Crit

Weapon 2: Nosferatu +14 Attack, 1d8+8 Dark Damage, 1-2 Range, x2 Crit

HP: 43 (12+2d8, +11 Level HP, +12 Toughness)

CON: 7 (1d8+3)

Move: 5

STR: 14 (6)

MAG: 16 (8)

DEF: 11 (4)

RES: 12 (6)

SKL: 9 (4)

SPD: 6 (2)

LUK: 4 (2)

Abilities: Sleep, Tangle, Weaken, Toughness, Stat Swap, Move Blight

AR: 17

RR: 18

DR: 1

MR: 1

SP: 7

MP: 8

Commanders of the lesser undead such as Skeletons and Zombies, a Lich is a person more often than not a willing subject to their own ritual in order to turn themselves into one. A lich is truly killed when their phylactery is destroyed, otherwise they revive 1d4+1 weeks later.

A phylactery has 50 HP, 15 AR, and 6 RR. It has no DR/MR.

Ghoul (Unpromoted Lv. 20)

Type: Undead, Armored

Immunity: Dark

Weakness: Light

Proficiency: Axe (B Rank)

Weapon 1: Brave Axe +19 Attack, 1d10+11 Slashing Damage, 1(-2) Range, x2 Crit,

Double attacks per round

HP: 43 (16+2d8, +19 Level HP)

CON: 11 (2d6+5)

Move: 4

STR: 20 (8)

MAG: 3 (2)

DEF: 19 (6)

RES: 9 (4)

SKL: 15 (6)

SPD: 13 (4)

LUK: 3 (2)

Abilities: Armament Training, Thrown Axe, Viscous Strike, Weapon Focus (Brave Axe),
Weapon Specialization (Brave Axe), Swap Tactic, Riposte, Provoking Attacks, Harden,
Ground Shatter

AR: 27

RR: 22

DR: 3

MR: 1

SP: 10

MP: 1

The most powerful forms of undead out there, Ghouls are uncaring yet they feel basic emotions like rage and hatred using these to aid them in battle. These fiends of the battlefield are used by Draco Zombies as personal guards.

Draco Zombie (Promoted Lv. 5)

Type: Undead, Dragon

Immunity: Dark

Weakness: Light

Proficiency: Claw, Bite, Breath

Weapon 1: Claw +21 Attack, 1d8+11 Slashing Damage, 1 Range, x2 Crit

Weapon 2: Bite +21 Attack, 1d6+11 Piercing Damage, 1 Range, x2 Crit

Weapon 3: Breath (1d20+Speed, DC 22 to Avoid) 3d8+5 Dark Damage, 5 Sq. Line, Costs 2 MP, Must wait 1 round to use again

HP: 41 (18+3d6, +9 Unpromoted Level HP, +5 Promoted Level HP)

CON: 20 (1d20+10)

Move: 6

STR: 22 (8)

MAG: 20 (6)

DEF: 18 (6)

RES: 16 (4)

SKL: 10 (4)

SPD: 8 (2)

LUK: 4 (2)

Abilities:

AR: 22

RR: 21

DR: 3

MR: 2

SP: 11

MP: 10

A dragon whose body has been warped and twisted, these abominable creatures are created by a powerful and destructive necromancer seeking to wreak havoc upon those he chooses. It is powerful enough to be a commander of lesser undead on its own, and usually commands zombies, skeletons, and a personal guard of ghouls. To slay a Draco Zombie truly, one must pierce the fiend's heart.

Wraith (Promoted Lv. 10)

Type: Undead, Mounted, Armored

Immunity: Dark, Slashing, Piercing

Weakness: Light, Bludgeoning

Proficiency: Sword, Axe, Bow (B Rank)

Weapon 1: Estoc +32 Attack, 1d10+14 Piercing Damage, 1 Range, x3 Crit, x2 vs Armored and Mounted units.

Weapon 2: Brave Lance +31 Attack, 1d10+12 Piercing Damage, 1 Range, x2 Crit, Double Attacks per round

HP: 53 (16+2d8, +29 Level HP)

CON: 15 (2d6+5+4)

Move: 7 (Mounted)

STR: 25 (8)

MAG: 5 (2)

DEF: 23 (6)

RES: 11 (4)

SKL: 19 (6)

SPD: 15 (4)

LUK: 5 (2)

Abilities: Weapon Focus (Estoc), Weapon Specialization (Estoc), Force Armor, Swap Tactic, Critical Rage, Riposte, Dangerous Rebuttal, Armament Training, Viscous Strike, Pass Through, Bat

AR: 32

RR: 26

DR: 4

MR: 1

SP: 12

MP: 2

Mounted ghouls that destroy their enemies using their superior skills. Wraiths are even more rotted than ghouls, and harbor even more hate than them. A Wraith may be tasked to lead an army of ghouls, or work under a powerful necromancer to guard a Draco Zombie and their forces.

NPC Classes

These are classes specific to NPCs, and is not recommended to be allowed for PCs due to their either extreme power, or extreme weakness. Necromancer and Dark Druids are Advanced Classes, and go up to level 30 while Villager through Infantry and unpromoted, and King is a promoted version of the Prince.

Name	Villager
Type	Foot
Proficiency	None
HP	8+1d4
Move	5
CON	1d3
Promotion	None
Strength	2
Magic	0
Defense	2
Resistance	0
Skill	4
Speed	6
Luck	2

Name	Prince
Type	Foot
Proficiency	Sword
HP	10+1d4
Move	5
CON	1d4+2
Promotion	King
Strength	6
Magic	0
Defense	4
Resistance	0
Skill	8
Speed	6
Luck	6

Name	Infantry
Type	Foot
Proficiency	Choose any one
HP	12+1d6
Move	5
CON	2d4+4
Promotion	None
Strength	6
Magic	6
Defense	4
Resistance	4
Skill	2
Speed	2
Luck	2

Name	King
Type	Armored
Proficiency	All
Move	6
Royalty - Stamina	Immune to armored weakness
HP Bonus	+8
CON Bonus	+8
STR + Cap	+8 (30)
MAG + Cap	+8 (30)
DEF + Cap	+8 (30)
RES + Cap	+8 (30)
SKL + Cap	+8 (30)
SPD + Cap	+8 (30)
LUK + Cap	+8 (30)

Name	Necromancer
Type	Foot
Proficiency	Dark, Staff
Dark Gale 1 Magic	Summon undead
HP	16+2d4
Move	6
CON	2d4+6
STR + Cap	4 (30)
MAG + Cap	16 (30)
DEF + Cap	4 (30)
RES + Cap	14 (30)
SKL + Cap	12 (30)
SPD + Cap	10 (30)
LUK + Cap	10 (30)

Name	Dark Druid
Type	Foot
Proficiency	Anima, Light, Dark, Staff
Dark Soul - Magic	Heals HP from Dark
HP	16+4d4
Move	6
CON	2d6+4
STR + Cap	4 (20)
MAG + Cap	20 (40)
DEF + Cap	4 (20)
RES + Cap	20 (40)
SKL + Cap	12 (25)
SPD + Cap	12 (25)
LUK + Cap	12 (30)

Growth Rates

Nam	STR	MAG	DEF	RES	SKL	SPD	LUK
Villager	4	2	4	2	6	8	6
Prince	4	2	4	2	8	6	6
Infantry	8	6	6	4	4	2	2
Necromancer	2	8	2	6	6	4	4
Dark Druid	2	8	2	6	4	4	6