Button Guidance Panel

Press SHIFT To Open this panel. All guidance of game can be also accessible in main game folders as PDF format.

Movement:

- W → Forward
- S → Back
- A → Left
- D → Right

Auction Button

- Z → Talk NPC, Interact objets, Gathering, etc…

Cancel:

- X or ESC → Cancel, skip, etc…

Handbook of Characters (Characters Guidance Panel):

- Press F

Handbook of Gameplay (Gameplay Guidance Panel):

- Press SHIFT + Z (at the same time)

Handbook of Weapons (Weapon Guidance Panel):

- Press V

Handbook of Soulgems and Consumables (Soulgem and Consumable Guidance Panel):

- Press B

Handbook of Armors (Armor Guidance Panel):

- Press N

Handbook of Sidearms (Sidearm Guidance Panel):

- Press M

Handbook of Accessories (Accessory Guidance Panel):

- Press K

Handbook of Monster Essence Skills (Monster Essence Skill Guidance Panel):

- Press Z + X (at the same time)

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SOFTWARES → RPG Maker MZ, Getimg.ai, Effectseer, Suno.ai, Chat GBT, Wallpaper Engine

Parameter Terminology

mhp → Maximum health
mp → Current Mana

mmp → Maximum Mana
hp → Current health

atk → Attack value
luk → Luck value

agi → Agility value
mat → Magical attack value

def → Defense value

mdf → Magical defense

a.mhp → Maximum health of user
a.hp → Current health of user

b.mhp → Maximum health of target
b.hp → Current health of target

a.mmp → Maximum Mana of user
a.mp → Current Mana of user

b.mmp → Maximum Mana of target
b.mp → Current Mana of target

a.atk → Attack value of user
a.mat → Magical attack value of user

b.atk → Attack value of target
b.mat → Magical attack value of target

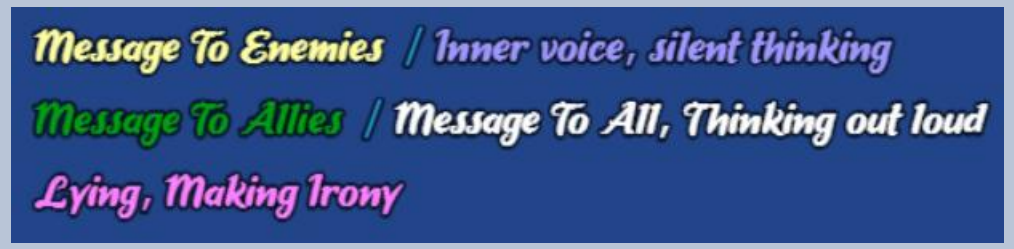
a.agi → Agility value of user
a.luk → Luck value of user

b.agi → Agility value of target
b.luk → Luck value of target

a.def → Defense value of user
a.mdf → Magical defense value of user

b.def → Defense value of target
b.mdf → Magical defense value of target

Dialogue Color Code



Damage Formulas

Damage formulas are usually simple like shown below;

- a.atk * 3 – b. def * 2 or a.mat * 2 – b.mdf * 1

Where;

- «a» is attacker
- «a.atk» is user attack
- «a.mat» is user magical attack

- «b» is target
- «b.def» is target defense
- «b.mdf» is target magical defense

Some formulas are a bit special like shown below;

- a.mhp / 2 – b.mdf * 2

Where;

- «a.mhp» is user maximum health, which means your part of health of user is added to damage

Or

- «b / hp / 10»

Where;

- «b. hp» is target current health, which means this skill damage hit according to current health of target and since there is no mines parameter, this damage will ignore defense

Sometimes Agility (a.agi) ,MaxMana (a.mmp) and Luck (luk) also effect the damage of some skills.

And sometimes skill formula depends on luck of user and target, for example;

- a.luk > b.luk * 3 ? (a.atk * 4 - b.def * 1) : (a.atk * 3 - b.def * 2)

- Above formula means, if user luck higher than target luck, damage output is higher, since (a.atk * 4 - b.def * 1) will be selected. Otherwise, (a.atk * 3 - b.def * 2) will work that means lower attack of user and higher defense of target is valid. Obtaining higher luck is a bit challenging but more rewarding.

General Mechanics

Realm Road is a turn based role playing strategy game. The player should choose a hero first. There are total of **20 heroes** and all of them have their unique combat styles. After that the player must choose two companion. There are total of **18 different companions**, and two of them can be selected from lists in Forgotten Realm. Left lists has strong, durable (tanky) or support battlers and right list has sneaky, talented and finisher type damage dealers. **Choose wisely!** There are also some companions you will meet during your journey. Companions fight automatically but hero's action is determined by players during battle.

The goal of this game is saving the realms from the evil…**classic and simple right !** Main purpose is completing each map by surviving each challenging fight. Also each map has specific side quests. Those objectives are usually optional but advisable, because they are usually rewarding.

Each map contains different type monsters, and encountering those enemies are usually sudden and randomly. Sometimes player can see enemies may also fight each other. Sometimes players may also see enemies fighting each other. **You should use this to your advantage.** There are also **Cabalan Barriers** you can encounter. Tier of these barriers will be increased during your journey. The barriers mainly gives regeneration and buffs to enemies. **When they killed, all enemies become mad, take damage over time but they also become much more stronger.**

If the heroes and the companions **die** during adventure, all of them will teleport to the Forgotten Realm. They must start from beginning. However, if the party has enough **gold** and **realm key** for the map which the player want to return, they can bypass this penalty.

Hit Types and Extra Action

There are three different hit types such as «Physical», «Magical», and «Certain».

- **Physical attacks / hits** are usually take advantage of attack and agility values and it is generally defended by defense value. «Hit Rate» directly affect the success chance of skill that has physical tag, whereas «Evasion Rate» reduces this chance. Almost all physical attack can critically stirke. **The critical multiplier is 300%.**

- **Magical attacks / hits** are usually take advantage of magical attack and mana values and it is generally defended by magical defense value. «Hit Rate» has no effect, only skill success determines a succesfull hit. «Magical Evasion Rate» reduces this chance. **Usually magical skill can't have critical strikes**, but there may be some exceptions such as using wands…

- **Certain attacks / hits** can take advantage of anything and it is generally ignore defenses and resistances but not all certain skills. Supportive skills such as **healing, buffing an ally is usually in Certain tags. They will never miss, can't be evaded. They generally can't have critical strikes.**

- **Extra action or extra turn chance** can be provided by some characters or equipments. This mean that character may gain an extra turn during battle. However some skills or items can trigger another skill. Triggered skill may consume this extra actions. **Therefore, whenever you gain an extra action time, you are better to use triggering skill as last action.**

Element Types

It is desired to reduce the element rates. The lower this rate, the less damage will be taken from that element. For example;

Let's ignore defenses but consider resistances,
There are two foes, **first one has «Elemental Rate: Fire * 200»** and **the second has «Elemental Rate: Fire * 50»** If you deal **100 fire damage**, first enemy will take **200 fire damage** and second will take **50 fire damage.**

The effect of same elemet resistance from different sources are multiplative to each other. For example;
Let say the player has «Elemental Rate: Fire * 50» from weapon and «Elemental Rate: Fire * 50» from body armor. In this case a 100 fire damage from enemy strike will harm player only 25 fire damage.

This game has total of 15 damaging element types such as;

- **Vitality:** Straight physical damage. Bleed, corrupted bleed, stun, knockback etc. states are usually applied from this damage. There may be exceptions…This damage type can be lowered by reducing «Vitality Elemental Rate»
- **Fire:** Fire damage. This generally causes ignite and fire skills has usually take advantage of high magical attack damage. There may be exceptions…This damage type can be lowered by reducing «Fire Elemental Rate»
- **Ice:** Ice damage. This generally causes freeze. There may be exceptions… Good at stopping foes. This damage type can be lowered by reducing «Ice Elemental Rate»
- **Thunder:** Lightning damage. This generally causes shock, sometimes stun and knockback. There may be exceptions… There are good area thunder skills. All thunder skills has wide damage intervals. This damage type can be lowered by reducing «Thunder Elemental Rate»
- **Water:** Water damage. This generally causes unarmed, knockback and sometimes sleep. There may be exceptions… Good at weakening enemies and protect yourself. This damage type can be lowered by reducing «Water Elemental Rate»
- **Earth:** Earth damage. This generally causes dull, stun, knocakback and sometimes poison. There may be exceptions… Good at protecting yourself. This damage type can be lowered by reducing «Earth Elemental Rate»
- **Wind:** Wind damage. This generally causes bleed, charm, knocakback and sometimes poison. There may be exceptions… Good at manipulating. This damage type can be lowered by reducing «Wind Elemental Rate»
- **Light:** Light / Holy damage. This generally causes blind, shock and sometimes ignite. There may be exceptions… Good against undead or darkness / sinister type enemies. This damage type can be lowered by reducing «Light Elemental Rate»
- **Darkness:** Darkness damage. This generally causes blind, black ignite, fear and sometimes sleep. There may be exceptions… This damage type can be lowered by reducing «Darkness Elemental Rate»
- **Chaos:** Chaos damage. This generally causes poison and corrupted poison. There may be exceptions… This damage type can be lowered by reducing «Chaos Elemental Rate»
- **Sinister:** Sinister / Unholy damage. This type is quite similar with darkness, weaker damage but more damning. There may be exceptions… This damage type can be lowered by reducing «Sinister Elemental Rate»
- **Arcane:** Arcane damage. This generally causes silence, burning mana and mind corruption. Good at destroying enemy mana. There may be exceptions… This damage type can be lowered by reducing «Arcane Elemental Rate»
- **Elemental:** Elemental damage. A rare damage type, and hard to defend. It can apply any fire, earth, ice, water, thunder and wind states. This damage type can be lowered by reducing «Elemental Rate»
- **Sound:** Sound damage. This can apply any confusion and sometimes charming. There may be exceptions… Good at manipulating. This damage type can be lowered by reducing «Sound Rate»
- **True:** True damage. Ignores all defense and resistances.

All parameters are explained in RPG MAKER Web

Adress: https://www.rpgmakerweb.com/blog/a-primer-on-database-traits-and-effects

Title: A Primer on Database Traits and Effects

This guidance includes information of :

Parameter Changes:

- HP, MP, ATK, DEF, MAT, MDF, AGI, LUCK

Rates:

- Element Rate, Debuff Rate, State Rate, State Resist

Param:

- Parameter (Max HP, Max MP, etc.), Ex-Parameter (Hit Rate, Evasion, etc.), Sp-Parameter (Guard Effect, Target Rate, etc.)

Attack:

- Attack Element, Attack State, Attack Speed, Attack Times, Attack Skill (For this game all of them are elaborated, you can check Handbook of Terminology)

Skill:

- Add Skill Type, Seal Skill Type, Add Skill, Seal Skill

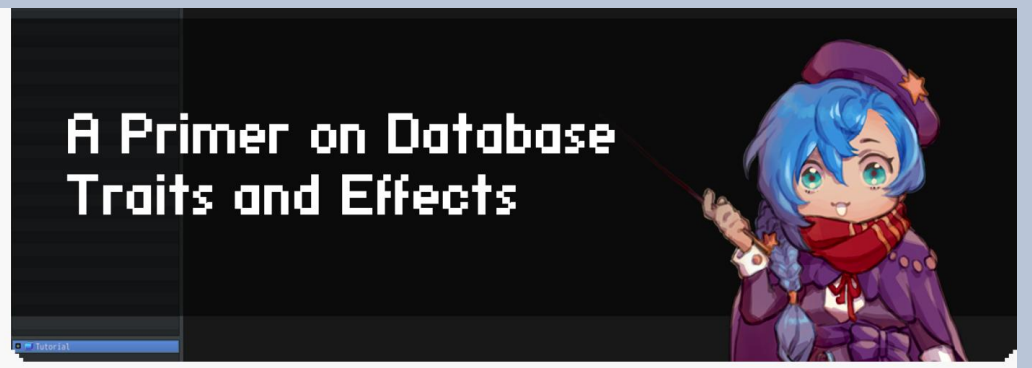
Equip:

- Equip Weapon, Equip Armor, Lock Equip, Seal Equip, Slot Type

Other:

- Auction Times, Special Flag, Collapse Effect, Party Ability

Credits go to Archeia from RPG MAKER Community



Damage flow is also explained in RPG MAKER Web

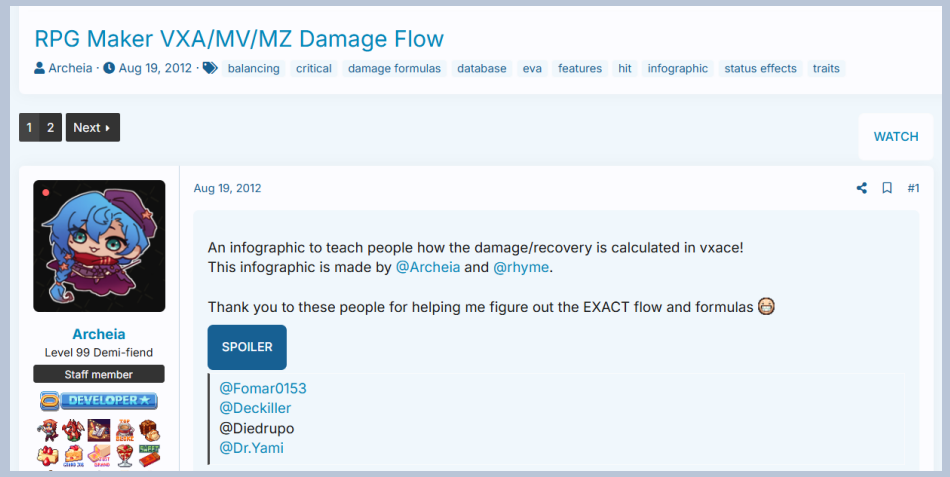
Adress: https://forums.rpgmakerweb.com/index.php?threads/rpg-maker-vxa-mv-mz-damage-flow.4219/

Title: RPG Maker VXA/MV/MZ Damage Flow

This guidance includes information of :

Damage flow chart and formulations

Credits go to Archeia, Deckiller, Diedrupo, Dr. Yami from RPG MAKER Community



Buffs/Debuffs

Buffs and debuffs affect the stats of targets. Both of them change the value of Max HP, Max MP, ATK, MAT, DEF, MDF, AGI and LUK.

- Buffs increases stats of targets by 25%, and same buffs can stack 2 times.
- Debuffs decreases stats of targets by 25%, same debuffs can stack 2 times.

States

Same states can't be stacked, they can provide positive or negative effects on targets. All states last untill the whole action ends for each turns. For example;

Let's say a target is ignited. Ignite duration is 2 turns. That means the target will suffer from burning damage for 2 turns but the target will take this damage when all actors and enemies end their action for each turn. After the last actions end for second turn, the target recieve damage and state ends, if the target is not ignited again.



Dead: When an enemy or player's HP is zero, they cannot do anything unless they are in immortal state.



Guard: Take 50% less damage from all sources with this buff. **Last for 1 turn.**



Immortal: Some enemies have immortality bound and can't be killed ,**until the specific targets die**.



Blind: Reduces «Hit Rate», «Evasion Rate» and «Magic Evasion» of targets. **Last for 2 - - 3 turns.**

Ex-Parameter	Hit Rate - 75%
Ex-Parameter	Evasion Rate - 13%
Ex-Parameter	Magic Evasion - 15%



Silence: Targets can't use magic and technique abilities. **Last for 2 - - 4 turns.**



Debiliating: Weakens targets by making them angry. Angry targets deal more damage but they also take more damage. **Last for 4 - - 6 turns. This can be removed by damage with 50% chance.**

Parameter	Luck * 75%
Parameter	Agility * 75%
Ex-Parameter	Critical Rate - 40%
Parameter	Attack * 225%
Parameter	M.Attack * 350%
Ex-Parameter	Hit Rate - 35%
Parameter	M.Defense * 60%
Parameter	Defense * 60%



Confusion: Targets cannot distinguish between friend and foe, they attack randomly. **Last for 1 - - 3 turns.**



Charm: Targets betray and attack their allies. **Last for 1 - - 2 turns.**



Sleep: Targets fall asleep, they lost all of their defense and magical defense. **Last for 7 - - 10 turns. This can be removed by any direct damage with 100% chance.**



Unarmed: Targets can't use technique abilities. They lose 500 Attack speed and thier M.Damage is 15% reduced. **Last for 1 - - 3 turns. This can be removed by damage with 28% chance.**



Freeze: Targets become frozen, can't do any action. Affected actors and enemies lose part of «Evasion Rate», «Magic Evasion» and HP regenerations are decreased. However their defense and magic defense increases. **Last for 2 - - 3 turns. This can be removed by damage with 33% chance.**

Ex-Parameter	Evasion Rate - 50%
Ex-Parameter	Magic Evasion - 50%
Parameter	M.Defense * 150%
Parameter	Defense * 150%
Ex-Parameter	HP Regeneration - 4%



Stun: Targets become stunned, can't do any action. They lose all of their «Evasion Rate» and «Magic Evasion» **Last for 1 - - 2 turns.**



Black Ignite: Targets will take **darkness** damage over actions end in each turns. This damage also burn MaxMp of targets. Targets will take **2x damage from darkness** during state effect. **Last for 3 - - 5 turns.**

Damage formula for each turn after whole action: a.mat * 3 - b.mdf * 2



HP Regeneration: Targets will restore their **10% of Max HP** at the end of all action for each turns. **Last for 3 - - 6 turns.**



MP Regeneration: Targets will restore their **10% of Max MP** at the end of all action for each turns. **Last for 3 - - 6 turns.**



TP Regeneration: Targets will restore their **10% of Max TP** at the end of all action for each turns. **Last for 3 - - 6 turns.**



Arcanist Barrier: Gain **+10% Magic Reflection** for each turn. **Last for 2 turns.**



Vengeance: Gain **+10% Counter Attack** for each turn. **Last for 2 turns.**



Hide: Become stealth and hard target. **Last for 5 turns. This can be removed by damage with 36% chance.**

Sp-Parameter	Target Rate * 0%
Ex-Parameter	Critical Rate + 15%
Ex-Parameter	Evasion Rate + 20%
Ex-Parameter	Magic Evasion + 20%
Ex-Parameter	Critical Evasion + 100 %



Poison: Targets will take **chaos** damage over actions end in each turns. This damage also burn MaxMp of targets. Targets will take **20% more damage from chaos** during state effect. Foes' HP Regens are also reduced. **Last for 3 - - 5 turns.**

Damage formula for each turn after whole action: a.atk * 2 + a.mat * 1 - b.mdf * 1

Ex-Parameter	HP Regeneration - 5%
Element Rate	Chaos * 120%



Statues Ailment Block: All bad statues are removed from targets, and they become immune to all negative states. **Last for 1 - - 2 turns. This can be removed by damage with 25% chance.**



Bleed: Targets will take **vitality** damage over actions end in each turns. This damage also burn MaxMp of targets. Targets will take **35% more damage from vitality** during state effect. Foes' defenses are also reduced. **Last for 3 - - 4 turns.**

Damage formula for each turn after whole action: a.atk * 4 - b.def * 2

Element Rate	Vitality * 135%
Parameter	Defense * 75%



Ignite: Targets will take **fire** damage over actions end in each turns. This damage also burn MaxMp of targets. Targets will take **20% more damage from fire** during state effect. Foes' HP Regens are also reduced. **Last for 2 turns.**

Damage formula for each turn after whole action: a.mat * 3 - b.mdf * 1

Ex-Parameter	HP Regeneration - 8%
Element Rate	Fire * 120%



Knockback: Affected targets lose stamina, therefore their MP cost of skill will be increased and TP charge will be reduced. This state also deal **wind** damage over action end in each turns to MP and TP. Affected units will take extra damage from **vitality and wind**. **Last for 2 -- 3 turns. This can be removed by damage with 20% chance.**

Damage formula for each turn after whole action (MP Damage): a.atk * 3 - b.def * 2
Damage formula for each turn after whole action (TP Damage): 25

Element Rate	Vitality * 115%
Element Rate	Wind * 150%
Sp-Parameter	MP Cost Rate * 150%
Sp-Parameter	TP Charge Rate * 50%



Shock: All defenses and damages of targets will be reduced. Shock also lessens the recovery effect, «Magic Evasion» and «Magic Reflection» values. **Last for 4 -- 6 turns. This can be removed by damage with 50% chance.**

Parameter	Defense * 50%
Parameter	M.Defense * 50%
Parameter	Attack * 75%
Parameter	M.Attack * 75%
Sp-Parameter	Recovery Effect * 50%
Ex-Parameter	Magic Evasion - 15%
Ex-Parameter	Magic Reflection - 15%



Block: Take 40% less damage from all sources. This state also increases target's defense by 25% and magical defense by 35%. **Last for 2 turns.**



Self Anger: Become a berserker, all damage will be increased, while all defenses will be reduced. **Last for 2 turns.**

Parameter	Attack * 200%
Parameter	M.Attack * 200%
Parameter	Defense * 50%
Parameter	M.Defense * 50%
Ex-Parameter	Hit Rate + 25%



Parry: Increases «Counter Attack» and «Magic Reflection» at a high rate. **Last for 1 -- 2 turns.**

Ex-Parameter	Counter Attack + 75%
Ex-Parameter	Magic Reflection + 75%



Curse Touch: Slightly negatively affects all parameters. **Last for 1 -- 20 turns. This can be removed by damage with 12%**

Ex-Parameter	HP Regeneration - 2%	Parameter	Max HP * 90%	Sp-Parameter	Target Rate * 110%
Ex-Parameter	MP Regeneration - 2%	Parameter	Max MP * 90%	Sp-Parameter	Guard Effect * 90%
Ex-Parameter	TP Regeneration - 2%	Parameter	Attack * 90%	Sp-Parameter	Recovery Effect * 90%
Ex-Parameter	Hit Rate - 10%	Parameter	Defense * 90%	Sp-Parameter	Pharmacology * 90%
Ex-Parameter	Evasion Rate - 5%	Parameter	M.Attack * 90%	Sp-Parameter	MP Cost Rate * 110%
Ex-Parameter	Critical Rate - 7%	Parameter	M.Defense * 90%	Sp-Parameter	TP Charge Rate * 90%
Ex-Parameter	Critical Evasion - 25%	Parameter	Agility * 90%	Sp-Parameter	Physical Damage * 90%
Ex-Parameter	Magic Evasion - 8%	Parameter	Luck * 90%	Sp-Parameter	Magic Damage * 90%
Ex-Parameter	Counter Attack - 5%				
Ex-Parameter	Magic Reflection - 7%				



Fear: Targets will take **sinister** damage over actions end in each turns. This state seals all «Technique» and «Special» skills. Affected targets's defense and magical defense will be reduced by 10%. **Last for 1 - - 3 turns.**

Damage formula for each turn after whole action: a.mat * 3 - b.mdf * 2



Corrupted Poison: Targets will take **chaos** damage over actions end in each turns. Affected targets will take extra damage from **chaos** damage and their magical defense will be reduced. **Last for 3 turns.**

Damage formula for each turn after whole action: a.agi*1 + a.atk*1 - b.def*3

Element Rate	Chaos * 250%
Parameter	M.Defense * 75%



Corrupted Bleed: Targets will take **vitality** damage over actions end in each turns. Ignore defenses but not resistances. **Last for 5 -- 10 turns.**

Damage formula for each turn after whole action: a.mhp/10 + b.mhp/20



Reduced Dexterity: Targets damage avoidances are reduced. This state also leşsen the attack speed, agility and physical damage of targets. **Last for 3 -- 6 turns.**

Ex-Parameter	Evasion Rate - 33%
Ex-Parameter	Magic Evasion - 33%
Sp-Parameter	Physical Damage * 75%
Parameter	Agility * 70%
Attack Speed	-500



Execution: This state will give target an immense damage buff untill the all action ends. After that target will be destroyed instantly.

Parameter	Attack * 200%
Parameter	M.Attack * 235%



Assasinate: This state will give target an extra «Action Times» change untill the all action ends. After that target will be destroyed instantly.

Action Times +	50%
Attack Speed	150



Mechanism Bleed: Targets will take **vitality** damage over actions end in each turns. This state also makes targets vulnurable agianst vitality damage, targets will take **35% more damage from vitality**. **Last for 3 - - 4 turns.**

Damage formula for each turn after whole action: b.mhp / 4 - b.def * 2



Mechanism Ignite: Targets will take **fire** damage over actions end in each turns. This state also makes targets vulnurable agianst fire damage, targets will take **20% more damage from fire**. Victims also lose - 8% HP Regeneration over actions end in each turns. **Last for 2 turns.**

Damage formula for each turn after whole action: b.mhp / 4 - b.mdf * 1



Dull: Makes targets vulnurable to earth damage and reduces their «Attack» and «M.Attack». **Last for 2 -- 3 turns.**

Parameter	Attack * 65%
Parameter	M.Attack * 65%
Attack Speed	-100
Element Rate	Earth * 150%



Adrenalin: Affected targets become immortal, they won't die even their MaxHP is reduced to zero. Target will also gain extra damage. **Last for 1 turn.**

Parameter	Attack * 120%
Parameter	M.Attack * 125%
State Resist	Dead



Fire Penetration: Affected targets take double damage from **fire**. **Last for 2 -- 4 turns.**



Thunder Penetration: Affected targets take double damage from **thunder**. **Last for 2 -- 4 turns.**



Ice Penetration: Affected targets take double damage from **ice**. **Last for 2 -- 4 turns.**



Water Penetration: Affected targets take double damage from **water**. **Last for 2 -- 4 turns.**



Earth Penetration: Affected targets take double damage from **earth**. **Last for 2 -- 4 turns.**



Wind Penetration: Affected targets take double damage from **wind**. **Last for 2 -- 4 turns.**



Evil Debilation: Affected targets take extra damage from **vitality, darkness, chaos and sinister**. **Last for 2 - - 4 turns.**

Element Rate	Darkness * 140%
Element Rate	Chaos * 125%
Element Rate	Sinister * 140%
Element Rate	Vitality * 115%



Magic Debilation: Affected targets take extra damage from **light, arcane and sound**. **Last for 2 -- 4 turns.**

Element Rate	Light * 150%
Element Rate	Arcane * 150%
Element Rate	Sound * 150%



Elemental Debilation: Affected targets take extra damage from **all elemental damages**. **Last for 2 -- 4 turns.**

Element Rate	Fire * 120%
Element Rate	Wind * 120%
Element Rate	Water * 120%
Element Rate	Thunder * 120%
Element Rate	Ice * 120%
Element Rate	Earth * 120%
Element Rate	Elemental * 140%



Path of Shadows: Affected targets can cause «**Assassinate**» state on hit with +25% chance. **Last for 2 -- 3 turns.**



Path of Samurai: Affected targets can cause «**Execution**» state on hit with +18% chance. **Last for 2 turns.**



Path of Valkyrie: Affected targets can cause «**Execution**» state on hit with +7% chance and «**Assassination**» state on hit with +7% chance . **Last for 2 turns.**



Haste: Increases targets avoidances, attack speed and action times greately. **Last for 2 turns.**

Special Flag	Preserve TP
Ex-Parameter	Evasion Rate + 50%
Ex-Parameter	Magic Evasion + 50%
Action Times +	50%
Ex-Parameter	Critical Evasion +100%
Attack Speed	300



Mana Shield: 50% of received damage is taken from mana before life. This state also increases «**MP Regeneration**» and «**TP Regeneration**» of targets by 5%. **Last for 3 -- 4 turns.**



Reduced Accuracy: Removes critical chance of targets, they also slightly lose «Hit Rate» , attack speed and part of thier «M.Attack». **Last for 6 -- 8 turns.**

Ex-Parameter	Critical Rate - 100%
Parameter	M.Attack * 75%
Ex-Parameter	Hit Rate - 25%
Attack Speed	-50



Reduced Reflexes: Reduces «Agility», «Luck», «Recovery Effect», «Evasion Rate» and «Magic Evasion» of targets. **Last for 2 -- 5 turns.**

Ex-Parameter	Evasion Rate - 10%
Ex-Parameter	Magic Evasion - 10%
Parameter	Agility * 35%
Parameter	Luck * 65%
Sp-Parameter	Recovery Effect * 75%



Elemental Resistances: Take less damage from all **elemental damages**. **Last for 2 -- 3 turns.**

Element Rate	Fire * 75%
Element Rate	Wind * 75%
Element Rate	Water * 75%
Element Rate	Thunder * 75%
Element Rate	Ice * 75%
Element Rate	Earth * 75%
Element Rate	Elemental * 50%



Elemental Resistances: Take less damage from **light, arcane and sound damages**. **Last for 2 -- 3 turns.**

Element Rate	Light * 65%
Element Rate	Arcane * 65%
Element Rate	Sound * 65%



Will Resistance: Take less damage from **darkness, chaos, sinister and vitality damages**. **Last for 2 -- 3 turns.**

Element Rate	Darkness * 75%
Element Rate	Chaos * 75%
Element Rate	Sinister * 75%
Element Rate	Vitality * 75%



Anti Reflection: Reduces all «Counter Attack» chance and «Magic Reflection» chance by -100%. Also decreases «Luck» by 30%. **Last for 3 -- 4 turns.**



Freeze: Similar with «Freeze» state, however **this can't be removed by damage. Last for 2 turns.**



Night Stealth: Become stealth and hard target**.** This state also increases «Agility», «Evasion Rate», «Magic Evasion» and «Critical Evasion» **Last for 2 turns. This can be removed by damage with 50%.**

Sp-Parameter	Target Rate * 0%
Parameter	Agility * 150%
Ex-Parameter	Evasion Rate + 10%
Ex-Parameter	Magic Evasion + 15%
Ex-Parameter	Critical Evasion +100%



Mana Burn: Targets will take **arcane** damage over actions end in each turns. Defenses are ignored but not resistances. Targets will also lose 40% of Magic Damage and their «MP Regeneration» is reduced by 5%. **Last for 2 - - 4 turns.**

Damage formula for each turn after whole action: b.mhp / 10



Degeneration: Recovery Effects are removed from targets, they can't recover anything, and their «HP Regeneration» is reduced by 3%. **Last for 3 - - 5 turns. This can be removed by damage with 10%.**



Mind Corruption: Recovery Effects are slightly reduced from targets. Targets «MP Regeneration» and «TP Regeneration» is also decreased. **Last for 10 - - 15 turns. This can be removed by damage with 10%.**

Ex-Parameter	MP Regeneration - 4%
Ex-Parameter	TP Regeneration - 5%
Sp-Parameter	Recovery Effect * 85%



Plague: Targets will take **chaos** damage over actions end in each turns. **Last for 4 - - 5 turns.**

Damage formula for each turn after whole action: a.agi*2 - b.mdf*2



Laser Block: Increases targets' «Evasion Rate» and «M.Defense». Targets also gain «Guard» state. **Last for 2 turns.**

Ex-Parameter	Evasion Rate + 25%
Parameter	M.Defense * 350%
Special Flag	Guard



Flame Power Magic: Increases targets' **fire resistance** and «M.Attack». Targets also gain states of «Ignite» and «Fire Penetration» infliction chance. **Last for 2 -- 3 turns.**

Element Rate	Fire * 50%
Parameter	M.Attack * 135%
Attack State	Ignite + 20%
Attack State	Fire Penetration + 20%



Ice Power Magic: Increases targets' **ice resistance,** «Defense» and «M.Defense». Targets also gain states of «Freeze» and «Ice Penetration» infliction chance. **Last for 2 -- 3 turns.**

Element Rate	Ice * 50%
Parameter	Defense * 115%
Parameter	M.Defense * 125%
Attack State	Freeze + 20%
Attack State	Ice Penetration + 20%



Lightning Power Magic: Increases targets' **thunder resistance,** «Agility». Targets also gain states of «Shock» and «Thunder Penetration» infliction chance. **Last for 2 -- 3 turns.**

Element Rate	Thunder * 50%
Parameter	Agility * 155%
Attack State	Thunder Penetration 100 %
Attack State	Shock + 25%



Chaos Power Magic: Increases targets' **chaos resistance,** «Attack». Targets also gain states of «Poison» and «Evil Debilation» infliction chance. **Last for 2 -- 3 turns.**



Target Pinning: Seal target's «Special» and «Technique» skill type, this state also reduces «Agility» and «Luck». **Last for 1 -- 2 turns.**

Parameter	Agility * 55%
Parameter	Luck * 25%
Seal Skill Type	Special
Seal Skill Type	Technique



Exhaustion: Reduces targets' «Physical Damage» by 25%. Targets will lose all TP after all actions end. **Last for 1 turn.**

Snake Knife Pairs



Attack Skill	Sneake Bite
Ex-Parameter	Hit Rate + 26%
Ex-Parameter	Evasion Rate + 10%
Ex-Parameter	Critical Rate + 20%
Attack Times +	1
State Resist	Poison
Element Rate	Chaos * 75%
Attack State	Poison + 10%
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
9	0	9	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
35	30	50	50

Skill: Snake Bite

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: +20
Success: 96%
TP Gain: +10 on hit
State: Poison +12%
Repeat: 1
Critical: Yes

Skill Formula:

a.luk > b.luk * 1 ? (a.atk * 4 + a.agi * 1 - b.def * 2) : (a.atk * 1 + a.agi * 1 - b.def * 2)

- Agility increases damage of skill
- Dual Wield, **Off-Hand is used**
- If you have higher luck than enemies, they take extra damage
- **Basic Melee Weapon**

Chaotic Twin Daggers



Attack Skill	Chaos Strike
Ex-Parameter	Hit Rate + 26%
Ex-Parameter	Evasion Rate + 10%
Ex-Parameter	Critical Rate + 20%
Attack Times +	1
Attack State	Poison + 25%
Seal Equip	Shield
Attack Speed	150
State Resist	Blind
Seal Equip	Shield Weapon
Parameter	Max HP * 80%

Attack:	Defense:	M.Attack:	M.Defense:
6	0	6	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
50	15	0	0

Skill: Chaos Strike

Damage Type: Chaos
Skill Type: Technique
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: Free

Speed: +0
Success: 96%
TP Gain: +12 on hit
State: Poison +12% ,
Repeat: 1
Critical: Yes

Skill Formula:

a.mat * 1 + a.atk * 3 + a.agi * 1 - b.def * 5

- Agility increases damage of skill
- M.Defense of target is debuffed for 3 turns on «Chaos Strike» hit
- Dual Wield, **Off-Hand is used**
- **Basic Melee Weapon**

Blood Dagger



Attack Skill	Rending
Ex-Parameter	Hit Rate + 26%
Ex-Parameter	Evasion Rate + 10%
Ex-Parameter	Critical Rate + 20%
Element Rate	Vitality * 90%
Attack State	Bleed + 22%
Ex-Parameter	HP Regeneration + 5%
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
16	0	10	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
35	35	100	0

Skill: Rending

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: All enemies
Variance: 20%
Cost: Free

Speed: +0
Success: 90%
TP Gain: +5 on hit
HP Gain: +15 on hit
State: Bleed +35%
Repeat: 1
Critical: Yes

Skill Formula:

a.atk * 3 - b.def * 2

- One Handed, **Off-Hand is available**
- **Available soul gem is «Blood Magic Soul-gem»**
- **Basic Melee Weapon**

Moon Cleaver



Attack Skill	Moon Blade
Ex-Parameter	Hit Rate + 30%
Ex-Parameter	Evasion Rate + 10%
Parameter	Defense * 125%
Element Rate	Light * 65%
Ex-Parameter	TP Regeneration + 5%
Attack State	Blind + 15%
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
20	0	12	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
25	15	100	0

Skill: Moon Blade

Damage Type: Light
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: +0
Success: 90%
TP Gain: +4 on hit
MP Gain: +18 on hit
State: Shock +13%
Repeat: 1
Critical: Yes

Skill Formula:

a.atk * 2 + a.agi * 1 - b.def * 2

- Agility increases damage of skill
- One Handed, **Off-Hand is available**
- **Available soul gem is «Moon Shards Soul-gem»**
- **Basic Melee Weapon**

Barbarian Battle Axe



Attack Skill	Chopping Time
Ex-Parameter	Hit Rate + 30%
Ex-Parameter	Evasion Rate + 10%
Parameter	Defense * 125%
Parameter	M.Defense * 125%
Parameter	Max HP * 125%
Element Rate	Vitality * 80%
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
20	0	12	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
25	15	100	0

Skill: Chopping Time

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 5%
Cost: Free

Speed: +15
Success: 90%
TP Gain: +25 on hit
MP Gain: +10 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 5 - b.def * 2

- One Handed, **Off-Hand is available**
- **Available soul gem is «Chopper Soul-gem»**
- **Basic Melee Weapon**

Butcher Twin Axes



Attack Skill	Butchery
Ex-Parameter	Hit Rate + 30%
Ex-Parameter	Evasion Rate + 10%
Parameter	Defense * 125%
Attack Times +	1
Attack State	Poison + 15%
Attack State	Bleed + 15%
Attack State	Stun + 10%
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
12	2	8	2
Agility:	**Luck:**	**Max HP:**	**Max MP:**
12	12	100	0

Skill: Butchery

Damage Type: Chaos
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: +0
Success: 96%
TP Gain: +10 on hit
MP Gain: +5 on hit
State: Corrupted Bleed +9% , Knockback +16% , Defense Debuff for 2 turns
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 - b.def * 1

- Dual Wield, **Off-Hand is used**
- **Basic Melee Weapon**

Heavy Berserker Axe



Attack Skill	Heavy chopping
Ex-Parameter	Hit Rate + 30%
Ex-Parameter	Evasion Rate + 5%
Parameter	Defense * 125%
Parameter	Attack * 135%
Attack State	Bleed + 20%
Ex-Parameter	Critical Rate + 8%
State Resist	Unarmed
Attack State	Stun + 18%
Seal Equip	Shield
Attack Speed	-60
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
40	0	40	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
5	5	200	0

Skill: Heavy Chopping

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 5%
Cost: Free

Speed: -25
Success: 84%
TP Gain: +15 on hit
State: Anti Reflection +25%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 6 - b.def * 2

- Two Handed, **Off-Hand is used**
- **Basic Melee Weapon**

Radiant Heavy Axe



Attack Skill	Holy Smash
Ex-Parameter	Hit Rate + 30%
Ex-Parameter	Evasion Rate + 5%
Parameter	Defense * 125%
Parameter	M.Attack * 140%
Attack State	Shock + 20%
Ex-Parameter	Critical Rate + 8%
Attack State	Knockback + 18%
Attack State	Blind + 18%
Seal Equip	Shield
Attack Speed	-60
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
28	0	50	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
5	5	100	100

Skill: Holy Smash

Damage Type: Light
Skill Type: Technique
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 30%
Cost: Free

Speed: -35
Success: 84%
TP Gain: +5 on hit
MP Gain: +20 on hit
State: Ignite +22%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 5 + a.mat * 2 - b.def * 4

- Two Handed, **Off-Hand is used**
- **Basic Melee Weapon**

Blood-seeker Claw Pairs



Attack Skill	Blood Claw
Ex-Parameter	Hit Rate + 28%
Ex-Parameter	HP Regeneration + 4%
Ex-Parameter	Critical Rate + 7%
Attack Times +	1
Attack State	Reduced Dexterity+ 12%
Element Rate	Vitality * 75%
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
6	8	5	2
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	15	50	0

Skill: Blood Claw

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: +40
Success: 96%
TP Gain: +18 on hit
State: Bleed +100%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 - b.def * 2

- Dual Wield, **Off-Hand is used**
- Dealt damage with «Blood Claw» is drained as life
- **Available soul gem is «Claw-guard Soul-gem»**
- **Basic Melee Weapon**

Lightning Claw Pairs



Attack Skill	Thunder Claw
Ex-Parameter	Hit Rate + 28%
Ex-Parameter	HP Regeneration + 4%
Ex-Parameter	Critical Rate + 7%
Attack Times +	1
Attack State	Shock + 10%
Parameter	Luck * 120%
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
5	0	13	4
Agility:	**Luck:**	**Max HP:**	**Max MP:**
20	25	75	100

Skill: Thunder Claw

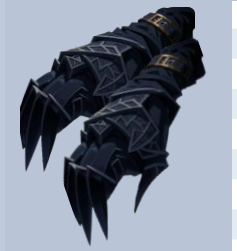
Damage Type: Thunder
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 35%
Cost: Free

Speed: +40
Success: 96%
TP Gain: +5 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.luk > b.luk * 2 ? (a.mat * 2 + a.atk * 2 - b.def * 1) : (a.mat - b.mdf)

- Dual Wield, **Off-Hand is used**
- If you have higher luck than enemies, they take extra damage
- [At least 2 times more luck than target is required if this condition is provided attack is also affect damage]
- **Available soul gem is «Electro Soul-gem»**
- **Basic Melee Weapon**

Night Claw Pairs



Attack Skill	Night Claws
Ex-Parameter	Hit Rate + 28%
Ex-Parameter	HP Regeneration + 4%
Ex-Parameter	Critical Rate + 7%
Attack Times +	1
Attack State	Blind + 15%
Attack State	Black Ignite + 13%
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
12	0	20	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
25	30	50	100

Skill: Night Claws

Damage Type: Darkness
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: 0
Success: 96%
TP Gain: +5 on hit
State: Fear +10%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 - b.def * 2

- Dual Wield, **Off-Hand is used**
- **Available soul gem is «Night Mist Soul-gem»**
- **Basic Melee Weapon**

Frost Fang Blade



Attack Skill	Ice Bite
Ex-Parameter	Hit Rate + 40%
Attack State	Ice Penetration + 27%
Ex-Parameter	Magic Reflection + 20%
Attack State	Freeze + 16%
Element Rate	Vitality * 75%
Element Rate	Ice * 70%
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
12	4	14	5
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	20	0	100

Skill: Ice Bite

Damage Type: Ice
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: +20
Success: 90%
TP Gain: +8 on hit
MP Gain: +10 on hit
State: Degeneration +22%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 5 + a.mat * 2 - b.def * 4

- One Handed, **Off-Hand is available**
- Agility increases damage of skill
- **Available soul gem is «Ice Bite Soul-gem»**
- **Basic Melee Weapon**

Anti Mage Blade Pairs



Attack Skill	Arcane slashes
Ex-Parameter	Hit Rate + 40%
Attack State	Anti Reflection + 25%
Ex-Parameter	Magic Reflection + 20%
Attack State	Knockback + 15%
Ex-Parameter	Magic Evasion + 8%
Element Rate	Arcane * 60%
Attack Times +	1
Seal Equip	Shield
Seal Equip	Shield Weapon
Sp-Parameter	Recovery Effect * 50%

Attack:	Defense:	M.Attack:	M.Defense:
7	0	12	9
Agility:	**Luck:**	**Max HP:**	**Max MP:**
5	30	0	200

Skill: Arcane Slashes

Damage Type: Arcane
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: 0
Success: 96%
TP Gain: +8 on hit
MP Gain: +50 on hit
State: Mind Corruption +30%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 3 + a.mat * 1 - b.def * 3

- Dual Wield, **Off-Hand is used**
- Dealt damage burn 12% of target mana
- **Available soul gem is «Arcanist Soul-gem»**
- **Basic Melee Weapon**

Fire Blade



Attack Skill	Blade Flame Slash
Ex-Parameter	Hit Rate + 40%
Attack State	Ignite + 20%
Ex-Parameter	Magic Reflection + 20%
Ex-Parameter	Evasion Rate + 16%
Attack State	Fire Penetration + 25%
Element Rate	Fire * 75%
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
10	10	13	13
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	40	0	200

Skill: Blade Flame Slash

Damage Type: Fire
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: +15
Success: 90%
TP Gain: +32 on hit
MP Gain: +20 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 - b.def * 2

- One Handed, **Off-Hand is available**
- Defense of target is debuffed for 2 turns on «Blade Flame Slash» hit
- **Available soul gem is «Fire Blade Soul-gem»**
- **Basic Melee Weapon**

Burning Glaive



Attack Skill	Heavy Fire Strike
Ex-Parameter	Hit Rate + 30%
Attack State	Knockback + 25%
Parameter	Max HP * 200%
State Resist	Stun
State Rate	Bleed * 60%
State Resist	Ignite
Seal Equip	Shield
State Rate	Black Ignite * 50%
Parameter	Luck * 150%
Attack Speed	-55
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
22	0	25	8
Agility:	**Luck:**	**Max HP:**	**Max MP:**
17	50	400	100

Skill: Heavy Fire Strike

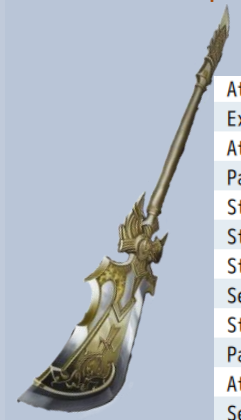
Damage Type: Fire
Skill Type: Technique
Hit Type: Physical
Scope: 3 Random Enemies
Variance: 25%
Cost: Free

Speed: -35
Success: 84%
TP Gain: +10 on hit
State: Ignite +25%
Repeat: 1
Critical: Yes

Skill Formula:
a.luk * 2 + a.atk * 2 - b.def * 6

- Two Handed, **Off-Hand is used**
- Luck increases damage of skill
- **Basic Melee Weapon**

Golden Luck Glaive



Attack Skill	Lucky Strike
Ex-Parameter	Hit Rate + 30%
Attack State	Knockback + 25%
Parameter	Max HP * 200%
State Rate	Poison * 40%
State Rate	Bleed * 40%
State Rate	Ignite * 40%
Seal Equip	Shield
State Rate	Black Ignite * 40%
Parameter	Luck * 200%
Attack Speed	-60
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
20	4	24	6
Agility:	**Luck:**	**Max HP:**	**Max MP:**
17	60	400	100

Skill: Lucky Strike

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: All enemies
Variance: 25%
Cost: Free

Speed: -60
Success: 84%
TP Gain: +8 on hit
State: Anti Reflection +22%, Knockback +20%
Repeat: 1
Critical: Yes

Skill Formula:
a.luk > b.luk * 3 ? (a.atk + a.luk * 2 - b.def * 2) : (a.atk - b.def)

- Two Handed, **Off-Hand is used**
- If you have higher luck than enemies, they take extra damage
- [At least 3 times more luck than target is required, if this condition is provided luck is also affect damage]
- **Basic Melee Weapon**



Fire Nuker Spear

Attack Skill	Flame Lance Nuke
Ex-Parameter	Hit Rate + 35%
Ex-Parameter	MP Regeneration + 3%
Parameter	Max MP * 150%
Parameter	M.Attack * 120%
Attack State	Ignite + 30%
State Rate	Black Ignite * 14%
Ex-Parameter	Evasion Rate + 12%
Seal Equip	Shield
Ex-Parameter	Magic Evasion + 16%
Element Rate	Fire * 85%
Attack Speed	-10
Seal Equip	Shield Weapon
Element Rate	Water * 150%

Attack:	Defense:	M.Attack:	M.Defense:
10	0	50	24
Agility:	**Luck:**	**Max HP:**	**Max MP:**
22	20	0	200

Skill: Flame Lance Nuke

Damage Type: Fire
Skill Type: Technique
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: -15
Success: 84%
TP Gain: +35 on hit
State: Ignite +25%
Repeat: 2
Critical: No

- Two Handed, **Off-Hand is used**
- Mana increases damage of skill
- **Basic Melee Weapon**
- **Available soul gem is «Meteor-fall Soul-gem»**

Skill Formula:
a.mmp / 6 + a.mat * 3 + a.atk * 2 - b.mdf * 4



Lightning Nuker Spear

Attack Skill	Lightning Lance Nuke
Ex-Parameter	Hit Rate + 35%
Ex-Parameter	MP Regeneration + 3%
Parameter	Max MP * 150%
Parameter	M.Defense * 150%
Attack State	Shock + 25%
State Rate	Stun * 14%
Ex-Parameter	Evasion Rate + 20%
Seal Equip	Shield
Ex-Parameter	Magic Evasion + 25%
Element Rate	Thunder * 90%
Attack Speed	-10
Seal Equip	Shield Weapon
Element Rate	Earth * 150%

Attack:	Defense:	M.Attack:	M.Defense:
10	10	13	13
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	40	0	200

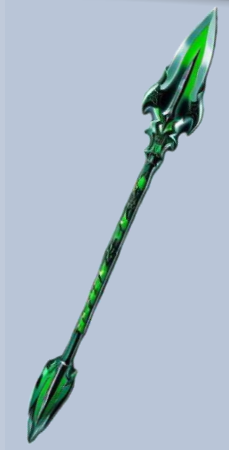
Skill: Lightning Lance Nuke

Damage Type: Thunder
Skill Type: Technique
Hit Type: Magical
Scope: 4 Random Enemies
Variance: 30%
Cost: Free

Speed: 0
Success: 84%
TP Gain: +10 on hit
State: Thunder Penetration +25%
Repeat: 1
Critical: Yes

- Two Handed, **Off-Hand is used**
- **Basic Melee Weapon**

Skill Formula:
a.mat * 3 + a.atk * 5 - b.def * 5 - b.mdf * 2



Venom Spear

Attack Skill	Venomous Thrusts
Ex-Parameter	Hit Rate + 35%
Ex-Parameter	MP Regeneration + 3%
Parameter	Max MP * 150%
Parameter	M.Defense * 150%
Attack State	Poison + 15%
State Rate	Bleed * 15%
Ex-Parameter	Evasion Rate + 25%
Seal Equip	Shield
Ex-Parameter	Critical Rate + 16%
Element Rate	Chaos * 75%
Attack Speed	-10
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
30	3	20	3
Agility:	**Luck:**	**Max HP:**	**Max MP:**
30	22	100	100

Skill: Venomous Thrusts

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: +50
Success: 84%
TP Gain: +12 on hit
State: Corrupted Poison +25%
Repeat: 2
Critical: Yes

- Two Handed, **Off-Hand is used**
- **Basic Melee Weapon**

Skill Formula:
a.atk * 7 - b.def * 4



Earth Lord Sword

Attack Skill	Earth Sword
Ex-Parameter	Hit Rate + 50%
Ex-Parameter	HP Regeneration + 3%
Parameter	Defense * 125%
Element Rate	Vitality * 50%
Element Rate	Earth * 50%
State Resist	Stun
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
14	15	18	12
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	10	150	50

Skill: Earth Sword

Damage Type: Earth
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: -40
Success: 90%
TP Gain: +50 on hit
State: Poison +16%, Stun +16%, Dull +35%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 5 - b.def * 2

- One Handed, **Off-Hand is available**
- **Available soul gem is «Viper Bite Soul-gem»**
- **Basic Melee Weapon**

Radiant Broad Sword



Attack Skill	Smite Sword
Ex-Parameter	Hit Rate + 50%
Ex-Parameter	HP Regeneration + 3%
Parameter	Defense * 125%
Ex-Parameter	TP Regeneration + 5%
Ex-Parameter	Counter Attack + 16%
Attack State	Magic Reflection + 12%
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
16	10	16	10
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	5	60	60

Skill: Smite Sword

Damage Type: Light
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 30%
Cost: Free

Speed: -15
Success: 90%
TP Gain: +25 on hit
State: Shock +100%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 5 - b.def * 1

- One Handed, **Off-Hand is available**
- **Basic Melee Weapon**

Gladiator Burning Gladius Sword



Attack Skill	Burning Bleed
Ex-Parameter	Hit Rate + 50%
Ex-Parameter	HP Regeneration + 3%
Parameter	Defense * 125%
Attack Speed	80
Attack State	Bleed + 25%
Element Rate	Earth * 70%
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
12	12	14	8
Agility:	**Luck:**	**Max HP:**	**Max MP:**
22	18	300	0

Skill: Burning Bleeding

Damage Type: Vitality
Skill Type: Technique
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: +60
Success: 90%
TP Gain: +24 on hit
State: Fire Penetration +20%, Ignite +20%, Bleed +20%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 1 + a.agi * 1 - b.def * 2

- One Handed, **Off-Hand is available**
- Agility increases damage of skill
- **Available soul gem is «Gladiator Soul-gem»**
- **Basic Melee Weapon**

Lightning Katana



Attack Skill	Lightning Slash
Ex-Parameter	Hit Rate + 50%
Ex-Parameter	HP Regeneration + 3%
Parameter	Defense * 125%
Ex-Parameter	Critical Rate + 8%
Attack State	Shock + 14%
Element Rate	Thunder * 50%
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
13	3	15	5
Agility:	**Luck:**	**Max HP:**	**Max MP:**
36	30	100	50

Skill: Lightning Slash

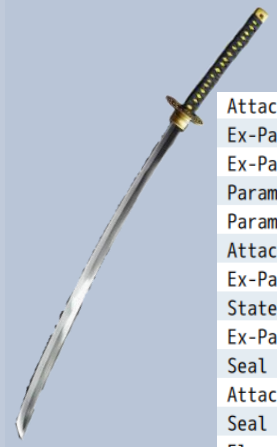
Damage Type: Thunder
Skill Type: Technique
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 30%
Cost: Free

Speed: +20
Success: 90%
TP Gain: +10 on hit
State: Thunder Penetration +25%
Repeat: 1
Critical: Yes

Skill Formula:
a.agi + a.atk * 4 - b.def * 5

- One Handed, **Off-Hand is available**
- Agility increases damage of skill
- **Available soul gem is «Sharp Water Soul-gem»**
- **Basic Melee Weapon**

Great Katana



Attack Skill	Deep Cuts
Ex-Parameter	Hit Rate + 44%
Ex-Parameter	HP Regeneration + 6%
Parameter	Attack * 125%
Parameter	M.Attack * 135%
Attack State	Bleed + 20%
Ex-Parameter	Critical Rate + 12%
State Resist	Freeze
Ex-Parameter	Counter Attack + 18%
Seal Equip	Shield
Attack Speed	-60
Seal Equip	Shield Weapon
Element Rate	Chaos * 135%

Attack:	Defense:	M.Attack:	M.Defense:
28	0	30	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
32	25	250	0

Skill: Deep Cuts

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: Free

Speed: 0
Success: 84%
TP Gain: +12 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.agi + a.atk * 5 - b.def * 3

- Two Handed, **Off-Hand is used**
- Agility increases damage of skill
- **Basic Melee Weapon**
-

Executioner Great Sword



Attack Skill	Berserk Swing
Ex-Parameter	Hit Rate + 44%
Ex-Parameter	HP Regeneration + 6%
Parameter	Attack * 125%
Attack State	Execution + 10%
Attack State	Bleed + 20%
Ex-Parameter	Critical Rate + 16%
State Resist	Knockback
Attack State	Knockback + 18%
Seal Equip	Shield
Attack Speed	-100
Seal Equip	Shield Weapon
Element Rate	Arcane * 135%

Attack:	Defense:	M.Attack:	M.Defense:
60	0	10	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	10	250	0

Skill: Berserk Swing

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: 0
Success: 84%
TP Gain: +35 on hit
State: Execution +4%
Repeat: 1
Critical: Yes

- Two Handed, **Off-Hand is used**
- **Basic Melee Weapon**

Skill Formula:
a.atk * 7 - b.def * 3

Tornado Whip



Attack Skill	Venomous Tornado
Ex-Parameter	Hit Rate + 25%
Parameter	Agility * 160%
Attack State	Anti Reflection + 100%
Attack State	Debiliating + 33%
Element Rate	Wind * 60%
State Resist	Silence
Seal Equip	Shield Weapon
Parameter	Defense * 70%
Parameter	M.Defense * 70%

Attack:	Defense:	M.Attack:	M.Defense:
5	0	6	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
44	20	50	50

Skill: Venomous Tornado

Damage Type: Wind
Skill Type: Technique
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: Free

Speed: +100
Success: 90%
TP Gain: +5 on hit
State: Poison +14%
Repeat: 1
Critical: Yes

Skill Formula:
a.agi * 1 + a.atk * 1 - b.def * 2

- One Handed, **Off-Hand is available**
- Agility increases damage of skill
- **Basic Melee Weapon**

Charming Whip



Attack Skill	Charming Strike
Ex-Parameter	Hit Rate + 25%
Parameter	Agility * 160%
Attack State	Anti Reflection + 100%
Attack State	Charm + 14%
Attack State	Wind Penetration + 25%
State Resist	Charm
Seal Equip	Shield Weapon
Parameter	Defense * 70%
Parameter	M.Defense * 70%

Attack:	Defense:	M.Attack:	M.Defense:
11	0	12	9
Agility:	**Luck:**	**Max HP:**	**Max MP:**
38	28	50	50

Skill: Charming Strike

Damage Type: Wind
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: +100
Success: 90%
TP Gain: +15 on hit
MP Gain: +22 on hit
State: Charm +8%
Repeat: 1
Critical: Yes

Skill Formula:
a.agi * 1 + a.mat * 3 - b.mdf * 2

- One Handed, **Off-Hand is available**
- Agility increases damage of skill
- **Basic Melee Weapon**

Barbarian Icy Mace



Attack Skill	Ice Crash
Ex-Parameter	Hit Rate + 36%
Parameter	Max HP * 120%
Attack State	Stun + 17%
Attack State	Freeze + 22%
Element Rate	Ice * 75%
State Resist	Freeze
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
12	3	16	3
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	200	50

Skill: Ice Crash

Damage Type: Ice
Skill Type: Technique
Hit Type: Physical
Scope: 3 Random Enemies
Variance: 20%
Cost: Free

Speed: -30
Success: 90%
TP Gain: +16 on hit
State: Degeneration +10%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 3 - b.def * 1

- One Handed, **Off-Hand is available**
- **Basic Melee Weapon**
-

Dual Chaos Hammers



Attack Skill	Chaos Smashes
Ex-Parameter	Hit Rate + 36%
Parameter	Max HP * 120%
Attack State	Stun + 17%
State Resist	Bleed
Element Rate	Chaos * 50%
Ex-Parameter	HP Regeneration + 6%
Attack Times +	1
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
12	3	16	3
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	250	150

Skill: Chaos Smashes

Damage Type: Chaos
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: -15
Success: 96%
TP Gain: +13 on hit
State: Knockback +14%
Repeat: 1
Critical: Yes

Skill Formula:
(a.mhp / 10) + a.atk * 5 - b.def * 3

- Dual Wield, **Off-Hand is used**
  Agility increases damage of skill
- **Basic Melee Weapon**

Dense-Water Great Club



Attack Skill	Dense Water Strike
Ex-Parameter	Hit Rate + 30%
Parameter	Max HP * 145%
Attack State	Stun + 22%
Attack State	Unarmed + 15%
State Rate	Knockback * 15%
Attack State	Sleep + 12%
Seal Equip	Shield
Ex-Parameter	TP Regeneration + 16%
State Resist	Unarmed
Attack Speed	-80
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
50	0	12	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	25	400	30

Skill: Dense Water Strike

Damage Type: Water
Skill Type: Technique
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: Free

Speed: -50
Success: 84%
TP Gain: +8 on hit
MP Gain: +20 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 3 - b.def * 1

- Two Handed, **Off-Hand is used**
- **Available soul gem is «Water Recovery Soul-gem»**
- **Basic Melee Weapon**

Corrosive Blood Flail



Attack Skill	Corrosive Flails
Ex-Parameter	Hit Rate + 36%
Attack State	Poison + 12%
Attack State	Stun + 17%
Attack State	Anti Reflection + 100%
Attack State	Bleed + 26%
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
17	0	22	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	0	150	50

Skill: Corrosive Flails

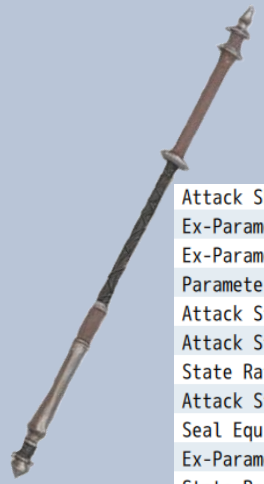
Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: Free

Speed: 0
Success: 90%
TP Gain: +5 on hit
State: Corrupted Poison +30%, Corrupted Bleed +30%, Poison +12% Pleague +12%,
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 3 - b.def * 2

- One Handed, **Off-Hand is available**
- **Basic Melee Weapon**

Earth Might Warstaff



Attack Skill	Weakening Earth Shake
Ex-Parameter	Critical Rate + 22%
Ex-Parameter	Hit Rate + 34%
Parameter	Max MP * 145%
Attack State	Stun + 14%
Attack State	Anti Reflection + 17%
State Rate	Knockback * 15%
Attack State	MP Regeneration + 3%
Seal Equip	Shield
Ex-Parameter	TP Regeneration + 3%
State Resist	Unarmed
Attack Speed	-20
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
33	0	40	11
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	15	100	250

Skill: Ice Crash

Damage Type: Earth
Skill Type: Technique
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: Free

Speed: +30
Success: 84%
TP Gain: +20 on hit
State: Dull +32%, Knockback +32%
Repeat: 1
Critical: Yes

- Two Handed, **Off-Hand is used**
- **Basic Melee Weapon**
-

Skill Formula:
a.atk * 3 + a.mat * 2 - b.def * 4

Arcane Duelist Rapier



Attack Skill	Arcane Thrust
Ex-Parameter	Hit Rate + 56%
Ex-Parameter	Counter Attack + 18%
Parameter	Luck * 125%
Ex-Parameter	Critical Rate + 25%
Attack State	Confusion + 14%
Attack Speed	100
Seal Equip	Shield Weapon
Element Rate	Darkness * 150%

Attack:	Defense:	M.Attack:	M.Defense:
10	3	12	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
25	32	0	0

Skill: Arcane Thrust

Damage Type: Arcane
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: 0
Success: 90%
TP Gain: +40 on hit
State: Silence +40%
Repeat: 1
Critical: Yes

Skill Formula:
a.luk > b.luk * 3 ? (a.atk + a.luk * 2 - b.def) : (a.atk - b.def)

- One Handed, **Off-Hand is available**
- Burn 8% mana of enemy on hit.
- If you have higher luck than enemies, they take extra damage and luck is added to the damage
- [At least 3 times more luck than target is required, if this condition is provided luck is also affect damage]
- **Basic Melee Weapon**

Arcanist Dream Foil



Attack Skill	Arcane Mana Slash
Ex-Parameter	Hit Rate + 56%
Ex-Parameter	Counter Attack + 26%
Ex-Parameter	Magic Reflection + 24%
Ex-Parameter	MP Regeneration + 5%
State Resist	Silence
Attack Speed	100
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
6	7	8	9
Agility:	**Luck:**	**Max HP:**	**Max MP:**
30	20	50	200

Skill: Arcane Mana Slash

Damage Type: Arcane
Skill Type: Technique
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: Free

Speed: 0
Success: 90%
TP Gain: +32 on hit
State: Silence +18%, Mind Corruption +18%
Repeat: 1
Critical: Yes

Skill Formula:
a.mmp / 10 + a.mat * 2 - b.mdf * 2

- One Handed, **Off-Hand is available**
- Mana increases damage of skill
- Instead of health damage, deal damage to mana
- Burn 3% health of enemies on hit.
- **Available soul gem is «Water Recovery Soul-gem»**
- **Basic Melee Weapon**

Nightmare Sickle



Attack Skill	Horrible Slashes
Ex-Parameter	Hit Rate + 32%
Attack State	Charm + 16%
Attack State	Fear + 22%
Ex-Parameter	Evasion Rate + 12%
State Resist	Charm
Attack Speed	20
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
15	0	18	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
20	20	40	40

Skill: Horrible Slashes

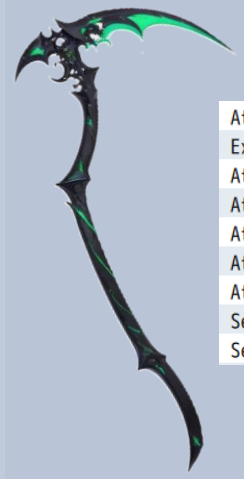
Damage Type: Sinister
Skill Type: Technique
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: Free

Speed: 0
Success: 90%
TP Gain: +8 on hit
State: Sleep +15%, Target Pinning +18%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 - b.def * 2

- One Handed, **Off-Hand is available**
- **Basic Melee Weapon**

Demonic Scyte



Attack Skill	Cursed Sweep
Ex-Parameter	Hit Rate + 32%
Attack State	Charm + 16%
Attack State	Corrupted Bleed + 25%
Attack State	Poison + 25%
Attack State	Corrupted Poison + 25%
Attack Speed	-35
Seal Equip	Shield Weapon
Seal Equip	Shield

Attack:	Defense:	M.Attack:	M.Defense:
30	0	40	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
20	20	100	40

Skill: Cursed Sweep

Damage Type: Sinister
Skill Type: Technique
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: Free

Speed: 0
Success: 84%
TP Gain: +20 on hit
State: Fear +12%, Target Pinning +12%, Black Ignite +12%, Execution +7%
Repeat: 1
Critical: No

- Two Handed, **Off-Hand is used**
- Dealt damage is drained as life
- **Basic Melee Weapon**

Skill Formula:
a.mat * 3 - b.mdf * 2

VENDOR



Listed Characters Can Purchase Basic Melee Weapons From Vendor

- Daggi The Assassin



- Axeros The Berserker



- Yutachi The Ninja



- Yasha The Samurai



- Mily The Valkyrie



- Sr. Gregot The Knight



- Ursilla The Necromancer



Nomad Short Bow



Attack Skill	Burning Arrow
Ex-Parameter	Hit Rate + 30%
Attack Speed	450
Attack State	Ignite + 25%
Attack Times +	2
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
18	0	20	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
80	15	0	0

Skill: Burning Arrow

Damage Type: Fire
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: 15
Success: 88%
TP Gain: +15 on hit
State: Knockback +12%
Repeat: 1
Critical: Yes

Skill Formula:
a.agi + a.atk * 2 - b.def * 3

- Two Handed, **Off-Hand is used**
- Agility increases damage of skill
- **Basic Ranged Weapon**

Composite Short Bow



Attack Skill	Multi Arrows
Ex-Parameter	Hit Rate + 30%
Attack Speed	450
Attack State	Bleed + 25%
Attack Times +	2
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
20	0	30	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
40	15	0	0

Skill: Multi Arrows

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 4 Random Enemies
Variance: 20%
Cost: Free

Speed: 15
Success: 88%
TP Gain: +8 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.agi + a.atk * 2 - b.def * 3

- Two Handed, **Off-Hand is used**
- Agility increases damage of skill
- **Basic Ranged Weapon**

Darkness Long Bow



Attack Skill	Rain of Black Steels
Ex-Parameter	Hit Rate + 65%
Ex-Parameter	Critical Rate + 14%
Attack State	Knockback + 20%
Attack State	Black Ignite + 15%
Attack Speed	-50
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
65	0	70	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
30	25	0	0

Skill: Rain of Black Steels

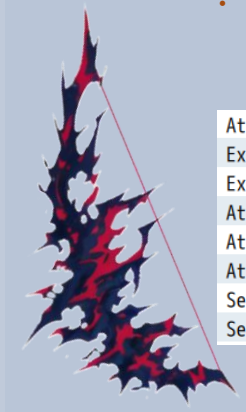
Damage Type: Darkness
Skill Type: Technique
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: Free

Speed: 0
Success: 95%
TP Gain: +20 on hit
State: Black Ignite +16%,
Repeat: 1
Critical: Yes

Skill Formula:
a.luk > b.luk * 1 ? (a.atk + a.mat) : (a.atk - b.def)

- Two Handed, **Off-Hand is used**
  If you have higher luck than enemies, they take extra damage, and ignore defense of enemy
- **Basic Ranged Weapon**

Devil Long Bow



Attack Skill	Hellfire Arrows
Ex-Parameter	Hit Rate + 65%
Ex-Parameter	Critical Rate + 14%
Attack State	Evil Debilation + 15%
Attack State	Knockback + 20%
Attack Speed	-50
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
40	0	40	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
40	40	0	0

Skill: Hell-fire Arrows

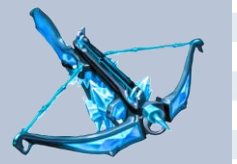
Damage Type: Sinister
Skill Type: Technique
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: Free

Speed: -25
Success: 95%
TP Gain: +12 on hit
State: Fear +15%, Target Pinning +20%, Black Ignite +15%, Corrupted Bleed +15%, Corrupted Poison +15%, Sleep +10%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 3 - b.def * 2

- Two Handed, **Off-Hand is used**
- **Basic Ranged Weapon**

Glacial Crossbow



Attack Skill	Ice Bolt
Ex-Parameter	Hit Rate + 52%
Ex-Parameter	TP Regeneration + 10%
Attack State	Freeze + 22%
Attack State	Knockback + 20%
Attack Speed	-25
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
50	0	55	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
25	0	100	0

Skill: Ice Bolt

Damage Type: Ice
Skill Type: Technique
Hit Type: Physical
Scope: 3 Random Enemies
Variance: 20%
Cost: Free

Speed: 0
Success: 88%
TP Gain: +16 on hit
State: Freeze +15%, Degeneration +10%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 - b.def * 2

- Two Handed, **Off-Hand is used**
- **Basic Ranged Weapon**

Rogue Crossbow



Attack Skill	Poison Bolt
Ex-Parameter	Hit Rate + 52%
Ex-Parameter	TP Regeneration + 10%
Attack State	Poison + 26%
Parameter	Agility * 115%
Attack Speed	-25
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
27	0	30	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
70	70	0	0

Skill: Poison Bolt

Damage Type: Chaos
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: 0
Success: 88%
TP Gain: +35 on hit
Repeat: 1
Critical: Yes

Triggered Skill: Toxic Mist

Damage Type: Chaos
Hit Type: Magical
Scope: All Enemies
Cost: Free

Success: 80%
State: Blind +32%, Corrupted Poison +50%

Skill Formula:
a.agi + a.atk * 2 - b.def * 2

- Two Handed, **Off-Hand is used**
- Agility increases damage of skill
- **Trigger «Toxic Mist» On Attack**
- Health of target is debuffed for 2 turns on «Toxic Mist» hit
- **Basic Ranged Weapon**

Heavy Crossbow



Attack Skill	Heavy Bolt
Ex-Parameter	Hit Rate + 52%
Ex-Parameter	TP Regeneration + 10%
Attack State	Bleed + 33%
Attack State	Knockback + 20%
Attack Speed	-80
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
66	0	70	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	0	0	0

Skill: Heavy Bolt

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: -50
Success: 88%
TP Gain: +50 on hit
MP Gain: +100 on hit
State: Target Pinning +50%,
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 7 - b.def * 1

- Two Handed, **Off-Hand is used**
- **Basic Ranged Weapon**

Radiant Ballista



Attack Skill	Ballista Glowing Bolts
Ex-Parameter	Hit Rate + 30%
Attack State	Knockback + 100%
Attack Speed	-400
Seal Equip	Shield
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
135	0	145	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

Skill: Hell-fire Arrows

Damage Type: Light
Skill Type: Technique
Hit Type: Magical
Scope: All Enemies
Variance: 25%
Cost: Free

Speed: -50
Success: 50%
TP Gain: +15 on hit
MP Gain: +50 on hit
State: Shock +18%,
Repeat: 1
Critical: No

Skill Formula:
a.mat * 1 + a.atk * 6 - b.def * 1 - b. mdf * 1

- Two Handed, **Off-Hand is used**
- **Basic Ranged Weapon**

Light-weight Thunder Crossbow



Attack Skill	Thunder Shots
Ex-Parameter	Hit Rate + 52%
Ex-Parameter	TP Regeneration + 5%
Attack State	Shock + 20%
Attack Speed	500
Ex-Parameter	Evasion Rate + 20%
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
15	0	18	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
37	20	0	0

Skill: Thunder Shots

Damage Type: Thunder
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 30%
Cost: Free

Speed: 50
Success: 92%
TP Gain: +9 on hit
State: Thunder Penetration +13%
Repeat: 3
Critical: Yes

Skill Formula:
a.agi + a.atk * 2 - b.def * 3

- One Handed, **Off-Hand is available**
- Agility increases damage of skill
- **Basic Ranged Weapon**

Rock Slingshot



Attack Skill	Corrosive Rock Sling
Ex-Parameter	Hit Rate + 75%
Ex-Parameter	MP Regeneration + 5%
Attack State	Stun + 14%
Attack Speed	500
Parameter	Luck * 130%
Seal Equip	Shield Weapon
Seal Equip	Shield

Attack:	Defense:	M.Attack:	M.Defense:
20	0	25	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
36	60	0	0

Skill: Corrosive Rock Sling

Damage Type: Earth
Skill Type: Technique
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: Free

Speed: 35
Success: 95%
TP Gain: +18 on hit
State: Poison +22%, Dull +24%
Repeat: 1
Critical: Yes

- Two Handed, **Off-Hand is used**
- If you have higher luck than enemies, they take extra damage, half of agility and half of luck will be added to the damage
- [At least 2 times more luck than target is required, if this condition is provided, part of luck, part of agility and Mag.attack are also affect damage, but attack multiplier is reduced]
- **Basic Ranged Weapon**

Skill Formula:
a.luk > b.luk * 2 ? (a.atk + a.mat + (a.agi / 2) + (a.luk / 4) - b.def * 2) : (a.atk * 3 - b.def * 2)

Army Precise Musket



Attack Skill	Fatal Bullets
Ex-Parameter	Hit Rate + 78%
Ex-Parameter	Critical Rate + 10%
Attack State	Knockback + 20%
Attack State	Bleed + 27%
Attack Speed	-75
Seal Equip	Shield
Seal Equip	Shield Weapon
Parameter	Attack * 160%

Attack:	Defense:	M.Attack:	M.Defense:
76	0	80	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
5	5	0	0

Skill: Fatal Bullets

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: -75
Success: 98%
TP Gain: +35 on hit
State: Target Pinning +35%,
Repeat: 1
Critical: Yes

Skill Formula:
a.mat * 5 + a.atk * 3 - b.def * 3 - b.mdf * 1

- Two Handed, **Off-Hand is used**
- **Basic Ranged Weapon**

Army Special Hand-Cannon



Attack Skill	Flaming Cannon Ball
Ex-Parameter	Hit Rate + 78%
Ex-Parameter	Critical Rate + 10%
Attack State	Ignite + 40%
Attack State	Black Ignite + 18%
Attack Speed	-120
Seal Equip	Shield
Parameter	M.Attack * 130%
Seal Equip	Shield Weapon

Attack:	Defense:	M.Attack:	M.Defense:
50	0	100	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	12	50	0

Skill: Flaming Cannon Ball

Damage Type: Fire
Skill Type: Technique
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: Free

Speed: -90
Success: 100%
TP Gain: +20 on hit
Repeat: 1
Critical: No

Skill Formula:
a.mat * 2 + a.atk * 2 - b.mdf * 2

- Two Handed, **Off-Hand is used**
- M.Defense of target is debuffed for 4 turns on «Flaming Cannon Ball» hit
- **Basic Ranged Weapon**

Dual Revolvers



Attack Skill	Lucky Bullets
Ex-Parameter	Hit Rate + 60%
Parameter	Luck * 125%
Ex-Parameter	Critical Rate + 15%
Attack Speed	125
Ex-Parameter	Evasion Rate + 20%
Seal Equip	Shield Weapon
Seal Equip	Shield
Attack Times +	1

Attack:	Defense:	M.Attack:	M.Defense:
15	0	18	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
20	30	0	0

Skill: Lucky Bullets

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: 50
Success: 92%
TP Gain: +5 on hit
State: Assassinate +3%
Repeat: 3
Critical: Yes

Skill Formula:
a.luk > b.luk * 1 ? (a.atk * 3 + a.agi - b.def * 2) : (a.atk * 4 - b.def * 2)

- Dual Wield, **Off-Hand is used**
- If you have higher luck than enemies, they take extra damage, agility will be added to the damage
- **Basic Ranged Weapon**

VENDOR



Listed Characters Can Purchase Basic Ranged Weapons From Vendor

- Majara The Archer



- Mermi The Musketeer



- Jacko Van The Gun-Slinger



Kage Shuriken



Attack Skill	Piercing Darkness
Ex-Parameter	Hit Rate + 20%
Ex-Parameter	MP Regeneration + 15%
Attack State	Bleed + 20%
Attack State	Black Ignite + 10%
Attack Speed	150
State Rate	Black Ignite * 50%
State Rate	Blind * 50%
State Rate	Fear * 50%
Seal Equip	Shield Weapon
Sp-Parameter	Pharmacology * 150%

Attack:	Defense:	M.Attack:	M.Defense:
14	0	17	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
32	0	0	100

Skill: Piercing Darkness

Damage Type: Darkness
Skill Type: Technique
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: Free

Speed: +40
Success: 70%
TP Gain: +6 on hit
State: Blind +14%
Repeat: 2
Critical: Yes

Skill Formula:
a.agi * 1 + a.mat - b.mdf * 3

- One Handed, **Off-Hand is available**
- Agility increases damage of skill
- **Throwing Weapon**

Venomous Kunai



Attack Skill	Piercing Poison
Ex-Parameter	Hit Rate + 25%
Ex-Parameter	Evasion Rate + 8%
Ex-Parameter	Magic Evasion + 8%
Attack State	Poison + 15%
Attack Speed	150
Ex-Parameter	Critical Rate + 16%
Ex-Parameter	Critical Evasion + 50%
Seal Equip	Shield Weapon
Sp-Parameter	Pharmacology * 150%

Attack:	Defense:	M.Attack:	M.Defense:
13	0	16	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
35	30	0	0

Skill: Piercing Poison

Damage Type: Chaos
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: +40
Success: 65%
TP Gain: +3 on hit
State: Plague +22%, Reduced Reflexes +22%
Repeat: 3
Critical: Yes

- One Handed, **Off-Hand is available**
- If you have higher luck than enemies, they take extra damage, agility will be added to the damage
- [At least 2 times more luck than target is required, if this condition is provided agility is also affect damage]
- **Throwing Weapon**

Skill Formula:
a.luk > b.luk * 2 ? (a.atk * 2 + a.agi - b.def * 2) : (a.atk * 3 - b.def * 2)

Spectral Hatchet



Attack Skill	Wind Axe
Ex-Parameter	Hit Rate + 33%
Ex-Parameter	Evasion Rate + 8%
Ex-Parameter	HP Regeneration + 5%
Attack State	Bleed + 25%
Attack Speed	100
Element Rate	Wind * 75%
Element Rate	Vitality * 75%
Seal Equip	Shield Weapon
Sp-Parameter	Pharmacology * 150%

Attack:	Defense:	M.Attack:	M.Defense:
16	4	16	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
12	0	80	0

Skill: Wind Axe

Damage Type: Wind
Skill Type: Technique
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: +20
Success: 75%
TP Gain: +20 on hit
MP Gain: +75 on hit
State: Knockback +20%, Bleed +12%
Repeat: 2
Critical: Yes

Skill Formula:
a.atk * 4 - b.def * 2

- One Handed, **Off-Hand is available**
- **Throwing Weapon**

Electro Javelin



Attack Skill	Smiting Spear
Ex-Parameter	Hit Rate + 38%
Ex-Parameter	Evasion Rate + 16%
Parameter	Defense * 115%
Attack State	Shock + 25%
Attack Speed	100
Parameter	Max MP * 125%
State Resist	Confusion
Seal Equip	Shield Weapon
Sp-Parameter	Pharmacology * 150%

Attack:	Defense:	M.Attack:	M.Defense:
10	0	23	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
20	0	0	150

Skill: Smiting Spear

Damage Type: Thunder
Skill Type: Technique
Hit Type: Magical
Scope: 1 Enemy
Variance: 30%
Cost: Free

Speed: +20
Success: 86%
TP Gain: +20 on hit
MP Gain: +16 on hit
Repeat: 1
Critical: No

Triggered Skill: Holy Rains

Damage Type: Light
Hit Type: Magical
Scope: All Enemies
Cost: Free

Success: 85%
State: Blind +30%, Shock +30%

Triggered Skill Formula:
b.mhp / 5 - b.mdf * 2

Skill Formula:
a.mat * 4 - b.mdf * 2

- One Handed, **Off-Hand is available**
- **Trigger «Holy Rains» On Attack**
- **Throwing Weapon**

Aquatic Boomerang



Attack Skill	Water Boomerang
Ex-Parameter	Hit Rate + 35%
Ex-Parameter	Magic Evasion + 20%
Parameter	M.Defense * 130%
Parameter	Agility * 120%
Attack Speed	100
Parameter	Luck * 120%
Attack State	Unarmed + 15%
Seal Equip	Shield Weapon
Sp-Parameter	Pharmacology * 150%
Parameter	Max HP * 70%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
45	45	0	0

Skill: Water Boomerang

Damage Type: Water
Skill Type: Technique
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: Free

Speed: +30
Success: 80%
TP Gain: +12 on hit
State: Knockback +18%, Target Pinning + 15%
Repeat: 2
Critical: Yes

Skill Formula:
a.luk > b.luk * 1 ? (a.agi * 2 - b.def * 3) : (a.agi * 1 - b.def * 3)

- One Handed, **Off-Hand is available**
- Agility increases damage of skill
- If you have higher luck than enemies, they take extra damage
- **Throwing Weapon**

Explosive Bomb



Attack Skill	Bomb Detonation
Ex-Parameter	Hit Rate + 44%
Ex-Parameter	Evasion Rate + 16%
Parameter	M.Attack * 130%
Seal Equip	Shield Weapon
Sp-Parameter	Pharmacology * 150%
Parameter	Defense * 70%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	85	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

Skill: Bomb Detonation

Damage Type: Fire
Skill Type: Technique
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: Free

Speed: 0
Success: 80%
TP Gain: +10 on hit
MP Gain: +30 on hit
Repeat: 1
Critical: No

Skill Formula:
a.mat * 4 - b.mdf * 2

- One Handed, **Off-Hand is available**
- **Throwing Weapon**

Acid Flask



Attack Skill	Acidic Concotion
Ex-Parameter	Hit Rate + 40%
Ex-Parameter	Magic Evasion + 16%
Element Rate	Chaos * 60%
Seal Equip	Shield Weapon
Sp-Parameter	Pharmacology * 150%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	33	30
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

Skill: Acidic Concotion

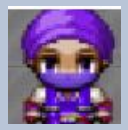
Damage Type: Chaos
Skill Type: Technique
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: Free

Speed: 0
Success: 80%
TP Gain: +10 on hit
State: Poison +23%, Corrupted Poison +23%, Plague +23%, Degeneration+23%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 3 - b.mdf * 2

- One Handed, **Off-Hand is available**
- **Throwing Weapon**

VENDOR



Listed Characters Can Purchase Basic Ranged Weapons From Vendor








Lightning Element Staff



Attack Skill	HeavyBasicStrike
Ex-Parameter	Hit Rate + 40%
Parameter	M.Attack * 120%
Attack State	Shock + 27%
Attack State	Stun + 20%
Attack State	Thunder Penetration+ 27%
Seal Equip	Shield
Seal Equip	Shield Weapon
Parameter	Defense * 25%
Add Skill Type	Magic
Add Skill	Thunder Storm

Attack:	Defense:	M.Attack:	M.Defense:
10	0	90	5
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	20	0	200

Skill: Thunder Storm

Damage Type: Thunder
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 30%
Cost: 450 MP

Speed: 0
Success: 90%
TP Gain: +10 on hit
State: Knockback +22%
Repeat: 1
Critical: No

Skill Formula:
280 + a.mat * 4 - b.mdf * 2

- Two Handed, **Off-Hand is used**
- **Magic Weapon**

Fire Element Staff



Attack Skill	HeavyBasicStrike
Ex-Parameter	Hit Rate + 40%
Parameter	M.Attack * 120%
Attack State	Ignite + 27%
Attack State	Fire Penetration + 27%
Parameter	Max MP * 130%
Seal Equip	Shield
Seal Equip	Shield Weapon
Parameter	Defense * 25%
Add Skill Type	Magic
Add Skill	Fire Volley I

Attack:	Defense:	M.Attack:	M.Defense:
10	0	110	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	20	0	125

Skill: Fire Volley I

Damage Type: Fire
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 500 MP

Speed: 0
Success: 90%
TP Gain: +15 on hit
State: Ignite +50%,
Repeat: 1
Critical: No

Skill Formula:
(a.mmp / 6) + a.mat * 4 - b.mdf * 2 → Fire Volley I
a.mat * 4 - b.mdf * 2 → Fire Volley II (15 TP Gain On Cast, Success: 85%, Scope: 2 Random Enemies)
a.mat * 3 - b.mdf * 2 → Fire Volley III (15 TP Gain On Cast, Success: 80%, Scope: 3 Random Enemies)

- Two Handed, **Off-Hand is used**
- Mana increases damage of skill «Fire Volley I»
- **Magic Weapon**

Ice Element Staff



Attack Skill	HeavyBasicStrike
Ex-Parameter	Hit Rate + 40%
Parameter	M.Attack * 120%
Attack State	Freeze + 20%
Attack State	Ice Penetration + 27%
Element Rate	Ice * 60%
Seal Equip	Shield
Seal Equip	Shield Weapon
Parameter	Defense * 25%
Add Skill Type	Magic
Add Skill	Blizzard

Attack:	Defense:	M.Attack:	M.Defense:
10	0	72	10
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	20	0	150

Skill: Blizzard

Damage Type: Ice
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 350 MP

Speed: 0
Success: 90%
TP Gain: +15 on hit
State: Freeze +37%,
Repeat: 1
Critical: No

Skill Formula:
a.luk > b.luk * 2 ? (a.mat * 4 - b.mdf * 1) : (a.mat * 4 - b.mdf * 2)

- Two Handed, **Off-Hand is used**
  If you have higher luck than enemies, they take extra damage
- [At least 2 times more luck than target is required]
- **Magic Weapon**

Water Element Staff



Attack Skill	HeavyBasicStrike
Ex-Parameter	Hit Rate + 40%
Parameter	M.Attack * 120%
Attack State	Knockback + 25%
Attack State	Water Penetration+ 27%
Attack State	Unarmed + 24%
Seal Equip	Shield
Seal Equip	Shield Weapon
Parameter	Defense * 25%
Add Skill Type	Magic
Add Skill	Deep Vortex

Attack:	Defense:	M.Attack:	M.Defense:
10	0	70	40
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	20	0	0

Skill: Deep Vortex

Damage Type: Water
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 30%
Cost: 300 MP

Speed: 0
Success: 90%
TP Gain: +50 on hit
State: Sleep +22%,
Repeat: 1
Critical: No

Skill Formula:
a.luk > b.luk * 2 ? (a.mat * 4 + a.luk / 2 - b.mdf * 2) : (a.mat * 4 - b.mdf * 2)

- Two Handed, **Off-Hand is used**
  If you have higher luck than enemies, they take extra damage
- [At least 2 times more luck than target is required, if this condition is provided part of luck is also affect damage]
- **Magic Weapon**

Wind Element Staff



Attack Skill	HeavyBasicStrike
Ex-Parameter	Hit Rate + 40%
Parameter	M.Attack * 120%
Attack State	Bleed + 22%
Attack State	Wind Penetration + 28%
Attack State	Knockback + 28%
Seal Equip	Shield
Seal Equip	Shield Weapon
Parameter	Defense * 25%
Add Skill Type	Magic
Add Skill	Sharp Breeze

Attack:	Defense:	M.Attack:	M.Defense:
35	0	55	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
30	20	0	0

Skill: Sharp Breeze

Damage Type: Wind
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 400 MP

Speed: 0
Success: 90%
TP Gain: +10 on hit
State: Bleed +33%
Repeat: 1
Critical: No

Skill Formula:

a.luk > b.luk * 2 ? (a.atk * 7 + a.mat * 4 - b.mdf * 3) : (a.mat * 4 - b.mdf * 3)

- Two Handed, **Off-Hand is used**
- If you have higher luck than enemies, they take extra damage
- [At least 2 times more luck than target is required, if this condition is provided attack is also affect damage]
- **Magic Weapon**

Earth Element Staff



Attack Skill	HeavyBasicStrike
Ex-Parameter	Hit Rate + 40%
Parameter	M.Attack * 120%
Attack State	Earth Penetration + 27%
Attack State	Stun + 20%
Attack State	Dull + 22%
Seal Equip	Shield
Seal Equip	Shield Weapon
Parameter	Defense * 25%
Add Skill Type	Magic
Add Skill	Earth Prison

Attack:	Defense:	M.Attack:	M.Defense:
10	0	60	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	350	50

Skill: Earth Prison

Damage Type: Earth
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 250 MP

Speed: 0
Success: 90%
TP Gain: +38 on hit
State: Stun +35%, Poison +40%, Dull + 32%
Repeat: 1
Critical: No

Skill Formula:

a.luk > b.luk * 1 ? (a.mat * 4 + a.mmp / 5 - b.mdf * 2) : (a.mat * 4 - b.mdf * 2)

- Two Handed, **Off-Hand is used**
- If you have higher luck than enemies, percentage of your mana is added to the damage and targets take extra damage
- Health of target is debuffed for 2 turns on «Earth Prison» hit
- **Magic Weapon**

Hellfire Cursed Staff



Attack Skill	HeavyBasicStrike
Ex-Parameter	Hit Rate + 40%
Parameter	M.Attack * 120%
Attack State	Elemental Debilatio+ 27%
Attack State	Fire Penetration + 15%
State Resist	Ignite
Seal Equip	Shield
Seal Equip	Shield Weapon
Parameter	Defense * 25%
Add Skill Type	Magic
Add Skill	Soul Fire

Attack:	Defense:	M.Attack:	M.Defense:
0	0	100	14
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	20	0	110

Skill: Soul Fire

Damage Type: Fire
Skill Type: Magic
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 20%
Cost: 350 MP

Speed: 0
Success: 90%
TP Gain: +20 on hit
Repeat: 1
Critical: No

Skill Formula:

a.mat * 4 - b.mdf * 2

- Two Handed, **Off-Hand is used**
- M.Defense of target is debuffed for 2 turns on «Soul Fire» hit
- **Magic Weapon**

Demonic Staff



Attack Skill	HeavyBasicStrike
Ex-Parameter	Hit Rate + 40%
Parameter	M.Attack * 120%
Attack State	Evil Debilation + 28%
State Resist	Charm
Attack State	Fear + 22%
Seal Equip	Shield
Seal Equip	Shield Weapon
Parameter	Defense * 25%
Add Skill Type	Magic
Add Skill	Demon Aura

Attack:	Defense:	M.Attack:	M.Defense:
40	0	80	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	20	100	0

Skill: Demon Aura

Damage Type: Sinister
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 420 MP

Speed: 0
Success: 90%
TP Gain: +20 on hit
State: Fear +20%, Degeneration +20%
Repeat: 1
Critical: No

Skill Formula:

a.atk + a.mat * 3 - b.mdf * 2

- Two Handed, **Off-Hand is used**
- Agility of target is debuffed for 3 turns on «Demon Aura» hit
- **Magic Weapon**

Black Energy Staff



Attack Skill	HeavyBasicStrike
Ex-Parameter	Hit Rate + 40%
Parameter	M.Attack * 120%
Attack State	Mind Corruption + 25%
Attack State	TP Regeneration + 8%
Ex-Parameter	MP Regeneration + 6%
Seal Equip	Shield
Seal Equip	Shield Weapon
Parameter	Defense * 25%
Add Skill Type	Magic
Add Skill	Darkness Nova

Attack:	Defense:	M.Attack:	M.Defense:
10	0	80	10
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	20	100	185

Skill: Darkness Nova

Damage Type: Darkness
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 500 MP

Speed: -25
Success: 90%
TP Gain: +5 on hit
State: Black Ignite +35%
Repeat: 1
Critical: No

Skill Formula:
(a.mmp / 4) + a.mat * 7 - b.mdf * 4

- Two Handed, **Off-Hand is used**
- Dealt damage with «Darkness Nova» is drained as life
- Mana increases damage of skill
- **Magic Weapon**

Frozen Lord Staff



Attack Skill	HeavyBasicStrike
Ex-Parameter	Hit Rate + 40%
Parameter	M.Attack * 120%
Attack State	Ice Penetration + 40%
Attack State	TP Regeneration + 10%
Attack State	MP Regeneration + 6%
Seal Equip	Shield
Seal Equip	Shield Weapon
Parameter	Defense * 25%
Add Skill Type	Magic
Add Skill	Glacial Touch

Attack:	Defense:	M.Attack:	M.Defense:
10	0	65	40
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	20	0	0

Skill: Glacial Touch

Damage Type: Ice
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 150 MP

Speed: +45
Success: 90%
TP Gain: +50 on hit
State: Freeze +60%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 5 - b.mdf * 2

- Two Handed, **Off-Hand is used**
- **Magic Weapon**

Maelstorm Wand Pairs



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 50%
Ex-Parameter	Critical Rate + 12%
Attack Times +	1
Attack State	Shock + 15%
Attack State	Knockback + 20%
Ex-Parameter	Magic Evasion + 15%
Seal Equip	Shield
Seal Equip	Shield Weapon
Attack Speed	35
Parameter	Defense * 60%
Add Skill Type	Magic
Add Skill	Arc

Attack:	Defense:	M.Attack:	M.Defense:
7	0	16	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
32	20	0	75

Skill: Arc

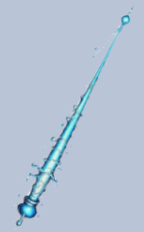
Damage Type: Thunder
Skill Type: Magic
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 20%
Cost: 125 MP

Speed: +60
Success: 90%
TP Gain: +5 on hit
Repeat: 3
Critical: Yes

- Dual Wield, **Off-Hand is used**
- **Magic Weapon**

Skill Formula:
a.atk * 3 + a.mat * 3 - b.mdf * 3

Stifling Water Wand



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 50%
Ex-Parameter	Critical Rate + 12%
Attack State	Knockback + 16%
Parameter	Agility * 200%
Parameter	Luck * 150%
Seal Equip	Shield Weapon
Attack Speed	35
Parameter	Defense * 60%
Add Skill Type	Magic
Add Skill	Dense Buble

Attack:	Defense:	M.Attack:	M.Defense:
10	0	37	16
Agility:	**Luck:**	**Max HP:**	**Max MP:**
25	20	25	150

Skill: Dense Buble

Damage Type: Water
Skill Type: Magic
Hit Type: Magical
Scope: 2 Random Enemy
Variance: 20%
Cost: 150 MP

Speed: +30
Success: 90%
TP Gain: +20 on hit
State: Sleep +36%,
Repeat: 1
Critical: No

Skill Formula:
a.atk * 2 + a.mat * 3 - b.mdf * 3

- One Handed, **Off-Hand is available**
- **Magic Weapon**

Sinister Wand



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 50%
Ex-Parameter	Critical Rate + 12%
Attack State	Evil Debilation + 28%
Sp-Parameter	Magic Damage * 125%
Attack State	Fear + 22%
Seal Equip	Shield Weapon
Attack Speed	35
Parameter	Defense * 60%
Add Skill Type	Magic
Add Skill	Malicious Magic

Attack:	Defense:	M.Attack:	M.Defense:
7	0	54	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	20	0	250

Skill: Malicious Magic

Damage Type: Sinister
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 550 MP

Speed: +50
Success: 90%
TP Gain: +50 on hit
State: Charm +42%
Repeat: 1
Critical: No

Skill Formula:
a.atk * 4 + a.mat * 6 - b.mdf * 3

- One Handed, **Off-Hand is available**
- **Magic Weapon**

Nature Wand Pairs



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 50%
Ex-Parameter	Critical Rate + 12%
Attack Times +	1
Attack State	Evil Debilation + 28%
Attack State	Confusion + 20%
Attack State	Poison + 18%
Seal Equip	Shield
Seal Equip	Shield Weapon
Attack Speed	35
Parameter	Defense * 60%
Add Skill Type	Magic
Add Skill	Nature Impact

Attack:	Defense:	M.Attack:	M.Defense:
14	0	28	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
42	40	0	0

Skill: Nature Impact

Damage Type: Chaos
Skill Type: Magic
Hit Type: Magical
Scope: 2 Random Enemy
Variance: 20%
Cost: 200 MP

Speed: 0
Success: 90%
TP Gain: +14 on hit
State: Bleed +12%, Plague +12%
Repeat: 2
Critical: No

Skill Formula:
a.atk + a.agi + a.mat * 3 - b.mdf * 3

- Dual Wield, **Off-Hand is used**
- Agility increases damage of skill
- **Magic Weapon**

Arcane Magic Wand



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 50%
Ex-Parameter	Critical Rate + 12%
Attack State	Magic Debilation + 32%
Ex-Parameter	MP Regeneration + 4%
Attack State	Silence + 32%
Seal Equip	Shield Weapon
Attack Speed	35
Parameter	Defense * 60%
Add Skill Type	Magic
Add Skill	Arcanist Mark

Attack:	Defense:	M.Attack:	M.Defense:
10	0	40	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	500

Skill: Arcanist Mark

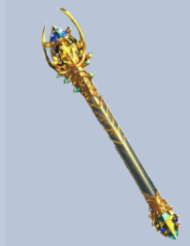
Damage Type: Arcane
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 100 MP

Speed: 0
Success: 90%
TP Gain: +35 on hit
State: Silence +25%, Magic Debilation +25%, Anti Reflection +100%
Repeat: 1
Critical: Yes

Skill Formula:
(a.mmp / 4) + a.atk + a.mat * 1 - b.mdf * 2

- One Handed, **Off-Hand is available**
- Mana increases damage of skill
- **Magic Weapon**

Holy Light Sceptre



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 35%
Attack State	Stun + 24%
Attack Speed	-35
Sp-Parameter	Recovery Effect * 150%
Element Rate	Sinister * 50%
Sp-Parameter	Magic Damage * 200%
Seal Equip	Shield Weapon
Add Skill Type	Magic
Add Skill	Glowing Strike

Attack:	Defense:	M.Attack:	M.Defense:
20	5	30	5
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	200	100

Skill: Glowing Strike

Damage Type: Light
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 150 MP

Speed: -40
Success: 90%
TP Gain: +24 on hit
State: Ignite +25%, Shock +25%
Repeat: 1
Critical: No

Triggered Skill: Curing All

Skill Type: Special
Hit Type: Certain
Scope: All Allies

State: HP Regeneration +100%, Statues Ailment Block +35%

Skill Formula:
a.mat * 2 + a.atk * 4 - b.mdf * 3

- One Handed, **Off-Hand is available**
- **Trigger «Curing Touch» on Glowing Strike**
- **Magic Weapon**

Blood-Caller Sceptre



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 35%
Attack State	Stun + 24%
Attack Speed	-35
Attack State	Corrupted Bleed + 20%
Attack State	Bleed + 20%
Ex-Parameter	HP Regeneration + 5%
Seal Equip	Shield Weapon
Add Skill Type	Magic
Add Skill	Blood Smash

Attack:	Defense:	M.Attack:	M.Defense:
22	0	37	4
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	100	100

Skill: Blood Smash

Damage Type: Vitality
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 200 MP

Speed: -40
Success: 86%
TP Gain: +100 on hit
State: Corrupted Bleed +50%
Repeat: 1
Critical: No

Skill Formula:
a.atk * 5 + a.mat * 2 - b.mdf * 2

- One Handed, **Off-Hand is available**
- Dealt damage with «Blood Smash» is drained as life
- **Magic Weapon**

Dark Lord Sceptre



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 35%
Attack State	Stun + 24%
Attack Speed	-35
Attack State	Black Ignite + 16%
Parameter	Max HP * 115%
Element Rate	Darkness * 50%
Seal Equip	Shield Weapon
Add Skill Type	Magic
Add Skill	Soul Strike

Attack:	Defense:	M.Attack:	M.Defense:
15	0	20	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	500	0

Skill: Soul Strike

Damage Type: Darkness
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 150 MP

Speed: 0
Success: 86%
TP Gain: +100 on hit
State: Fear +30%, Black Ignite +20%
Repeat: 1
Critical: No

Skill Formula:
a.atk * 5 + a.mat * 1 - b.mdf * 1 - b.def * 2

- One Handed, **Off-Hand is available**
- **Magic Weapon**

Rock Bringer Sceptre



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 35%
Attack State	Stun + 24%
Attack Speed	-35
Attack State	Dull + 18%
Attack State	Poison + 20%
Parameter	Defense * 115%
Seal Equip	Shield Weapon
Add Skill Type	Magic
Add Skill	Rock Rain

Attack:	Defense:	M.Attack:	M.Defense:
18	12	20	16
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	150	150

Skill: Rock Rain

Damage Type: Earth
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 300 MP

Speed: 0
Success: 86%
TP Gain: +15 on hit
State: Stun +15%, Dull +24%
Repeat: 1
Critical: No

Skill Formula:
a.atk * 3 + a.mat * 3 - b.mdf * 2

- One Handed, **Off-Hand is available**
- **Magic Weapon**

Paladin's Pride Sceptre



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 35%
Attack State	Stun + 24%
Attack Speed	-35
Sp-Parameter	Recovery Effect * 200%
Sp-Parameter	TP Charge Rate * 200%
Action Times +	16%
Seal Equip	Shield Weapon
Add Skill Type	Magic
Add Skill	Restoration

Attack:	Defense:	M.Attack:	M.Defense:
10	16	15	20
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	150	50

Skill: Restoration

Skill Type: Magic
Hit Type: Magical
Scope: 1 Ally
Cost: 250 MP

Speed: +60
Success: 100%
TP Gain: +15 on hit
State: Statues Ailment Block +35%
Repeat: 1

- One Handed, **Off-Hand is available**
- **Trigger «Decaying Light» on Glowing Strike**
- **Magic Weapon**

Triggered Skill Formula:
a.mat + a.atk

Triggered Skill: Decaying Light

Damage Type: Light
Skill Type: Magic
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 25%

Success: 86%
State: Ignite +50%
Critical: No

Vampire Sceptre



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 35%
Attack State	Stun + 24%
Attack Speed	-35
Attack State	Corrupted Bleed + 20%
Attack State	Bleed + 20%
Sp-Parameter	Recovery Effect * 200%
Seal Equip	Shield Weapon
Add Skill Type	Magic
Add Skill	Blood Desire

Attack:	Defense:	M.Attack:	M.Defense:
17	0	30	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	50	0	0

Skill: Blood Desire

Damage Type: Vitality
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 250 MP

Speed: -40
Success: 86%
TP Gain: +10 on hit
State: Corrupted Bleed +25%, Bleed +25%
Repeat: 1
Critical: No

Skill Formula:
a.mat + a.atk * 4 - b.mdf * 2

- One Handed, **Off-Hand is available**
- Dealt damage with «Blood Desire» is drained as life
- **Magic Weapon**

Fire Orb



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 26%
Debuff Rate	M.Defense * 25%
Attack State	Fire Penetration + 20%
Attack Speed	35
Parameter	M.Attack * 115%
Seal Equip	Shield Weapon
Action Times +	12%
Parameter	Max HP * 75%
Add Skill Type	Magic
Add Skill	Flame Mark

Attack:	Defense:	M.Attack:	M.Defense:
8	0	36	10
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	10	0	100

Skill: Flame Mark

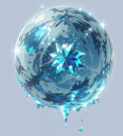
Damage Type: Fire
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 150 MP

Speed: +25
Success: 86%
TP Gain: +30 on hit
State: Fire Penetration +36%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 5 + a.mat * 2 - b.mdf * 2

- One Handed, **Off-Hand is available**
  Health of target is debuffed for 3 turns on «Demon Aura» hit
- **Magic Weapon**

Ice Orb



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 26%
Debuff Rate	M.Defense * 25%
Attack State	Ice Penetration + 20%
Attack Speed	35
Ex-Parameter	Critical Rate + 20%
Seal Equip	Shield Weapon
Action Times +	12%
Parameter	Max HP * 75%
Add Skill Type	Magic
Add Skill	Ice Bolts

Attack:	Defense:	M.Attack:	M.Defense:
8	0	36	10
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	10	0	100

Skill: Ice Bolts

Damage Type: Ice
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 150 MP

Speed: +25
Success: 86%
TP Gain: +22 on hit
State: Freeze +20%, Ice Penetration +25%
Repeat: 2
Critical: Yes

Skill Formula:
a.atk * 3 + a.mat * 2 - b.mdf * 2

- One Handed, **Off-Hand is available**
- **Magic Weapon**

Nature Life Rod



Attack Skill	HeavyBasicStrike
Ex-Parameter	Hit Rate + 40%
Parameter	Max HP * 115%
Seal Equip	Shield
Seal Equip	Shield Weapon
Parameter	M.Defense * 50%
Add Skill Type	Magic
Add Skill	Nature Rod Strike

Attack:	Defense:	M.Attack:	M.Defense:
15	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	1000	0

Skill: Restoration

Damage Type: Vitality
Skill Type: Magic
Hit Type: Magical
Scope: 2 Random Enemies
Variance: 20%
Cost: 550 MP

Speed: 0
Success: 96%
TP Gain: +30 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 3 + a.mat * 2 - b.mdf * 2

- Two Handed, **Off-Hand is used**
- **Magic Weapon**

War Harp



Attack Skill	BasicStrike
Ex-Parameter	Hit Rate + 24%
Ex-Parameter	HP Regeneration + 5%
Attack State	Confusion + 10%
Ex-Parameter	MP Regeneration + 5%
Seal Equip	Shield
Seal Equip	Shield Weapon
State Rate	Confusion * 33%
State Rate	Charm * 33%
Parameter	Max HP * 115%
Parameter	Defense * 50%
Add Skill Type	Magic
Add Skill	Destructive Tunes

Attack:	Defense:	M.Attack:	M.Defense:
16	0	35	14
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	10	0	100

Skill: Destructive Tunes

Damage Type: Sound
Skill Type: Magic
Hit Type: Magical
Scope: 2 Random Enemies
Variance: 20%
Cost: 350 MP

Speed: 0
Success: 90%
TP Gain: +28 on hit
State: Confusion +12%, Anti Reflection +28%
Repeat: 1
Critical: No

Skill Formula:
a.atk * 4 + a.mat - b.mdf

- Two Handed, **Off-Hand is used**
- **Magic Weapon**

Common Attack Magic Weapon Skill: Heavy Basic Strike

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 0

Speed: -25
Success: 84%
MP Gain: +100 on hit
Repeat: 1
Critical: Yes

Skill Formula:
60 + a.atk * 4 - b.def * 1

Common Attack Magic Weapon Skill: Basic Strike

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 0

Speed: +50
Success: 96%
MP Gain: +65 on hit
Repeat: 1
Critical: Yes

Skill Formula:
25 + a.atk * 2 - b.def * 1

VENDOR



Listed Characters Can Purchase Magic Weapons From Vendor

- Siril The Cleric



- Juljeta The Witch



- Ziel-zul The Warlock



- Ayuna The Elementalist



- Broscov The Dark Mage



- Serya The Bard



M4A1 Rifle and Battle KIT



Attack Skill	Barrage
Ex-Parameter	Hit Rate + 80%
Seal Equip	Shield Weapon
Seal Equip	Sidearm
Attack Speed	-25
Add Skill Type	Special
Add Skill	Gas Bomb
Add Skill	First-aid Kit
Add Skill	Shrapnel Bomb
Parameter	Defense * 85%
Parameter	M.Defense * 85%

Attack:	Defense:	M.Attack:	M.Defense:
80	5	90	10
Agility:	**Luck:**	**Max HP:**	**Max MP:**
20	0	0	0

Skill: Barrage

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 5%
Cost: Free

Speed: 0
Success: 90%
TP Gain: +3 on hit
Repeat: 4
Critical: Yes

Skill Formula:
a.atk * 3 - b.def * 2

- Two Handed, **Off-Hand is used**
- **Tech Ranged Weapon**

AK-47 Rifle and Battle KIT



Attack Skill	Bullet Spray
Ex-Parameter	Hit Rate + 70%
Seal Equip	Shield Weapon
Seal Equip	Sidearm
Attack Speed	-25
Add Skill Type	Special
Add Skill	Molotov
Add Skill	First-aid Kit
Add Skill	HE Grenade
Parameter	Defense * 85%
Parameter	M.Defense * 85%

Attack:	Defense:	M.Attack:	M.Defense:
90	3	100	6
Agility:	**Luck:**	**Max HP:**	**Max MP:**
20	0	0	0

Skill: Bullet Spray

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 35%
Cost: Free

Speed: 0
Success: 70%
TP Gain: +6 on hit
Repeat: 2
Critical: Yes

Skill Formula:
a.atk * 5 + a.mat * 2 - b.mdf * 2

- Two Handed, **Off-Hand is used**
- **Tech Ranged Weapon**

AWP Rifle and Battle KIT



Attack Skill	Aim and Shot
Ex-Parameter	Hit Rate + 60%
Seal Equip	Shield Weapon
Seal Equip	Sidearm
Attack Speed	-60
Add Skill Type	Special
Add Skill	Eagle Shot
Add Skill	First-aid Kit
Add Skill	Flash Bomb
Parameter	Defense * 85%
Parameter	M.Defense * 85%

Attack:	Defense:	M.Attack:	M.Defense:
150	2	175	5
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	0	0	0

Skill: Aim and Shot

Damage Type: Vitality
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free

Speed: -500
Success: 75%
TP Gain: +50 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 9 - b.def * 3

- Two Handed, **Off-Hand is used**
- **Tech Ranged Weapon**

Bazooka Launcher and Battle KIT



Attack Skill	Rocket Missile
Ex-Parameter	Hit Rate + 70%
Seal Equip	Shield Weapon
Seal Equip	Sidearm
Attack Speed	-100
Add Skill Type	Special
Add Skill	Sonic Bomb
Add Skill	First-aid Kit
Add Skill	Eagle Shot
Parameter	Defense * 85%
Parameter	M.Defense * 85%

Attack:	Defense:	M.Attack:	M.Defense:
120	3	130	3
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

Skill: Restoration

Damage Type: Fire
Skill Type: Technique
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: Free

Speed: -500
Success: 85%
TP Gain: +10 on hit
Repeat: 1
Critical: No

Skill Formula:
a.atk * 1 + a.mat * 3 - b.mdf * 2 - b.def * 1

- Two Handed, **Off-Hand is used**
- **Tech Ranged Weapon**

Arcane Beam Gun and Battle KIT



Attack Skill	Techno Magic Beam
Ex-Parameter	Hit Rate + 70%
Seal Equip	Shield Weapon
Add Skill Type	Special
Add Skill	Shock Bomb
Add Skill	Magic Barrier Kit
Add Skill	Arcane Bomb
Ex-Parameter	MP Regeneration + 5%
Parameter	Max HP * 85%

Attack:	Defense:	M.Attack:	M.Defense:
60	2	80	2
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	150

Skill Formula:
a.mat + a.atk * 3 - b.mat * 2

- One Handed, **Off-Hand is available**
- **Tech Ranged Weapon**

Skill: Techno Magic Beam

Damage Type: Arcane
Skill Type: Technique
Hit Type: Magical
Scope: 2 Random Enemies
Variance: 20%
Cost: Free
Speed: -50
Success: 90%
TP Gain: +20 on hit
MP Gain: +35 on hit
State: Silence +35%, Unarmed +20%
Repeat: 1
Critical: No

KIT SKILLS

Skill: Shrapnel Bomb

Damage Type: Vitality
Skill Type: Special
Hit Type: Physical
Scope: 3 Random Enemies
Variance: 5%
Cost: 20 TP , 50MP
Speed: +150
Success: 85%
State: Bleed +18%
Repeat: 1
Critical: Yes

Skill Formula (Shrapnel Bomb):
a.atk + a.mat * 1 - b.mdf * 1

- **Available soul gem is «Shrapnel Soul-gem»**



Skill: HE Grenade

Damage Type: Fire
Skill Type: Special
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 20%
Cost: 35 TP, 50MP
Speed: +150
Success: 70%
Repeat: 1
Critical: No

Skill Formula (HE Grenade):
a.mat * 4 - b.mdf * 1



Skill: Shock Bomb

Damage Type: Thunder
Skill Type: Special
Hit Type: Magical
Scope: 2 Random Enemies
Variance: 30%
Cost: 14 TP , 50MP
Speed: +150
Success: 75%
State: Shock +40%, Stun +25%
Repeat: 1
Critical: No

Skill Formula (Shock Bomb):
a.mat * 1 - b.mdf * 1

- **Available soul gem is «Shock-blast Soul-gem»**



Skill: Arcane Bomb

Damage Type: Arcane
Skill Type: Special
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 8 TP , 50MP
Speed: +150
Success: 90%
State: Magic Debilation +50%,
Repeat: 1
Critical: No

- Deal MP damage instead of HP
- Also removes 15% MP of targets
- **Available soul gem is «Arcane-tech Soul-gem»**

Skill Formula (Arcane Bomb):
a.mat



Skill: Sonic Bomb

Damage Type: Sound
Skill Type: Special
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 20%
Cost: 30 TP , 50MP
Speed: +150
Success: 78%
State: Confusion +35%,
Repeat: 1
Critical: No

Skill Formula (Sonic Bomb):
a.atk + a.mat * 1 - b.mdf * 1

- **Available soul gem is «Sonic Soul-gem»**



Skill: Flash Bomb

Damage Type: Light
Skill Type: Special
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 10 TP , 50MP
Speed: +150
Success: 80%
State: Blind +50%,
Repeat: 1
Critical: No

Skill Formula (Flash Bomb):
a.mat * 1 - b.mdf * 1

- **Available soul gem is «Flash Soul-gem»**



Skill: Molotov Bomb

Damage Type: Fire
Skill Type: Special
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 38 TP , 50MP
Speed: +150
Success: 70%
State: Ignite +100%,
Repeat: 1
Critical: No

Skill Formula (Molotov Bomb):
a.mat * 1 - b.mdf * 1

- **Available soul gem is «Molotov Soul-gem»**



Skill: Gas Bomb

Damage Type: Chaos
Skill Type: Special
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 20%
Cost: 25 TP , 50MP
Speed: +150
Success: 60%
State: Blind +25%, Corrupted, Poison +25%
Repeat: 1
Critical: No

Skill Formula (Gas Bomb):
a.mat * 1 - b.mdf * 1

- **Available soul gem is «Smoke Soul-gem»**



Skill: Eagle Shot

Damage Type: Vitality
Skill Type: Special
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 38 TP , 50MP

Speed: +250
Success: 95%
Repeat: 2
Critical: No

Skill Formula (Eagle Shot):
a.agi + a.atk * 3 - b.def * 4

- **Available soul gem is «Pistoll Soul-gem»**



Skill: First-aid KIT

Skill Type: Special
Hit Type: Certain
Scope: 1 Ally
Cost: 10 TP , 50MP

Speed: +150
Success: 100%
Removed States: Poison, Bleed, Ignite
Repeat: 1

- Recovers 25% HP and 25% MP
- **Available soul gem is «First-Aid Soul-gem»**



Skill: Magic Barrier KIT

Skill Type: Special
Hit Type: Certain
Scope: User
Cost: 10 TP , 50MP

Speed: +150
Success: 100%
State Buff: Mana Shield
Repeat: 1

- Recovers 35% MP
- **Available soul gem is «Magic Barrier Soul-gem»**



VENDOR



Listed Characters Can Purchase Techno Ranged Weapons From Vendor

- Cusad The Soldier



- Mitan The Engineer



- Gilen The Saboteur



Red Light-saber



Attack Skill	Flame Laser Slashes
Ex-Parameter	Hit Rate + 50%
Seal Equip	Shield Weapon
Element Rate	Fire * 50%
State Resist	Black Ignite

Attack:	Defense:	M.Attack:	M.Defense:
50	10	55	20
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	0	250	0

Skill Formula:
a.atk * 5 - b.def * 1

- One Handed, **Off-Hand is available**
- **Tech Melee Weapon**

Skill: Flame Laser Slashes

Damage Type: Fire
Skill Type: Technique
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: Free
Speed: +50
Success: 90%
TP Gain: +25 on hit
MP Gain: +75 on hit
Repeat: 1
Critical: Yes

Green Light-saber



Attack Skill	Toxic Laser Slashes
Ex-Parameter	Hit Rate + 50%
Seal Equip	Shield Weapon
Element Rate	Chaos * 50%
State Resist	Corrupted Poison

Attack:	Defense:	M.Attack:	M.Defense:
30	15	45	15
Agility:	**Luck:**	**Max HP:**	**Max MP:**
30	20	100	100

Skill Formula:
a.mat * 3 - b.def * 1

- One Handed, **Off-Hand is available**
- **Tech Melee Weapon**

Skill: Toxic Laser Slashes

Damage Type: Chaos
Skill Type: Technique
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: Free
Speed: +50
Success: 90%
TP Gain: +15 on hit
MP Gain: +20 on hit
Repeat: 1
Critical: Yes

Black Lightsaber



Attack Skill	Black Laser Slashes
Ex-Parameter	Hit Rate + 50%
Seal Equip	Shield Weapon
Element Rate	Darkness * 50%
State Resist	Fear

Attack:	Defense:	M.Attack:	M.Defense:
25	10	50	25
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	60	50	200

- One Handed, **Off-Hand is available**
- If you have higher luck than enemies, they take extra damage
- **Tech Melee Weapon**

Skill: Black Laser Slashes

Damage Type: Darkness
Skill Type: Technique
Hit Type: Physical
Scope: 3 Random Enemies
Variance: 20%
Cost: Free
Speed: +50
Success: 90%
State: Fear +25%, Black Ignite +25%
TP Gain: +20 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.luk > b.luk * 1 ? (a.mat * 2 + a.atk - b.mdf) : (a.mat * 2 - b.mdf)

Frost Energy Double-Edged Lightsaber



Attack Skill	Frost Laser Slashes
Ex-Parameter	Hit Rate + 35%
Seal Equip	Shield Weapon
Attack Speed	-100
Element Rate	Ice * 50%
State Resist	Freeze
State Resist	Sleep
Seal Equip	Shield
Attack Times +	1

Attack:	Defense:	M.Attack:	M.Defense:
50	5	80	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
25	0	200	200

Skill Formula:
a.mat * 1 + a.atk * 6 - b.def * 5

- Two Handed, **Off-Hand is used**
- **Tech Melee Weapon**

Skill: Restoration

Damage Type: Ice
Skill Type: Technique
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: Free
Speed: -50
Success: 84%
TP Gain: +12 on hit
State: Freeze +20%
Repeat: 1
Critical: Yes

Lightning Laser Claw Pairs



Ex-Parameter	Hit Rate + 38%
Ex-Parameter	HP Regeneration + 6%
Ex-Parameter	Critical Rate + 10%
Attack Times +	1
Element Rate	Thunder * 50%
State Resist	Shock
State Resist	Stun
Seal Equip	Shield
Seal Equip	Shield Weapon
Attack Skill	Lightning Laser Claw

Attack:	Defense:	M.Attack:	M.Defense:
15	0	22	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
60	0	50	50

Skill: Lightning Laser Claw

Damage Type: Thunder
Skill Type: Technique
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 30%
Cost: Free

Speed: +100
Success: 96%
TP Gain: +15 on hit
State: Shock +18%, Unarmed +18%
Repeat: 1
Critical: Yes

Skill Formula:
a.mat * 2 + a.atk * 2 - b.mdf * 3

- Dual Wield, **Off-Hand is used**
- Dealt damage is drained as life
- **Tech Melee Weapon**

Plasma Blade



Attack Skill	Plasma Water Strike
Ex-Parameter	Hit Rate + 28%
Ex-Parameter	HP Regeneration + 7%
Ex-Parameter	Magic Reflection + 16%
Ex-Parameter	MP Regeneration + 5%
Ex-Parameter	Counter Attack + 15%
State Resist	Knockback
State Resist	Silence
Seal Equip	Shield
Seal Equip	Shield Weapon
Attack Speed	-50

Attack:	Defense:	M.Attack:	M.Defense:
70	0	80	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	70	0	70

Skill: Plasma Water Strike

Damage Type: Water
Skill Type: Technique
Hit Type: Physical
Scope: 3 Random Enemies
Variance: 20%
Cost: Free

Speed: -100
Success: 84%
TP Gain: +10 on hit
State: Knockback +20%, Unarmed +20%
Repeat: 1
Critical: Yes

Skill Formula:
a.luk > b.luk * 3 ? (a.mat * 3 + a.luk - b.mdf) : (a.mat * 2 - b.mdf)

- Two Handed, **Off-Hand is used**
- [At least 3 times more luck than target is required, if this condition is provided luck is also affect damage]
- **Tech Melee Weapon**

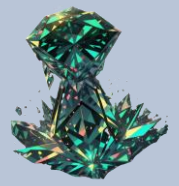
VENDOR



Listed Characters Can Purchase Techno Melee Weapons From Vendor



Viper Soul-gem



Element Rate	Chaos * 50%
Attack State	Poison + 25%

Attack:	Defense:	M.Attack:	M.Defense:
7	0	11	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Sold from «Additive Soul-gem **Vendor 2**»
- Viper should be selected
- **Empower «Venom Flask» consumable item**
- **Trigger «Toxic Cyclone» after using «Venom Flask»**

Fiery Soul-gem



Element Rate	Fire * 50%
Attack State	Ignite + 25%

Attack:	Defense:	M.Attack:	M.Defense:
7	0	11	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Sold from «Additive Soul-gem **Vendor 1**»
- Fire should be selected
- **Empower «Fire Trap» consumable item**
- **Trigger «Fire Infusion» after using «Fire Trap»**

Frost Soul-gem



Element Rate	Ice * 50%
Attack State	Freeze + 20%

Attack:	Defense:	M.Attack:	M.Defense:
7	0	11	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Sold from «Additive Soul-gem **Vendor 2**»
- Frost should be selected
- **Empower «Magic Missile» consumable item**
- **Trigger «Ice Arrows» after using «Magic Missile»**

Physic Soul-gem

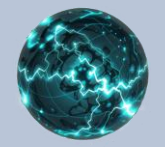


Element Rate	Vitality * 50%
Attack State	Bleed + 16%
Attack State	Stun + 12%

Attack:	Defense:	M.Attack:	M.Defense:
7	5	0	4
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	6	0	0

- Sold from «Additive Soul-gem **Vendor 1**»
- Physical should be selected
- **Empower «Bear Trap» consumable item**
- **Trigger «Stun Trap» after using «Bear Trap»**

Lightning Soul-gem



Element Rate	Thunder * 50%
Attack State	Shock + 25%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	10	8
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Sold from «Additive Soul-gem **Vendor 1**»
- Thunder should be selected
- **Empower «Thunder Missile» consumable item**
- **Trigger «Thunder Bolts» after using «Thunder Missile»**

Water Soul-gem

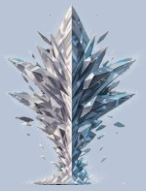


Element Rate	Water * 50%
Attack State	Knockback + 13%
Attack State	Unarmed + 13%

Attack:	Defense:	M.Attack:	M.Defense:
2	2	3	3
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	75

- Sold from «Additive Soul-gem **Vendor 2**»
- Water should be selected
- **Empower «HP Potion» consumable item**
- **Trigger «Water Recovery» after using «HP Potion»**

Wind Soul-gem

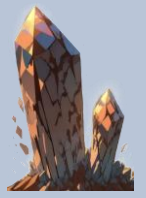


Element Rate	Wind * 50%
Attack State	Knockback + 13%
Attack State	Bleed + 13%

Attack:	Defense:	M.Attack:	M.Defense:
5	0	6	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
12	0	0	0

- Sold from «Additive Soul-gem **Vendor 3**»
- Wind should be selected
- **Empower «Cure Potion» consumable item**
- **Trigger «Charming Parfume» after using «Cure Potion»**

Earth Soul-gem

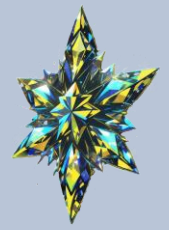


Element Rate	Earth * 50%
Attack State	Stun + 12%
Attack State	Dull + 22%

Attack:	Defense:	M.Attack:	M.Defense:
0	9	0	10
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Sold from «Additive Soul-gem **Vendor 1**»
- Earth should be selected
- **Empower «TP Potion» consumable item**
- **Trigger «Extra Energy Potions» after using «TP Potion»**

Radiant Soul-gem



Element Rate	Light * 50%
Attack State	Blind + 10%
Attack State	Ignite + 10%
Attack State	Shock + 10%

Attack:	Defense:	M.Attack:	M.Defense:
0	9	0	10
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Sold from «Additive Soul-gem **Vendor 1**»
- Radiant should be selected

- **Empower «Holy Missile» consumable item**
- **Trigger «Strengthening Light» after using «Holy Missile»**

Darkness Soul-gem



Element Rate	Darkness * 50%
Attack State	Blind + 13%
Attack State	Black Ignite + 12%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	15	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	150

- Sold from «Additive Soul-gem **Vendor 2**»
- Darkness should be selected

- **Empower «Sinister Book» consumable item**
- **Trigger «Chaos Ball» after using «Sinister Book»**

Sinister Soul-gem



Element Rate	Sinister * 50%
Attack State	Fear + 11%
Attack State	Black Ignite + 12%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	12	13
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Sold from «Additive Soul-gem **Vendor 2**»
- Sinister should be selected

- **Empower «Black Fire Trap» consumable item**
- **Trigger «Blood Sucking» after using «Black Fire Trap»**

Arcanist Soul-gem



Element Rate	Arcane * 50%
Attack State	Anti Reflection + 25%
Attack State	Silence + 20%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	7	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	300

- Sold from «Additive Soul-gem **Vendor 3**»
- Arcane should be selected

- **Empower «MP Potion» consumable item**
- **Trigger «Mana BLock» after using «MP Potion»**

Harmony Soul-gem



Element Rate	Sound * 50%
Attack State	Confusion + 12%
Attack State	Charm + 10%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	4	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	300	0

- Sold from «Additive Soul-gem **Vendor 3**»
- Sound should be selected

- **Empower «Eternal Regeneration Flask» consumable item**
- **Trigger «Notes of Death» after using «Eternal Regeneration Flask»**

Elemental Soul-gem



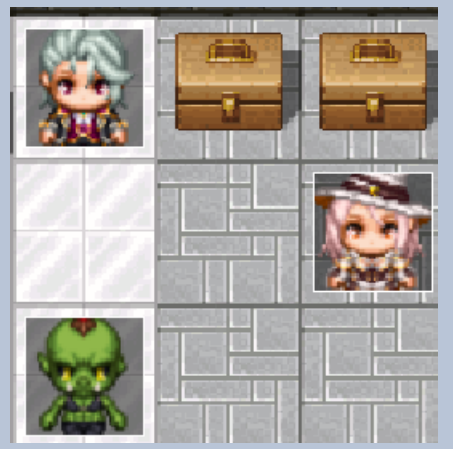
Element Rate	Elemental * 50%
Attack State	Elemental Debilation + 16%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	4	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	300

- Sold from «Additive Soul-gem **Vendor 3**»
- Elemental should be selected

- **Empower «Eternal Regeneration Flask» consumable item**
- **Trigger «Elemental Beam» after using «Eternal Regeneration Flask»**

VENDOR



Sinister Book

- Ignore defense but not resistances

Item: Sinister Book

Damage Type: Sinister
Skill Type: Consumable
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 20%
Price: 30 G

Speed: +50
Success: 70%
State: Fear +25%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 1

Empowered Item: Chaos Ball

Damage Type: Chaos
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 20%

Success: 80%
State: Poison +25%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.mat * 4 - b.mdf * 2

Thunder Missile

Item: Thunder Missile

Damage Type: Thunder
Skill Type: Consumable
Hit Type: Magical
Scope: 1 Random Enemies
Variance: 30%
Price: 30 G

Speed: +100
Success: 92%
State: Stun +35%, Shock +100%, Knockback +100%
Repeat: 1
Critical: No

Skill Formula:
a.mat - b.mdf

Empowered Item: Thunder Bolts

Damage Type: Thunder
Hit Type: Magical
Scope: All Enemies
Variance: 30%

Success: 60%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.mat * 6 - b.mdf * 2

Holy Missile

Item: Holy Missile

Damage Type: Light
Skill Type: Consumable
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 25%
Price: 30 G

Speed: +50
Success: 92%
State: Blind +50%, Shock +100%,
Repeat: 1
Critical: No

Skill Formula:
a.mat - b.mdf

Empowered Item: Strengthening Light

Hit Type: Certain
Scope: 1 Random Ally

Success: 100%
State Buff: Magic Resistance +100%, Elemental Resistance +100%

- Target gain HP and M.Attack Buff for 3 turns on «Strengthening Light» cast

Magic Missile

Item: Magic Missile

Damage Type: Sinister
Skill Type: Consumable
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 20%
Price: 30 G

Speed: 0
Success: 82%
State: Knockback +25%, Magic Debilation +25%, Mana Burn +50%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 1

Empowered Item: Ice Arrows

Damage Type: Chaos
Hit Type: Physical
Scope: All Enemies
Variance: 20%

Success: 90%
State: Freeze +30%
Repeat: 1
Critical: Yes

Triggered Skill Formula:
a.atk * 4 - b.def * 2

Black Fire Trap

Item: Black Fire Trap

Skill Type: Consumable
Hit Type: Magical
Scope: 1 Random Enemies
Price: 30 G

Speed: 0
Success: 85%
State: Fear +35%, Evil Debilation +50%, Black Ignite +50%
Repeat: 1
Critical: No

Empowered Item: Blood Sucking

Damage Type: Sinister
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%

Success: 85%
State: Corrupted Bleed +100%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.mat * 7 - b.mdf * 3

- Dealt damage is drained as life

Fire Trap

Item: Fire Trap

Skill Type: Consumable
Hit Type: Magical
Scope: 1 Random Enemy
Price: 30 G

Speed: 0
Success: 85%
State: Ignite +50%, Fire Penetration +100%,
Repeat: 1
Critical: No

Empowered Item: Fire Infusion

Hit Type: Certain
Scope: User

Success: 100%
State Buff: Flame Power Magic +100%

- Target gain M.Attack Buff for 2 turns on «Fire Infusion» cast
- Recovers 15% HP of user on «Fire Infusion» cast

TP Potion

Item: TP Potion

Skill Type: Consumable
Hit Type: Certain
Scope: 1 Ally
Price: 30 G

Speed: +500
Success: 100%
TP Gain: +40 on use
State: Guard +50%

Empowered Item: Extra Energy Potions

Hit Type: Certain
Scope: All Alies

Success: 100%
TP Gain: +25 on use
Repeat: 1
Critical: No

MP Potion

Item: MP Potion

Skill Type: Consumable
Hit Type: Certain
Scope: 1 Ally
Price: 60 G

Speed: +500
Success: 100%
State: Guard +50%

- Recovers 40% MP of 1 ally

Empowered Item: Mana Block

Damage Type: Arcane
Hit Type: Magical
Scope: All Enemies
Variance: 20%

Success: 90%
State: Silence +50%, Mind Corruption +50%
Repeat: 1
Critical: No

HP Potion

Item: HP Potion

Skill Type: Consumable
Hit Type: Certain
Scope: 1 Ally
Price: 225 G

Speed: +500
Success: 100%
State Buff: Guard +100%

- Recovers 75% HP of 1 ally

Empowered Item: Water Recovery

Hit Type: Certain
Scope: All Allies

Success: 100%
Repeat: 1
Critical: No

- Recovers 10% HP, 5% MP and 5 TP of all allies
- Removes all debuffs

Bear Trap

Item: Bear Trap

Damage Type: Vitality
Skill Type: Consumable
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Price: 30 G

Speed: 0
Success: 85%
State: Bleed +25%, Unarmed +25%, Reduced Reflexes +25%, Reduced Dexterity +25%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 1 - b.def * 1

Empowered Item: Stun Trap

Damage Type: Vitality
Hit Type: Physical
Scope: 3 Random Enemy
Variance: 20%

Success: 85%
State: Stun +50%
Repeat: 1
Critical: Yes

Triggered Skill Formula:
a.atk * 1 - b.def * 1

Venom Flask

Item: Venom Flask

Skill Type: Consumable
Hit Type: Magical
Scope: 1 Random Enemies
Price: 30 G

Speed: 0
Success: 85%
State: Poison +25%, Corrupted Poison +25%, Degeneration +25%, Plague +25%
Repeat: 1
Critical: No

Empowered Item: Toxic Cyclone

Damage Type: Sinister
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 20%

Success: 75%
State: Evil Debilation +50%, Plague +22%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.mat * 4 - b.mdf * 2

Cure Potion

Item: Cure Potion

Skill Type: Consumable
Hit Type: Certain
Scope: 1 Ally
Price: 30 G

Speed: +500
Success: 100%
State Buff: Statues Ailment Block +100%

- Removes all debuffs

Empowered Item: Charming Parfume

Damage Type: Wind
Hit Type: Magical
Scope: 4 Random Enemies
Variance: 20%

Success: 90%
State: Charm +22%

Triggered Skill Formula:
a.mat * 2 - b.mdf * 1

Eternal Regeneration Flask

Item: Eternal Regeneration Flask

Skill Type: Non-Consumable, Limitless
Hit Type: Certain
Scope: 1 Ally
Obtain: Kill Elmoran Witch
Speed: +50
Success: 100%
State Buff: HP Regeneration +100%, MP Regeneration +100%, TP Regeneration +100%

Empowered Item: Notes of Death

Damage Type: Sound
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Success: 90%
State: Confusion +40%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.mat * 4 - b.mdf * 2

Empowered Item: Elemental Beam

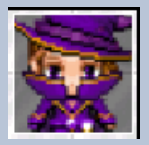
Damage Type: Elemental
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 20%
Success: 92%
State: Ignite +15%, Freeze +15, Bleed +15%, Dull +15%, Shock +15%, Knockback +15%, Sleep +15%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.mat * 4 - b.mdf * 2

Scrool of Escape

- Recovers 100% HP of all allies
- This can be used during battle with random encounter battles to escape

CONSUMABLE VENDOR



Offense Soul-gem



Attack Speed	25
Ex-Parameter	Hit Rate + 20%
Parameter	Attack * 115%
Parameter	Agility * 115%
Ex-Parameter	Critical Rate + 10%

Attack:	Defense:	M.Attack:	M.Defense:
10	0	0	0

Agility:	Luck:	Max HP:	Max MP:
14	0	0	0

- Sold from «Reinforcement Soul-gem **Vendor 2**»
- Offense should be selected

Defense Soul-gem



Parameter	M.Defense * 140%
Parameter	Defense * 125%

Attack:	Defense:	M.Attack:	M.Defense:
0	13	0	25

Agility:	Luck:	Max HP:	Max MP:
0	0	75	0

- Sold from «Reinforcement Soul-gem **Vendor 2**»
- Defense should be selected

Full-Health Soul-gem



Ex-Parameter	HP Regeneration + 4%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	0	850	0

- Sold from «Reinforcement Soul-gem **Vendor 2**»
- Health should be selected

Full-Mana Soul-gem



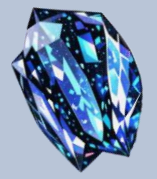
Ex-Parameter	MP Regeneration + 4%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	0	0	1000

- Sold from «Reinforcement Soul-gem **Vendor 1**»
- Mana should be selected

Magic Soul-gem



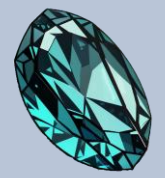
Parameter	M.Attack * 130%
Debuff Rate	M.Defense * 130%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	20	0

Agility:	Luck:	Max HP:	Max MP:
0	10	0	150

- Sold from «Reinforcement Soul-gem **Vendor 1**»
- Magic should be selected

Technique Soul-gem



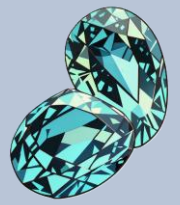
Ex-Parameter	TP Regeneration + 5%
Parameter	Agility * 120%
Ex-Parameter	Hit Rate + 10%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
25	25	0	0

- Sold from «Reinforcement Soul-gem **Vendor 1**»
- Technique should be selected

Acrobatic Soul-gem



Ex-Parameter	Critical Evasion + 50%
Ex-Parameter	Evasion Rate + 15%
Attack Speed	35

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
40	0	0	0

- Sold from «Reinforcement Soul-gem **Vendor 2**»
- Evasion should be selected

Luck Soul-gem



Parameter	Luck * 125%
Action Times +	8%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	55	0	0

- Sold from «Reinforcement Soul-gem **Vendor 1**»
- Luck should be selected

Spell-Breaker Soul-gem

Ex-Parameter	Magic Evasion + 15%
State Rate	Poison * 50%
State Rate	Freeze * 50%
State Rate	Black Ignite * 50%
State Rate	Bleed * 50%
State Rate	Ignite * 50%
State Rate	Fear * 50%
State Rate	Corrupted Bleed * 50%
State Rate	Corrupted Poison * 50%
State Rate	Degeneration * 50%
State Rate	Mind Corruption * 50%
State Rate	Plague * 50%
State Rate	Charm * 50%
State Rate	Confusion * 50%
State Rate	Sleep * 50%
State Rate	Silence * 50%
State Rate	Stun * 50%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	20
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	200

- Sold from «Reinforcement Soul-gem **Vendor 1**»
- Counter Spell should be selected

Reflector Soul-gem

Ex-Parameter	Counter Attack + 10%
Ex-Parameter	Magic Reflection + 12%

Attack:	Defense:	M.Attack:	M.Defense:
3	12	5	20
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Sold from «Reinforcement Soul-gem **Vendor 2**»
- Reflection should be selected

VENDOR

1



2

Moon Shards Soul-gem



Element Rate Chaos * 125%

Attack:	Defense:	M.Attack:	M.Defense:
7	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
12	0	0	0

- Trigger «Moon Shards» if user attack with «Moon Blade» from «Moon Cleaver»
- Agility increases damage of triggered skill
- Sold from «Unstable Soul-gem **Vendor 10**»
- Moon Shards should be selected

Skill Formula:
a.atk * 2 + a.agi * 1 - b.def * 4

Triggered Skill: Moon Shards

Damage Type: Light
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 25%
Success: 85%
State: Shock +8%
Repeat: 1
Critical: Yes

Blood Magic Soul-gem



Element Rate Thunder * 125%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	15	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

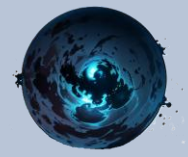
- Trigger «Blood Suck» if user attack with «Rending» from «Blood Dagger»
- Dealt damage is drained as life
- Sold from «Unstable Soul-gem **Vendor 10**»
- Blood Magic should be selected

Skill Formula:
a.mat * 4 - b.mdf * 2

Triggered Skill: Blood Suck

Damage Type: Vitality
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 20%
Success: 80%
State: Bleed +100%
Repeat: 1
Critical: No

Night Mist Soul-gem



Element Rate Light * 125%

Attack:	Defense:	M.Attack:	M.Defense:
4	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	0	0	0

- Trigger «Fog of Night» if user attack with «Night Claws» from «Night Claw Pairs»
- User gain attack buff for 2 turns on «Night Claws» hit
- Sold from «Unstable Soul-gem **Vendor 10**»
- Night Mist should be selected

Triggered Skill: Fog of Night

Hit Type: Certain
Scope: User
Success: 100%
State Buff: Night Stealth

Arcanist Spell Soul-gem



Element Rate Vitality * 125%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	8	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	75

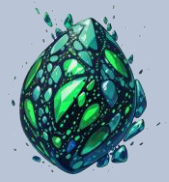
- Trigger «Mind Break» if user attack with «Arcane Slashes» from «Anti Mage Blade Pairs»
- Dealt damage drained as mana instead of reducing target health
- Luck and Agility of target are debuffed for 2 turns on «Mind Break» hit
- Sold from «Unstable Soul-gem **Vendor 10**»
- Arcanist should be selected

Triggered Skill: Mind Break

Damage Type: Arcane
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Success: 85%
State: Mana Burn +35%, Silence +25%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 3 - b.mdf * 2

Viper Bite Soul-gem



Element Rate Wind * 125%

Attack:	Defense:	M.Attack:	M.Defense:
3	5	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
6	0	50	0

- Trigger «Viper Strike» if user attack with «Earth Sword» from «Earth Lord Sword»
- Sold from «Unstable Soul-gem **Vendor 10**»
- Viper Bite should be selected

Skill Formula:
a.atk * 5 - b.def * 2

Triggered Skill: Viper Strike

Damage Type: Chaos
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Success: 90%
State: Poison +35%, Corrupted Poison +35%
Repeat: 1
Critical: Yes

Gladiator Soul-gem



Element Rate Ice * 125%

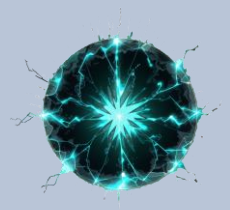
Attack:	Defense:	M.Attack:	M.Defense:
3	4	3	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
5	0	0	0

- Trigger «Blood and Sand» if user attack with «Burning Bleeding» from «Gladiator Burning Gladius Sword»
- Sold from «Unstable Soul-gem **Vendor 1**»
- Gladiator should be selected

Triggered Skill: Blood and Sand

Hit Type: Magical
Scope: All Enemies
Success: 90%
State: Bleed+35%, Blind +35%, Dull +35%

Electro Soul-gem



Element Rate	Earth * 125%

Attack:	Defense:	M.Attack:	M.Defense:
3	0	12	0

Agility:	Luck:	Max HP:	Max MP:
0	0	0	0

- Trigger «Shock Breath» if user attack with «Thunder Claw» from «Lightning Claw Pairs»

Skill Formula:
a.mat * 2 - b.mdf

- Sold from «Unstable Soul-gem **Vendor 1**»
- Electro should be selected

Triggered Skill: Shock Breath

Damage Type: Thunder
Hit Type: Magical
Scope: All Enemies
Variance: 30%
Success: 90%
State: Shock +25%
Repeat: 1
Critical: No

Fire Blade Soul-gem



Element Rate	Water * 125%

Attack:	Defense:	M.Attack:	M.Defense:
5	5	5	0

Agility:	Luck:	Max HP:	Max MP:
0	0	0	0

- Trigger «Reverse Igniting Slash» if user attack with «Blade Flame Slash» from «Fire Blade»
- If you have higher luck than enemies, they take extra damage from triggered skill
- Sold from «Unstable Soul-gem **Vendor 1**»
- Fire Blade should be selected

Skill Formula:
a.luk > b.luk * 1 ? (a.atk * 3 + a.mat * 1 - b.def * 2) : (a.atk * 3 - b.def * 2)

Triggered Skill: Reverse Igniting Slash

Damage Type: Fire
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Success: 90%
State: Ignite +50%, Fire Penetration +50%
Repeat: 1
Critical: Yes

Claw-Guard Soul-gem



Element Rate	Darkness * 125%

Attack:	Defense:	M.Attack:	M.Defense:
0	7	0	0

Agility:	Luck:	Max HP:	Max MP:
0	0	100	0

- Trigger «Guard» if user attack with «Blood Claw» from «Bloodseeker Claw Pairs»
- Sold from «Unstable Soul-gem **Vendor 1**»
- Claw Guard should be selected

Triggered Skill: Guard

Hit Type: Certain
Scope: User
Success: 100%
State Buff: Guard

Chopper Soul-gem



Element Rate	Fire * 125%

Attack:	Defense:	M.Attack:	M.Defense:
8	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	0	100	0

- Trigger «Stunning Smash» if user attack with «Chopping Time» from «Barbarian Battle Axe»

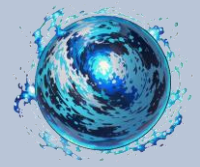
Skill Formula:
a.atk * 4 - b.def * 2

- Sold from «Unstable Soul-gem **Vendor 1**»
- Chopper should be selected

Triggered Skill: Stunning Smash

Damage Type: Vitality
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Success: 90%
State: Stun+40%,
Repeat: 1
Critical: Yes

Water Recovery Soul-gem



Element Rate	Sinister * 125%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	25	75	0

- Trigger «Water Recovery» if user attack with «Dense Water Strike» from «Dense-Water Great Club»
- User recovers 7% HP, 7% MP and 25 TP on casting «Water Recovery»
- Sold from «Unstable Soul-gem **Vendor 3**»
- Water Recovery should be selected

Triggered Skill: Water Recovery

Hit Type: Certain
Scope: User
Success: 100%
State Buff: Statues Ailment Block +30%,

Ice-Bite Soul-gem



Element Rate	Fire * 125%

Attack:	Defense:	M.Attack:	M.Defense:
5	0	5	0

Agility:	Luck:	Max HP:	Max MP:
7	0	0	0

- Trigger «Ice Bite Echo» if user attack with «Ice Bite» from «Frost Fang Blade»
- Agility is added to the damage of triggered skill

Skill Formula:
a.atk * 2 + a.agi * 1 - b.def * 2

- Sold from «Unstable Soul-gem **Vendor 3**»
- Ice Bite should be selected

Triggered Skill: Ice Bite Echo

Damage Type: Ice
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Success: 90%
MP Gain:+12 on hit
State: Ice Penetration +25%
Repeat: 1
Critical: Yes

Meteor-fall Soul-gem



Element Rate	Water * 250%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	18	0

Agility:	Luck:	Max HP:	Max MP:
0	0	0	0

- Trigger «Meteorfall» if user attack with «Flame Lance Nuke» from «Fire Nuker Spear»
- Some part of mana is added to the damage of triggered skill
- Sold from «Unstable Soul-gem **Vendor 3**»
- Meteorfall should be selected

Skill Formula:
a.mmp / 4 + a.mat * 3 - b.mdf * 3

Triggered Skill: Meteorfall

Damage Type: Fire
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Success: 80%
Repeat: 1
Critical: No

Sharp Water Soul-gem



Element Rate	Thunder * 125%

Attack:	Defense:	M.Attack:	M.Defense:
4	0	0	0

Agility:	Luck:	Max HP:	Max MP:
12	0	0	0

- Trigger «Water Cut» if user attack with «Lightning Slash» from «Lightning Katana»
- Sold from «Unstable Soul-gem **Vendor 3**»
- Sharp Water should be selected

Skill Formula:
a.atk * 3 - b.def * 2

Triggered Skill: Water Cut

Damage Type: Water
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Success: 90%
State: Sleep +12%, Unarmed +16%, Knockback +18%
Repeat: 2
Critical: Yes

Arcanist Barrier Soul-gem



Element Rate	Earth * 125%

Attack:	Defense:	M.Attack:	M.Defense:
0	10	0	12

Agility:	Luck:	Max HP:	Max MP:
0	0	0	0

- Trigger «Arcane Protection» if user attack with «Arcane Thrust» from «Arcane Duelist Rapier»
- User recovers 12% MP and 12 TP on casting «Water Recovery»
- Sold from «Unstable Soul-gem **Vendor 3**»
- Arcanist Barrier should be selected

Triggered Skill: Arcane Protection

Hit Type: Certain
Scope: User
Success: 100%
State Buff: Vengeance +100%, Arcanist Barrier +100%, Statues Ailment Block +25%

Aggression Soul-gem

Parameter	Attack * 160%
Parameter	Defense * 65%
Parameter	M.Defense * 65%
Parameter	Max HP * 65%

Attack:	Defense:	M.Attack:	M.Defense:
125	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	0	0	0



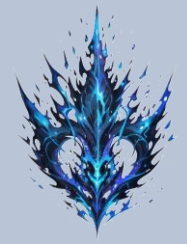
- Sold from «Unstable Soul-gem **Vendor 4**»
- Aggression should be selected

Madness Soul-gem

Parameter	M.Attack * 200%
Parameter	Defense * 40%
Parameter	M.Defense * 50%
Parameter	Max HP * 60%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	170	0

Agility:	Luck:	Max HP:	Max MP:
0	0	0	0



- Sold from «Unstable Soul-gem **Vendor 2**»
- Madness should be selected

Skill Soul-gem

Ex-Parameter	Evasion Rate + 20%
Ex-Parameter	HP Regeneration - 5%
Ex-Parameter	MP Regeneration - 5%
Ex-Parameter	TP Regeneration - 5%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
185	0	0	0



- Sold from «Unstable Soul-gem **Vendor 4**»
- Skillful should be selected

Fortune Soul-gem



Ex-Parameter	Magic Evasion + 20%
Ex-Parameter	HP Regeneration - 5%
Ex-Parameter	MP Regeneration - 5%
Ex-Parameter	TP Regeneration - 5%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	185	0	0

- Sold from «Unstable Soul-gem **Vendor 2**»
- Fortune should be selected

Turtle-shell Soul-gem



Parameter	Defense * 175%
Parameter	Attack * 70%
Parameter	M.Attack * 50%
Parameter	Agility * 50%
Parameter	Luck * 50%

Attack:	Defense:	M.Attack:	M.Defense:
0	125	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Sold from «Unstable Soul-gem **Vendor 4**»
- Turtle should be selected

Anti-magic Soul-gem



Parameter	M.Defense * 225%
Parameter	Attack * 50%
Parameter	M.Attack * 70%
Parameter	Agility * 50%
Parameter	Luck * 50%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	170
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Sold from «Unstable Soul-gem **Vendor 4**»
- Anti Magic should be selected

Might Soul-gem



Parameter	Max HP * 130%
Parameter	Max MP * 50%
Parameter	Attack * 50%
Parameter	M.Attack * 50%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	1750	0

- Sold from «Unstable Soul-gem **Vendor 4**»
- Might should be selected

Iron Will Soul-gem



Parameter	Max MP * 200%
Parameter	Max HP * 65%
Parameter	Attack * 50%
Parameter	M.Attack * 50%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	2000

- Sold from «Unstable Soul-gem **Vendor 2**»
- Iron Will should be selected

Charming Soul-gem



Element Rate	Light * 115%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	100	100

- **Special for Ursilla's minion Shoul**
- Trigger «Charming Wind» if Shoul attack with «Devil Stars»
- Ignore defense but not resistance
- Sold from «Unstable Soul-gem **Vendor 17**»
- Charming should be selected

Skill Formula:
a.mat * 1

Triggered Skill: Charming Wind

Damage Type: Wind
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Success: 88%
State: Charm +50%
Repeat: 1
Critical: No

Venomous Bone Soul-gem



Element Rate Fire * 115%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	0	100	100

- **Special for Ursilla's minion Skella**
- Trigger «Venomous Bone Shot» if Skella attack with «Skeleton Shot II»
- Sold from «Unstable Soul-gem **Vendor 17**»
- Poison Bone should be selected

Skill Formula:
a.atk * 4 - b.def * 2

Triggered Skill: Venomous Bone Shot

Damage Type: Chaos
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Success: 88%
State: Poison +60%, Corrupted Poison +60%
Repeat: 1
Critical: Yes

Life-leech Soul-gem



Element Rate Vitality * 115%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	0	100	100

- **Special for Ursilla's minion Zomboz**
- Trigger «Life Steal» if Zomboz attack with «Greater Slashes»
- All allies recover 10% HP, 10% MP and 10 TP on casting «Water Recovery»
- Sold from «Unstable Soul-gem **Vendor 17**»
- Life Leech should be selected

Triggered Skill: Life Steal

Hit Type: Certain
Scope: All Allies
Success: 100%

Cross Claw Soul-gem



Element Rate Wind * 115%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	0	100	100

- **Special for Siril's minion Radilight**
- Trigger «Smiting Claw» if Radilight attack with «Cross Light»
- Ignore defense and resistance, deal true damage
- Part of HP is added to the damage
- Sold from «Unstable Soul-gem **Vendor 12**»
- Cross Claw should be selected

Triggered Skill: Smiting Claw

Damage Type: Chaos
Hit Type: Certain
Scope: 1 Random Enemies
Variance: 20%
Success: 100%
State: Shock +50%, Ignite +25%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 6 + a.mhp / 5

Refunding Health Soul-gem



Element Rate Darkness * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	0	100	100

- **Special for Siril's, Ziel-zul's and Ursilla's «Deep Sleep» and «Manipulation» abilities**
- Trigger «Refunding Health» if «Deep Sleep» is casted
- Trigger «Refunding Health» if «Manipulation» is casted
- User recovers 17% HP on casting «Deep Sleep» or «Manipulation»
- Sold from «Unstable Soul-gem **Vendor 12, Vendor 16, Vendor 19**»
- Refunding Health should be selected

Triggered Skill: Refunding Health

Hit Type: Certain
Scope: User
Success: 100%

Slowness Soul-gem



Element Rate Sinister * 115%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	0	100	100

- **Special for Siril's, Ziel-zul's and Ursilla's «Deep Sleep» ability**
- Trigger «Hex: Slowness» if «Deep Sleep» is casted
- Attack of target is debuffed for 3 turns on «Hex: Slowness» hit
- Sold from «Unstable Soul-gem **Vendor 12, Vendor 16, Vendor 19**»
- Slowness should be selected

Triggered Skill: Hex: Slowness

Hit Type: Magical
Scope: All Enemies
Success: 90%
State: Reduced Dexterity +50%

Anti Precision Soul-gem



Element Rate Sinister * 115%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	0	100	100

- **Special for Siril's, Ziel-zul's and Ursilla's «Deep Sleep» ability**
- Trigger «Hex: Destroying Precision» if «Deep Sleep» is casted
- Defense and M.Defense of target are debuffed for 2 turns on «Hex: Destroying Precision» hit
- Sold from «Unstable Soul-gem **Vendor 12, Vendor 16, Vendor 19**»
- Anti Precision should be selected

Triggered Skill: Hex: Destroying Precision

Hit Type: Magical
Scope: All Enemies
Success: 90%
State: Reduced Accuracy +50%

Anti Reflexes Soul-gem



Element Rate	Vitality * 120%

Attack: 0 | Defense: 0 | M.Attack: 0 | M.Defense: 0
Agility: 0 | Luck: 0 | Max HP: 100 | Max MP: 100

- **Special for Siril's, Ziel-zul's and Ursilla's «Manipulation» abilities**
- Trigger «Hex: Anti Reflexes» if «Manipulation» is casted
- Agility and Luck of target are debuffed for 2 turns on «Hex: Anti Reflexes» hit
- Sold from «Unstable Soul-gem **Vendor 12, Vendor 16, Vendor 19**»
- Anti Reflex should be selected

Triggered Skill: Hex: Anti Reflexes

Hit Type: Magical
Scope: All Enemies
Success: 90%
State: Reduced Reflexes +50%
Repeat: 1
Critical: Yes

Cleric Soul-gem



Element Rate	Ice * 115%

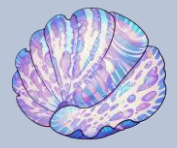
Attack: 0 | Defense: 6 | M.Attack: 0 | M.Defense: 13
Agility: 0 | Luck: 0 | Max HP: 0 | Max MP: 0

- **Special for Siril's class skill «Holy Heal»**
- Trigger «Weapon Soul Enhancement» if Siril heal with «Holy Heal»
- Attack, Agility and Luck of allies are buffed for 2 turns on «Weapon Soul Enhancement» hit
- Sold from «Unstable Soul-gem **Vendor 11**»
- Cleric should be selected

Triggered Skill: Weapon Soul Enhancement

Hit Type: Certain
Scope: All Allies
Success: 100%

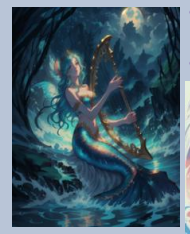
Bard Soul-gem



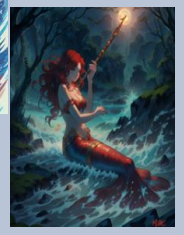
Element Rate	Chaos * 125%
Add Skill Type	Magic
Add Skill	Siren Spirit Call

Attack: 0 | Defense: 0 | M.Attack: 7 | M.Defense: 14
Agility: 0 | Luck: 0 | Max HP: 0 | Max MP: 0

- Call 3 Sirens into battlefield
- If any siren is killed, they curse the enemies, causing the siren to immediately cast a water spell on the enemies when she is resummoned
- Sirens heal an ally's max HP/6 when their turn comes, each siren also recovers that ally's 8% MP and 10 TP







- When Sirens have enough MP and TP, they also trigger their water curses on enemies
- Sold from «Unstable Soul-gem **Vendor 15**»
- Bard should be selected

Skill: Siren Spirit Call

Damage Type: Sound
Skill Type: Special
Hit Type: Certain
Scope: 3 Random Enemies
Variance: 20%
Cost: 350 MP
Success: 90%
Repeat: 1
Critical: No

Skill Formula (Serya):
a.mat * 2 - b.mdf * 1

Trigger Skill: Melody Curse

Damage Type: Water
Hit Type: Magical
Scope: 1 Random Enemies
Variance: 20%
Success: 85%
State: Sleep +20%
Repeat: 1
Critical: No

Triggered Skill Formula (Melody):
b.mhp / 8

Trigger Skill: Harmoy Curse

Damage Type: Water
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 20%
Success: 85%
State: Unarmed +20%, Knockback +20%
Repeat: 1
Critical: No

Trigger Skill: Homophony Curse

Damage Type: Water
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Success: 85%
State: Water Penetration +100%,
Repeat: 1
Critical: No

Triggered Skill Formula (Homophony):
b.mhp / 15

Triggered Skill Formula (Harmony):
b.mhp / 10

Cursed Soul-gem



Element Rate	Light * 125%
Add Skill Type	Technique
Add Skill	Cursed Protection

Attack: 0 | Defense: 0 | M.Attack: 16 | M.Defense: 0
Agility: 0 | Luck: 0 | Max HP: 0 | Max MP: 0

- Trigger «Doom Influence» if «Cursed Protection» is casted
- Sold from «Unstable Soul-gem **Vendor 18**»
- Curse should be selected

Skill: Cursed Protection

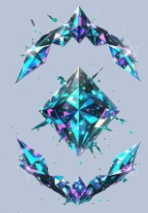
Hit Type: Certain
Skill Type: Special
Scope: User
Cost: 100 MP, 50 TP
Success: 100%
State Buff: Guard +100%, Adrenalin +100%

Triggered Skill: Doom Influence

Damage Type: Sinister
Hit Type: Magical
Scope: All Allies/ All Enemies
Variance: 20%
Success: 80%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.mat * 8 - b.mdf * 3

Elemental Soul-gem



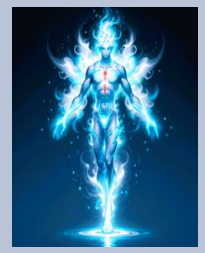
Element Rate	Sinister * 135%
Add Skill Type	Magic
Add Skill	Summon Elemental

Attack: 0 | Defense: 0 | M.Attack: 8 | M.Defense: 12
Agility: 0 | Luck: 0 | Max HP: 0 | Max MP: 0

- «Summon Elemental» recovers caster's 8% MP
- Call an elemental spirit into battlefield
- The spirit cast «Elemental Vortex» and «Elemental Grand Vortex»
- Each cast of «Elemental Vortex» grants 10 MP and 10 TP to the spirit but also deal 25 damage to him.
- The spirit trigger «Elemental Grand Vortex» if he has enough MP and TP. This skill is free version of «Elemental Vortex» but hits all enemies.
- Casting «Summon Elemental» removes 10% of caster's HP
- Sold from «Unstable Soul-gem **Vendor 13**»
- Elements should be selected

Skill: Summon Elemental

Hit Type: Certain
Skill Type: Special
Scope: User
Cost: 10% HP
Success: 100%
TP Gain: 15 on hit



Skill: Elemental Vortex

Damage Type: Elemental
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Success: 90%
TP Gain: 10 on hit
MP Gain: 10 on hit
State: Elemental Debilation +25%
Repeat: 1
Critical: No

Skill Formula (Iony):
b.mhp / 10

Mana Power Soul-gem



Element Rate	Elemental * 150%
Add Skill Type	Magic
Add Skill	Mana Thunder

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	300

- All Mana is added to the damage
- Sold from «Unstable Soul-gem **Vendor 13**»
- Mana Power should be selected

Skill Formula:
a.mmp * 1 + a.mat * 3 - b.mdf * 3

Skill: Mana Thunder
Damage Type: Lightning
Skill Type: Magical
Hit Type: Certain
Scope: All Enemies
Variance: 30%
Cost: 250 MP, 60 TP,
Success: 80%
State: Stun +25%, Shock +30%
Repeat: 1
Critical: No

Magic-aura Soul-gem

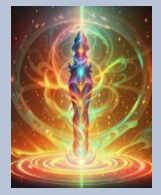


Element Rate	Elemental * 150%
Add Skill Type	Magic
Add Skill	Summon Maura

Attack:	Defense:	M.Attack:	M.Defense:
0	0	6	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
8	8	0	0

- Casting «Summon Maura» calls a magic spirit. This skill also cost 10% of caster HP
- Maura spirit can remove all crowd control states from all allies when it reach specific MP and TP. This spirit also recover 10% MP and 10 TP of all targets
- Sold from «Unstable Soul-gem **Vendor 13**»
- Magic Aura should be selected

Skill: Summon Maura
Hit Type: Certain
Skill Type: Special
Scope: User
Cost: 300 MP, 10% HP
Success: 100%



Regaining Soul-gem



Element Rate	Earth * 110%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
8	8	0	0

- **Special for Majara's, Mermi's and Jacko Van's «Haste» ability**
- Trigger «Refunding Health» if «Haste» is casted
- User recovers 17% HP on casting «Haste»
- Sold from «Unstable Soul-gem **Vendor 6**»
- Regaining should be selected

Triggered Skill: Refunding Health
Hit Type: Certain
Scope: User
Success: 100%

Balance Breaker Soul-gem



Element Rate	Darkness * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
8	8	0	0

- **Special for Majara's, Mermi's and Jacko Van's «Haste» ability**
- Trigger «Stun Shot » if «Haste» is casted
- Sold from «Unstable Soul-gem **Vendor 6**»
- Balance Breaker should be selected

Skill Formula:
a.atk * 6 - b.def * 3

Triggered Skill: Stun Shot
Damage Type: Vitality
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Success: 90%
State: Stun +50%,
Repeat: 1
Critical: Yes

Wind-shot Soul-gem



Element Rate	Sinister * 110%

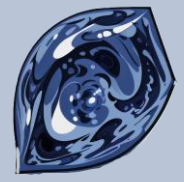
Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
8	8	0	0

- **Special for Majara's, Mermi's and Jacko Van's «Haste» ability**
- Trigger «Wins Shot » if «Haste» is casted
- Agility and Luck is added to the triggered skill damage
- Sold from «Unstable Soul-gem **Vendor 6**»
- Wind Shot should be selected

Triggered Skill: Wind Shot
Damage Type: Wind
Hit Type: Physical
Scope: 1 Random Enemies
Variance: 20%
Success: 90%
Repeat: 4
Critical: Yes

Skill Formula:
a.agi * 2 + a.luk * 2 - b.def * 6

Invisability Soul-gem



Element Rate	Sound * 200%
Element Rate	Elemental * 200%
Element Rate	Vitality * 200%

Attack:	Defense:	M.Attack:	M.Defense:
8	0	14	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	10	0	0

- **Special for Majara's, Mermi's and Jacko Van's «Haste» ability**
- Trigger «Stealth» if «Haste» is casted
- Agility of «Stealth» user is buffed for 3 turns
- Sold from «Unstable Soul-gem **Vendor 6**»
- Invisability should be selected

Triggered Skill: Stealth
Hit Type: Certain
Scope: User
Success: 100%

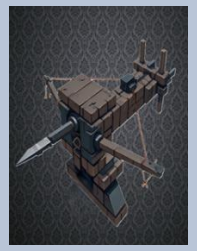
Ballista Soul-gem



Element Rate	Sound * 200%
Element Rate	Elemental * 200%
Element Rate	Vitality * 200%

Attack:	Defense:	M.Attack:	M.Defense:
8	0	14	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	10	0	0

- **Special for Majara's, Mermi's and Jacko Van's «Haste» ability**
- A ballista is summoned if «Haste» is casted
- The ballista has «Ballista Shot» ability
- If the ballista has no enough MP and TP, it can't attack



Skill: Ballista Shot

Damage Type: Vitality
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 50 MP, 10 TP

Success: 85%
Success: -150
State: Knockback +50%, Corrupted Bleed +50%, Stun +25%
Repeat: 1
Critical: Yes

Skill Formula:
b.mhp / 2 - b.def * 2

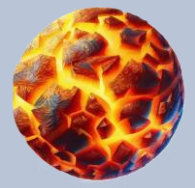
- Sold from «Unstable Soul-gem **Vendor 6**»
- Ballista should be selected

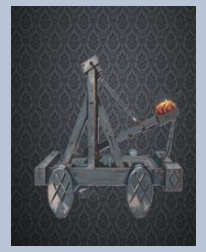
Catapult Soul-gem

Element Rate	Sound * 200%
Element Rate	Elemental * 200%
Element Rate	Vitality * 200%

Attack:	Defense:	M.Attack:	M.Defense:
8	0	14	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	10	0	0

- **Special for Majara's, Mermi's and Jacko Van's «Haste» ability**
- A catapult is summoned if «Haste» is casted
- The catapult has «Catapult Shots» ability
- If the catapult has no enough MP and TP, it can't attack





Skill: Catapult Shots

Damage Type: Fire
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 50 MP, 10 TP

Success: 85%
Success: -250
State: Mechanism Ignite +100%
Repeat: 1
Critical: No

Skill Formula:
b.mhp / 3 - b.mdf * 2

- Sold from «Unstable Soul-gem **Vendor 6**»
- Catapult should be selected

Resolute Laser Soul-gem



Element Rate	Arcane * 110%
Element Rate	Light * 110%
Add Skill Type	Technique
Add Skill	Resolute Laser Slash

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	400	0

- Grants «Resolute Laser Slash» skill
- «Resolute Laser Slash» always hits enemies
- Ignore resistance and defenses
- When «Resolute Laser Slash» is used, user also lose 20% oh HP
- Sold from «Unstable Soul-gem **Vendor 7**»
- Resolute Laser should be selected

Skill: Resolute Laser Slash

Damage Type: True
Skill Type: Special
Hit Type: Certain
Scope: 1 Random Enemies
Variance: 0%
Cost: 20% HP

Success: 100%
Speed: +50
State: Degeneration +60%, Mind Corruption +60%
Repeat: 1
Critical: No

Skill Formula:
a.mhp / 4

Shock-Fire Laser Soul-gem



Element Rate	Arcane * 125%
Element Rate	Light * 120%
Add Skill Type	Magic
Add Skill	Shock-Fire Laser Beam

Attack:	Defense:	M.Attack:	M.Defense:
0	8	0	15
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Grants «Shock-Fire Laser Beam» skill
- «Shock-Fire Laser Beam» always hits enemies
- Ignore defenses but not resistance
- Deal damage equal of target max MP
  Remove 50% MP of target on hit
- Sold from «Unstable Soul-gem **Vendor 7**»
- Shock-Fire Laser should be selected

Skill: Shock-Fire Laser Beam

Damage Type: Thunder
Skill Type: Special
Hit Type: Certain
Scope: 1 Enemy
Variance: 30%
Cost: 300 MP

Success: 100%
Speed: +50
State: Shock +35%, Ignite +35%
Repeat: 1
Critical: No

Skill Formula:
b.mmp

Adrenaline Soul-gem



Element Rate	Vitality * 120%
Add Skill Type	Special
Add Skill	Adrenaline Energy

Attack:	Defense:	M.Attack:	M.Defense:
0	8	0	15
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

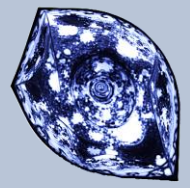
- Grants «Adrenaline Energy» skill
- Sold from «Unstable Soul-gem **Vendor 7**»
- Adrenaline should be selected

Skill: Adrenaline Energy

Hit Type: Certain
Skill Type: Special
Scope: User
Cost: 35 TP

Success: 100%
Speed: 0
State Buff: Adrenalin +100%, Laser Block +100%

Smoke Soul-gem



Element Rate	Arcane * 125%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
12	22	0	0

- Trigger «Stealth» if «Gas Bomb» is fired
- Agility of «Stealth» user is buffed for 3 turns
- Sold from «Unstable Soul-gem **Vendor 8**»
- Smoke should be selected

Triggered Skill: Stealth

Hit Type: Certain **Success:** 100%
Scope: User

First-aid Soul-gem



Element Rate	Sinister * 125%

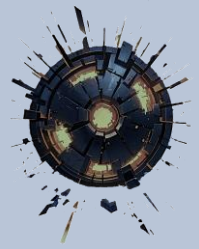
Attack:	Defense:	M.Attack:	M.Defense:
7	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	150	0

- Trigger «First-aid Kit Extra» if «First-aid Kit» is used
- Sold from «Unstable Soul-gem **Vendor 8**»
- First-aid should be selected

Triggered Skill: First-aid Kit Extra

Hit Type: Certain **Success:** 100%
Scope: All Allies **Removed States (50%):** Blind, Corrupted Bleed, Silence, Corrupted Poison, Black Ignite, Degeneration, Mind Corruption, Debiliating

Shrapnel Soul-gem



Element Rate	Sinister * 135%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	14
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	100

- Trigger «Hex: Lessen Reflexes» if «Shrapnel Bomb» is fired
- Sold from «Unstable Soul-gem **Vendor 8**»
- Shrapnel should be selected

Triggered Skill: Hex: Lessen Reflexes

Hit Type: Magical **Success:** 90%
Scope: All Enemies **State:** Reduced Reflexes +50%,

Molotov Soul-gem



Element Rate	Light * 150%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	30
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Trigger «Black Molotov» if «Molotov» is fired
- Sold from «Unstable Soul-gem **Vendor 8**»
- Molotov should be selected

Triggered Skill: Black Molotov

Skill Formula:
a.mat * 2 - b.mdf * 1

Damage Type: Darkness **Success:** 50%
Hit Type: Magical **State:** Black Ignite +100%,
Scope: All Enemies **Critical:** No
Variance: 20%

Grenade Soul-gem



Element Rate	Wind * 115%

Attack:	Defense:	M.Attack:	M.Defense:
8	0	15	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Trigger «Shock Bomb» if «HE Grenade» is fired
- Sold from «Unstable Soul-gem **Vendor 8**»
- Grenade should be selected

Triggered Skill: Shock Bomb

Skill Formula:
a.mat * 1 - b.mdf * 1

Damage Type: Thunder **Success:** 75%
Hit Type: Magical **State:** Shock +60%,
Scope: 2 Random Enemies
Variance: 30%

Pistol Soul-gem



Element Rate	Wind * 120%
Element Rate	Earth * 115%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
30	0	0	0

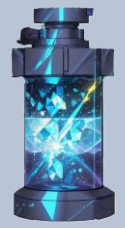
- Trigger «Repeated Shots» if «Eagle Shot» is used
- Agility is added to the damage of triggered skill
- Sold from «Unstable Soul-gem **Vendor 5**»
- Pistol should be selected

Triggered Skill: Hex: Repeated Shots

Damage Type: Vitality **Success:** 82%
Hit Type: Physical **TP Gain:** +5 on hit
Scope: 1 Random Enemies **Repeat:** 2
Variance: 20% **Critical:** Yes

Skill Formula:
a.agi + a.atk * 3 - b.def * 3

Flash Soul-gem



Element Rate	Water * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	5	12	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
7	0	0	0

- Trigger «Hex: Destroying Precision» if «Flash Bomb» is fired
- Trigger «Hex: Destroying Precision» if «Deep Sleep» is casted
- Defense and M.Defense of target are debuffed for 2 turns on «Hex: Destroying Precision» hit
- Sold from «Unstable Soul-gem **Vendor 5**»
- Flash should be selected

Triggered Skill: Hex: Destroying Precision

Hit Type: Magical
Scope: All Enemies
Success: 90%
State: Reduced Accuracy +50%

Sonic Soul-gem



Element Rate	Water * 120%
Element Rate	Chaos * 115%

Attack:	Defense:	M.Attack:	M.Defense:
0	6	8	10
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Trigger «Hex: Lessen Speed» if «Sonic Bomb» is fired
- Sold from «Unstable Soul-gem **Vendor 5**»
- Sonic should be selected

Triggered Skill: Hex: Lessen Speed

Hit Type: Magical
Scope: All Enemies
Success: 90%
State: Reduced Dexterity +50%,

Shock-blast Soul-gem



Element Rate	Fire * 125%
Element Rate	Vitality * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	25	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Trigger «Shock Breath» if «Shock Bomb» is fired
- Sold from «Unstable Soul-gem **Vendor 5**»
- Shockblast should be selected

Skill Formula:
a.mat * 2 - b.mdf

Triggered Skill: Shock Breath

Damage Type: Thunder
Hit Type: Magical
Scope: All Enemies
Variance: 30%
Success: 90%
State: Shock +25%
Repeat: 1
Critical: No

Arcane-techno Soul-gem

Element Rate	Vitality * 120%

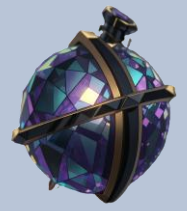
Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	400

- Trigger «Arcane-Echo Bomb» if «Arcane Bomb» is fired
- Ignore defense of targets but not resistances
- Unlike main skill triggerer skill deal HP damage
- Sold from «Unstable Soul-gem **Vendor 5**»
- Arcane-tech should be selected

Skill Formula:
a.mat * 1

Triggered Skill: Black Molotov

Damage Type: Arcane
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Success: 90%
TP Gain: 5 on hit
MP Gain: 20 on hit
Critical: No



Magic Barrier Soul-gem

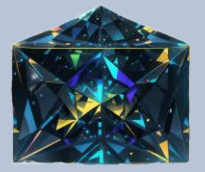
Element Rate	Thunder * 130%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	13	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	200

- Trigger «Magic Barrier Kit Extra» if «Magic Barrier Kit » is used
- Grants Agility, Luck, Attack, M.Attack buffes to user for 3 turns but removes 10% HP in return.
- Sold from «Unstable Soul-gem **Vendor 9**»
- Magic-Barrier should be selected

Triggered Skill: Magic Barrier Kit Extra

Hit Type: Certain
Scope: User
Cost: 10% HP
Success: 100%



Elemental Nova Soul-gem

Element Rate	Vitality * 125%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	13	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	150	0

- Trigger «Lesser Elemental Nova» if «Meditate» is casted
- Ignore defense of targets but not resistances
- Part of mana is added to the triggered skill damage
- Sold from «Unstable Soul-gem **Vendor 9, Vendor 11, Vendor 14, Vendor 15, Vendor 17 , Vendor 18**»
- Elemental Nova should be selected

Triggered Skill: Lesser Elemental Nova

Damage Type: Elemental
Hit Type: Magical
Scope: 2 Random Enemies
Variance: 20%
Success: 65%
TP Gain: +12 on hit
Repeat: 1
Critical: No

Skill Formula:
a.mmp / 6



Royal Buffer Soul-gem



Element Rate	Wind * 125%

Attack:	Defense:	M.Attack:	M.Defense:
0	7	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	100	0

- Trigger «Self Buff» if «Curing All» is casted
- M.Attack and Defense is buffed for 3 turn if «Self Buff» is triggered
- Sold from «Unstable Soul-gem **Vendor 9, Vendor 11, Vendor 13, Vendor 15, Vendor 17 , Vendor 18**»
- Elemental Nova should be selected

Triggered Skill: Self Buff

Hit Type: Certain **Success:** 100%
Scope: User

Second Ice Soul-gem



Element Rate	Fire * 135%

Attack:	Defense:	M.Attack:	M.Defense:
13	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	0	0	0

- Trigger «Frost Blade Echo» if «Frost Blade» is used
- Ignore defense of targets but not resistances
- Sold from «Unstable Soul-gem **Vendor 7, Vendor 9, Vendor 14, Vendor 18**»
- Second-Ice should be selected

Triggered Skill: Frost Blade Echo

Damage Type: Ice **Success:** 100%
Hit Type: Certain **TP Gain:** 15 on hit
Scope: 1 Random Enemy **State:** Ice Penetration +25%
Variance: 20% **Critical:** Yes

Skill Formula:
a.atk * 3

Fear Soul-gem



Element Rate	Light * 135%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	20	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	100

- Trigger «Fear Magic» if «Shade Magic» is casted
- Sold from «Unstable Soul-gem **Vendor 11, Vendor 14, Vendor 15 , Vendor 18**»
- Fear should be selected

Skill Formula:
a.mat * 2 - b.mdf

Triggered Skill: Fear Magic

Damage Type: Sinister **Success:** 90%
Hit Type: Magical **State:** Fear +100%
Scope: 1 Random Enemy **Repeat:** 1
Variance: 20% **Critical:** No

Conversion Whip Soul-gem



Element Rate	Darkness * 135%

Attack:	Defense:	M.Attack:	M.Defense:
11	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	200	0

- Trigger «Charming Cuts» if «Aerial Cuts» is used
- HP is added to the damage of triggered skill
- Sold from «Unstable Soul-gem **Vendor 9, Vendor 11, Vendor 14, Vendor 15**»
- Conversion Whip should be selected

Triggered Skill: Charming Cuts

Damage Type: Wind **Success:** 88%
Hit Type: Physical **State:** Knockback +12%, Charm +30%
Scope: 1 Random Enemy **Critical:** Yes
Variance: 20%

Soporific Soul-gem



Element Rate	Light * 125%
Element Rate	Earth * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	20	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	200	0

- Trigger «Incubus» if «Venomous Pollen » is casted
- Sold from «Unstable Soul-gem **Vendor 11, Vendor 15 , Vendor 18**»
- Fainting should be selected

Skill Formula:
a.mat * 1 - b.mdf * 1

Triggered Skill: Incubus

Damage Type: Sinister **Success:** 75%
Hit Type: Magical **MP Gain:** +30 on hit
Scope: All Enemies **State:** Sleep +35%
Variance: 20% **Critical:** No

Ice Mage Soul-gem



Element Rate	Fire * 115%
Add Skill Type	Special
Add Skill	Indestructible Freeze

Attack:	Defense:	M.Attack:	M.Defense:
0	0	12	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	24	0	100

- Grants «Indestructible Freeze» skill
- «Indestructible Freeze» deal MP damage instead of HP
- Ignore defense but not resist
- Frozen state on enemies from this skill can't break by damage
- Casting «Indestructible Freeze» also removes 25% of caster's HP
- Dealt damage is drained as MP
- Sold from «Unstable Soul-gem **Vendor 13**»
- Indestructible Freeze should be selected

Triggered Skill: Indestructible Freeze

Skill Type: Special **Success:** 85%
Damage Type: Ice **Repeat:** 1
Hit Type: Magical **Critical:** No
Scope: All Enemies
Variance: 20%
Cost: 250 MP, 25 TP, 25% HP

Skill Formula:
a.mat



Magic-trick Soul-gem

Element Rate	Vitality * 120%
Element Rate	Fire * 120%
Element Rate	Ice * 120%
Element Rate	Thunder * 120%
Element Rate	Water * 120%
Element Rate	Earth * 120%
Element Rate	Wind * 120%
Element Rate	Light * 120%
Element Rate	Darkness * 120%
Element Rate	Chaos * 120%
Element Rate	Sinister * 120%
Element Rate	Arcane * 120%
Element Rate	Elemental * 120%
Element Rate	Sound * 120%
Parameter	Defense * 90%
Parameter	M.Defense * 90%
Action Times +	40%

Attack:	Defense:	M.Attack:	M.Defense:
60	0	85	0

Agility:	Luck:	Max HP:	Max MP:
0	0	0	250

- Sold from «Unstable Soul-gem **Vendor 7, Vendor 9, Vendor 14**»
- Magic-Trick should be selected

VENDOR





Garment Clothes I



Ex-Parameter	Magic Evasion + 20%
Ex-Parameter	MP Regeneration + 6%
State Resist	Black Ignite
State Resist	Shock
State Resist	Charm
Element Rate	Sound * 75%
Element Rate	Elemental * 50%

Attack:	Defense:	M.Attack:	M.Defense:
0	2	25	35
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	5	100	250

Garment Clothes II



Ex-Parameter	Magic Evasion + 20%
Ex-Parameter	MP Regeneration + 6%
State Resist	Ignite
State Resist	Dull
State Resist	Charm
Element Rate	Sound * 75%
Element Rate	Elemental * 50%

Attack:	Defense:	M.Attack:	M.Defense:
0	2	35	25
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	5	250	100

Leather Protector I



Ex-Parameter	Magic Evasion + 15%
Ex-Parameter	Evasion Rate + 20%
State Resist	Poison
State Resist	Knockback

Attack:	Defense:	M.Attack:	M.Defense:
8	3	5	5
Agility:	**Luck:**	**Max HP:**	**Max MP:**
20	10	50	50

Leather Protector II



Ex-Parameter	Magic Evasion + 10%
Ex-Parameter	Evasion Rate + 25%
State Resist	Freeze
State Resist	Sleep

Attack:	Defense:	M.Attack:	M.Defense:
10	0	8	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	15	50	50

Light Armor I



Ex-Parameter	Magic Evasion + 5%
Ex-Parameter	Evasion Rate + 15%
State Resist	Blind
State Resist	Dull
State Resist	Debiliating

Attack:	Defense:	M.Attack:	M.Defense:
2	10	2	15
Agility:	**Luck:**	**Max HP:**	**Max MP:**
5	0	150	50

Light Armor II



Ex-Parameter	Magic Evasion + 10%
Ex-Parameter	Evasion Rate + 10%
State Resist	Unarmed
State Resist	Silence
State Resist	Blind

Attack:	Defense:	M.Attack:	M.Defense:
8	20	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
12	5	0	50

Heavy Armor I



Parameter	Max HP * 130%
Parameter	Defense * 115%
Parameter	M.Defense * 115%
State Resist	Bleed
State Resist	Stun
Attack Speed	-50

Attack:	Defense:	M.Attack:	M.Defense:
0	22	0	30
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	250	0

Heavy Armor II



Parameter	Max HP * 125%
Parameter	Defense * 120%
Parameter	M.Defense * 120%
State Resist	Confusion
State Resist	Stun
Attack Speed	-50

Attack:	Defense:	M.Attack:	M.Defense:
0	30	0	22
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	250	0

Arcanist Vestment I



Parameter	Max MP * 150%
State Rate	Charm * 40%
State Rate	Confusion * 40%
State Rate	Debiliating * 40%
Ex-Parameter	MP Regeneration + 3%
Element Rate	Arcane * 75%
Element Rate	Sound * 50%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	600

Arcanist Vestment II



Parameter	Max HP * 140%
State Rate	Sleep * 40%
State Rate	Silence * 40%
State Rate	Unarmed * 40%
Ex-Parameter	HP Regeneration + 4%
Element Rate	Arcane * 75%
Element Rate	Sound * 50%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	500	0

Mage Robe I



Parameter	M.Attack * 115%
Element Rate	Fire * 80%
Element Rate	Earth * 80%
Element Rate	Ice * 80%
Element Rate	Elemental * 50%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	50	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
20	0	0	100

Mage Robe II



Parameter	M.Attack * 115%
Element Rate	Thunder * 80%
Element Rate	Wind * 80%
Element Rate	Water * 80%
Element Rate	Elemental * 50%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	50	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	20	0	100

Thornmail I



Ex-Parameter	Counter Attack + 15%
Ex-Parameter	TP Regeneration + 12%
Attack State	Bleed + 36%

Attack:	Defense:	M.Attack:	M.Defense:
5	5	0	5

Agility:	Luck:	Max HP:	Max MP:
0	0	250	0

Thornmail II



Ex-Parameter	Magic Reflection + 15%
Ex-Parameter	TP Regeneration + 8%
Attack State	Corrupted Bleed + 36%

Attack:	Defense:	M.Attack:	M.Defense:
0	3	8	20

Agility:	Luck:	Max HP:	Max MP:
0	0	0	250

Plasma Armor I

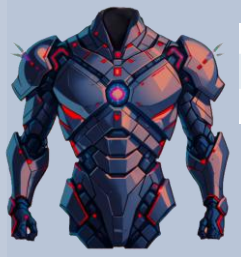


Parameter	M.Attack * 123%
Element Rate	Darkness * 80%
Element Rate	Sinister * 80%
Element Rate	Chaos * 80%

Attack:	Defense:	M.Attack:	M.Defense:
0	10	30	18

Agility:	Luck:	Max HP:	Max MP:
0	0	0	100

Plasma Armor II

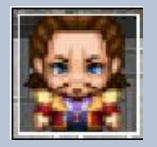


Parameter	M.Attack * 112%
Element Rate	Vitality * 65%
Element Rate	Light * 65%

Attack:	Defense:	M.Attack:	M.Defense:
0	10	25	18

Agility:	Luck:	Max HP:	Max MP:
0	0	250	50

VENDOR



Raya Magician Tunic



Ex-Parameter	MP Regeneration + 25%
Ex-Parameter	TP Regeneration + 25%
Element Rate	Vitality * 200%
Element Rate	Earth * 200%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	2000

- Can only be obtained from Zarmony's quest in Rayo Luco Academy

Raya Magician Tunic



Parameter	Max HP * 200%
Element Rate	Chaos * 200%
Element Rate	Darkness * 200%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	1300	0

- Can only be obtained from Zarmony's quest in Rayo Luco Academy



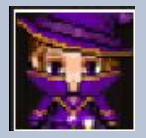
Raya Magician Tunic

Ex-Parameter	Critical Rate + 22%
Ex-Parameter	Hit Rate + 32%
Element Rate	Sound * 150%
Element Rate	Arcane * 150%
Element Rate	Elemental * 150%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
120	0	0	0

- Can only be obtained from Zarmony's quest in Rayo Luco Academy

QUEST VENDOR



Hooded Mask



Ex-Parameter	Critical Rate + 8%

Attack:	Defense:	M.Attack:	M.Defense:
12	0	7	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

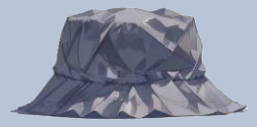
Mage Cap



Ex-Parameter	MP Regeneration + 4%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	14	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	100

Silken Bucket Hat



Ex-Parameter	TP Regeneration + 16%

Attack:	Defense:	M.Attack:	M.Defense:
0	3	0	8
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

Veiled Turban



Ex-Parameter	Hit Rate + 21%

Attack:	Defense:	M.Attack:	M.Defense:
5	0	10	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
5	0	50	0

Leather Hood



Ex-Parameter	Evasion Rate + 7%
Ex-Parameter	Magic Evasion + 7%

Attack:	Defense:	M.Attack:	M.Defense:
2	1	2	1
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	0	20	40

Gladiator Bascinet



Parameter	Max HP * 115%

Attack:	Defense:	M.Attack:	M.Defense:
0	7	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	125	0

Golden Knight Helmet

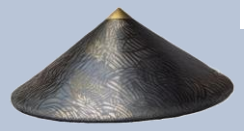


Parameter	Defense * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	8	0	10

Agility:	Luck:	Max HP:	Max MP:
0	0	100	0

Thief Conical Hat



Parameter	Agility * 130%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
23	0	0	0

Plasma Mask



Parameter	M.Defense * 140%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	7	15

Agility:	Luck:	Max HP:	Max MP:
0	0	0	0

Gambler Circlet



Parameter	Luck * 130%

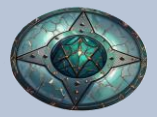
Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	23	0	0

VENDOR



Small Buckler



Ex-Parameter	Evasion Rate + 12%
Ex-Parameter	Magic Evasion + 7%
Attack Speed	100

Attack:	Defense:	M.Attack:	M.Defense:
0	8	0	3
Agility:	**Luck:**	**Max HP:**	**Max MP:**
32	0	30	30

Round Gaint Buckler



Ex-Parameter	Evasion Rate + 5%
Parameter	Attack * 120%
Ex-Parameter	Hit Rate + 15%

Attack:	Defense:	M.Attack:	M.Defense:
0	10	0	10
Agility:	**Luck:**	**Max HP:**	**Max MP:**
5	0	30	0

Spiked Buckler



Ex-Parameter	Evasion Rate + 5%
Ex-Parameter	Counter Attack + 16%
Ex-Parameter	Hit Rate + 20%

Attack:	Defense:	M.Attack:	M.Defense:
3	5	3	5
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	75	50

Dark Glacial Triangular Shield



Ex-Parameter	Hit Rate + 20%

Attack:	Defense:	M.Attack:	M.Defense:
0	21	0	25
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	200	50

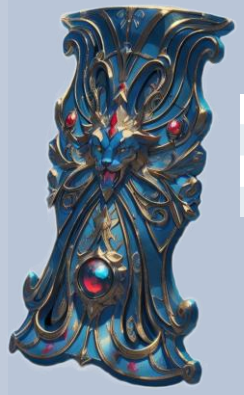
Tower Shield



Attack Speed	-55

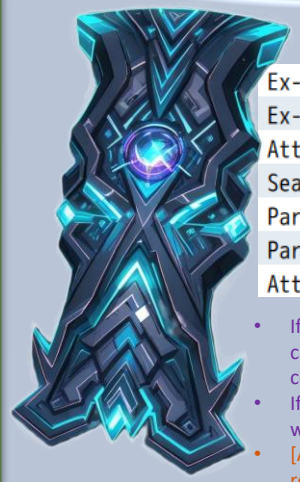
Attack:	Defense:	M.Attack:	M.Defense:
0	33	0	38
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	400	0

Blue Tiger Great Shield



Attack State	Bleed + 8%
Ex-Parameter	HP Regeneration + 5%
Element Rate	Vitality * 65%
Attack Speed	-70

Attack:	Defense:	M.Attack:	M.Defense:
0	40	0	40
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0



Shock-Bladed Great Shield

Ex-Parameter	Evasion Rate + 15%
Ex-Parameter	Hit Rate + 25%
Attack Speed	-100
Seal Equip	Weapon
Parameter	Attack * 120%
Parameter	Luck * 120%
Attack Skill	Shock Slam

Attack:	Defense:	M.Attack:	M.Defense:
7	7	25	29
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	25	60	60

- If this shield is equipped, primary weapon cannot be equipped, since this shield is count as main weapon.
- If you have higher luck than enemy, they will take extra damage
- [At least 2 times more luck than target is required, if this condition is provided, Mag. Attack is also affect damage]

Skill: Shock Slam

Skill Type: Magic
Damage Type: Thunder
Hit Type: Magical
Scope: 2 Random Enemy
Variance: 30%
Success: 75%
Speed: -200
TP Gain: 25 on hit
State: Shock +33%
Critical: No

- Special for only Yasha, Sr.Gregot, Axeros and Mily

Skill Formula:
a.luk > b.luk * 2 ? (a.mdf * 3 + a.atk * 5 + a.mat - b.mdf * 1) : (a.mdf * 2 - b.mdf)

Face-breaker Protector Gaunlets



Attack State	Stun + 18%
Ex-Parameter	Hit Rate + 36%
Attack Speed	75
Seal Equip	Weapon
Attack State	Bleed + 20%
Seal Equip	Shield
Attack Times +	1
Element Rate	Earth * 75%
Attack Skill	Gaunlet Strike

Attack:	Defense:	M.Attack:	M.Defense:
10	18	10	22
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	10	100	100

- If this shield is equipped, primary weapon cannot be equipped, since this shield is count as main weapon.

Skill: Gaunlet Strike

Skill Type: Technique
Damage Type: Thunder
Hit Type: Physical
Scope: 2 Random Enemy
Variance: 20%
Success: 90%
Speed: +120
TP Gain: +20 on hit
MP Gain: +20 on hit
State: Stun +15%
Critical: Yes

Skill Formula:
a.def * 3 - b.def - b.mdf

- Special for only Yasha, Sr.Gregot, Axeros and Mily



Magic Infused Shield

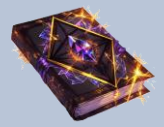
Attack State	Anti Reflection + 33%
Ex-Parameter	Magic Reflection + 22%
Element Rate	Arcane * 50%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	50
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	20	0	150

VENDOR



Mana Spell-book



Ex-Parameter	Magic Reflection + 18%
Ex-Parameter	Magic Evasion + 20%
Ex-Parameter	MP Regeneration + 3%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	28	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	100	300

- Special for only Siril, Ziel-zul, Ursilla, Broscov, Juljeta and Ayuna

Magic Defense Spell-book

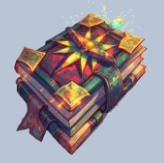


Parameter	M.Defense * 125%
Attack State	Silence + 15%
Attack State	Mana Burn + 10%
Attack State	Mind Corruption + 10%

Attack:	Defense:	M.Attack:	M.Defense:
4	0	7	44
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	100	100

- Special for only Siril, Ziel-zul, Ursilla, Broscov, Juljeta and Ayuna

Lucky Spell-book

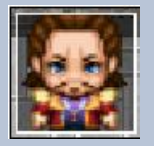


Ex-Parameter	Critical Rate + 8%
Parameter	Luck * 125%
Ex-Parameter	Critical Evasion + 50%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	10	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	40	0	0

- Special for only Siril, Ziel-zul, Ursilla, Broscov, Juljeta and Ayuna

VENDOR





Fire Torch

Attack State	Ignite + 20%
Action Times +	14%

Attack:	Defense:	M.Attack:	M.Defense:
8	0	8	8
Agility:	**Luck:**	**Max HP:**	**Max MP:**
8	8	0	0



Black Flame Torch

Attack State	Black Ignite + 14%
Action Times +	14%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	16	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	200



Holy-light Torch

Attack State	Shock + 20%
Action Times +	14%

Attack:	Defense:	M.Attack:	M.Defense:
0	8	0	12
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	250	0

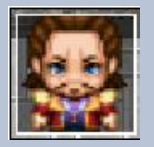


Elemental Torch

Element Rate	Light * 80%
Element Rate	Arcane * 80%
Element Rate	Elemental * 80%
Action Times +	14%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	50	0	100

VENDOR



Lucky Technique Glaive



Ex-Parameter	Hit Rate + 10%

Attack:	Defense:	M.Attack:	M.Defense:
14	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	10	60	0

- Special for only Sr.Gregot and Axeros
- Trigger «Technique Lucky Strike» on «Guard» stance at 100 TP
- If you have higher luck than enemy, they will take extra damage from triggered skill
- [At least 3 times more luck than target is required, if this condition is provided, luck is also affect damage]

Triggered Skill: Technique: Lucky Strike

Damage Type: Vitality
Hit Type: Physical
Scope: All Enemies
Variance: 20%

Success: 84%
Critical: Yes

Skill Formula:
a.luk > b.luk * 3 ? (a.atk * 2 + a.luk * 2) : (a.atk * 2 - b.def)

Fire Technique Great Blade



Ex-Parameter	Hit Rate + 10%

Attack:	Defense:	M.Attack:	M.Defense:
13	4	16	0

Agility:	Luck:	Max HP:	Max MP:
0	0	0	0

- Special for only Sr.Gregot and Axeros
- Trigger «Technique Heavy Fire Strike» on «Guard» stance at 100 TP

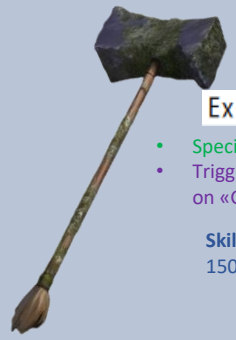
Skill Formula:
a.atk * 7 - b.def * 3

Triggered Skill: Technique: Heavy Fire Strike

Damage Type: Fire
Hit Type: Physical
Scope: All Enemies
Variance: 20%

Success: 84%
State: Ignite +50%, Knockback +25%
Critical: Yes

Earth Technique Great Hammer



Ex-Parameter	Hit Rate + 10%

Attack:	Defense:	M.Attack:	M.Defense:
18	2	0	4

Agility:	Luck:	Max HP:	Max MP:
0	0	40	0

- Special for only Sr.Gregot and Axeros
- Trigger «Technique: Resolute Earthquake» on «Guard» stance at 100 TP

Skill Formula:
150 + a.atk * 2 - b.def * 1

Triggered Skill: Technique: Resolute Earthquake

Damage Type: Earth
Hit Type: Certain
Scope: All Enemies
Variance: 20%

Success: 100%
State: Stun +25%, Dull +25%
Critical: Yes

Blood Technique Great Axe



Ex-Parameter	Hit Rate + 10%

Attack:	Defense:	M.Attack:	M.Defense:
28	0	0	0

Agility:	Luck:	Max HP:	Max MP:
0	0	0	0

- Special for only Sr.Gregot and Axeros
- Trigger «Technique Heavy Chopping» on «Guard» stance at 100 TP

Skill Formula:
a.atk * 5 - b.def * 2

Triggered Skill: Technique: Heavy Chopping

Damage Type: Vitality
Hit Type: Physical
Scope: 3 Random Enemies
Variance: 20%

Success: 84%
State: Bleed +22%,
Critical: Yes

Black Wind Technique Great Sword



Ex-Parameter	Hit Rate + 10%

Attack:	Defense:	M.Attack:	M.Defense:
14	0	12	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
20	0	0	0

- Special for only Sr.Gregot and Axeros
- Trigger «Technique Heavy Wind Smash» on «Guard» stance at 100 TP

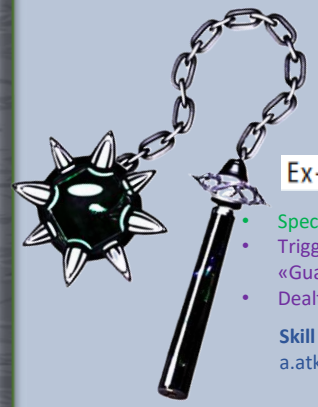
Skill Formula:
a.atk * 3 - b.def * 2

Triggered Skill: Technique: Heavy Wind Smash

Damage Type: Wind
Hit Type: Physical
Scope: All Enemies
Variance: 20%

Success: 84%
State: Execution +33%, Black Ignite +33%, Unarmed +33
Critical: Yes

Corrosion Technique Great Flail



Ex-Parameter	Hit Rate + 10%

Attack:	Defense:	M.Attack:	M.Defense:
12	5	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	0	0	0

- Special for only Sr.Gregot and Axeros
- Trigger «Technique Corrosive Flails» on «Guard» stance at 100 TP
- Dealt damage is drained as life

Skill Formula:
a.atk * 3 - b.def * 2

Triggered Skill: Technique: Corrosive Flails

Damage Type: Chaos
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%

Success: 90%
State: Stun +25%, Bleed +25%, Poison +25%
Critical: Yes

Venom Technique Dagger



Ex-Parameter	Hit Rate + 20%

Attack:	Defense:	M.Attack:	M.Defense:
4	0	6	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	0	0	0

- Special for only Yasha and Mily
- Trigger «Technique Dual Strike» on «Guard» stance at 100 TP
- Instead of Attack, only Agility increases damage of triggered skill

Skill Formula:
a.agi * 3 - b.def * 1

Triggered Skill: Technique: Dual Strike

Damage Type: Vitality
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%

Success: 96%
State: Plague +28%, Poison +25%
Repeat: 2
Critical: Yes

Thunder Technique Claw



Ex-Parameter	Hit Rate + 20%

Attack:	Defense:	M.Attack:	M.Defense:
6	0	4	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	0	0	0

- Special for only Yasha and Mily
- Trigger «Technique Thunder Claw» on «Guard» stance at 100 TP
- Dealt damage is drained as life

Skill Formula:
a.atk * 4 - b.def * 2

Triggered Skill: Technique: Thunder Claw

Damage Type: Vitality
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 30%

Success: 96%
State: Shock +15%
Repeat: 3
Critical: Yes

Blood Technique Whip



Ex-Parameter	Hit Rate + 20%

Attack:	Defense:	M.Attack:	M.Defense:
2	0	0	0

Agility:	Luck:	Max HP:	Max MP:
10	0	0	50

- Special for only Yasha and Mily
- Trigger «Technique Whip Punishment» on «Guard» stance at 100 TP
- Agility increases damage of triggered skill

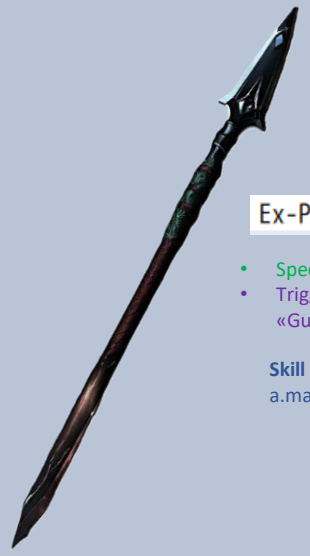
Skill Formula:
a.atk * 2 + a.agi - b.def * 2

Triggered Skill: Technique: Whip Punishment

Damage Type: Wind
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%

Success: 96%
State: Bleed +25%, Charm +25%
Repeat: 2
Critical: Yes

Darkness Technique Spear



Ex-Parameter	Hit Rate + 20%

Attack:	Defense:	M.Attack:	M.Defense:
3	0	9	0

Agility:	Luck:	Max HP:	Max MP:
5	0	0	0

- Special for only Yasha and Mily
- Trigger «Technique Spear of Darkness» on «Guard» stance at 100 TP

Skill Formula:
a.mat * 5 - b.mdf * 2

Triggered Skill: Technique: Spear of Darkness

Damage Type: Darkness
Hit Type: Magical
Scope: 2 Random Enemy
Variance: 20%

Success: 90%
State: Black Ignite +100%
Repeat: 1
Critical: Yes

Holy Technique Sceptre



Ex-Parameter	Hit Rate + 20%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	6	5

Agility:	Luck:	Max HP:	Max MP:
0	0	40	40

- Special for only Yasha and Mily
- Trigger «Technique Glowing Strike» on «Guard» stance at 100 TP
- Dealt damage is drained as life

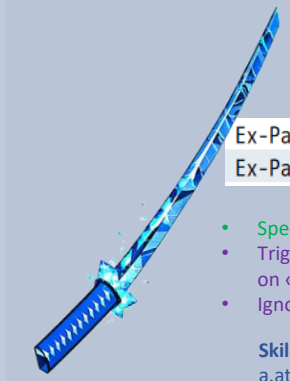
Skill Formula:
a.atk * 7 + a.mat * 7 - b.mdf * 8

Triggered Skill: Technique: Glowing Strike

Damage Type: Light
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 25%

Success: 96%
State: Ignite +18%, Shock +22%, Stun +16%, Blind +50%, Debiliating +50%
Repeat: 1
Critical: No

Ice Technique Katana



Ex-Parameter	Hit Rate + 15%
Ex-Parameter	Critical Rate + 12%

Attack:	Defense:	M.Attack:	M.Defense:
8	0	0	0

Agility:	Luck:	Max HP:	Max MP:
5	0	0	0

- Special for only Yasha and Mily
- Trigger «Technique Resolute Frost Blade» on «Guard» stance at 100 TP
- Ignore enemy defense but not resistance

Skill Formula:
a.atk * 1

Triggered Skill: Technique: Resolute Frost Blade

Damage Type: Ice
Hit Type: Certain
Scope: 4 Random Enemies
Variance: 20%

Success: 100%
State: Freeze +30%
Repeat: 1
Critical: Yes

VENDOR



Elemental Guard Earings



Add Skill Type	Special
Add Skill	Meditate
Ex-Parameter	Magic Evasion + 12%
Element Rate	Ice * 75%
Element Rate	Thunder * 75%
Element Rate	Earth * 75%
Element Rate	Wind * 75%
Element Rate	Light * 75%
Element Rate	Water * 75%
Element Rate	Fire * 75%
Element Rate	Elemental * 75%
Sp-Parameter	Pharmacology * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	40	120

Skill: Meditate

Skill Type: Special
Hit Type: Certain
Scope: User
Cost: 10 TP
Speed: +25
Success: 100%

- Grants «Meditate» skill
- Recover 33% HP and 20% MP of user on cast
- Avaible soul-gem is «Elemental Nova Soulgem»
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Venom Power Earings



Ex-Parameter	Evasion Rate + 4%
Ex-Parameter	Hit Rate + 32%
Sp-Parameter	Magic Damage * 115%
Attack State	Poison + 18%
Element Rate	Darkness * 90%
Add Skill Type	Special
Add Skill	Fatal Poison
Sp-Parameter	Pharmacology * 120%

Attack:	Defense:	M.Attack:	M.Defense:
3	0	8	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
3	0	0	100

Skill: Fatal Poison

Skill Type: Special
Damage Type: Chaos
Hit Type: Magical
Scope: 3 Random Enemy
Variance: 20%
Cost: 35 TP
Speed: 0
Success: 90%
MP Gain: +25 on hit
State: Poison +40%
Repeat: 3
Critical: No

- Grants «Fatal Poison» skill
- Part of MP is added to the damage of skill
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat * 3 + a.mp / 4 - b.mdf * 2

Sinister Shadow Earings



Ex-Parameter	TP Regeneration + 10%
Element Rate	Darkness * 90%
Element Rate	Sinister * 90%
Element Rate	Arcane * 85%
Attack State	Fear + 8%
Attack State	Black Ignite + 8%
Add Skill Type	Special
Add Skill	Shade Magic
Sp-Parameter	Pharmacology * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	5	5
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	5	100	100

Skill: Shade Magic

Skill Type: Special
Damage Type: Darkness
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 45 TP
Speed: 0
Success: 90%
MP Gain: +100 on hit
Repeat: 1
Critical: Yes

- Grants «Shade Magic» skill
- Avaible soul-gem is «Fear Soulgem»
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat * 6 - b.mdf * 1

Rock Mighty Earings



Element Rate	Vitality * 85%
Element Rate	Earth * 75%
Parameter	Max HP * 115%
Attack State	Stun + 10%
Attack State	Knockback + 12%
Add Skill Type	Special
Add Skill	Earth Smash
Sp-Parameter	Pharmacology * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	3	0	5
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

Skill: Earth Smash

Skill Type: Special
Damage Type: Earth
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 60 TP
Speed: -20
Success: 85%
MP Gain: +35 on hit
State: Stun +15%, Poison +23%, Dull +28%, Knockback +20%
Repeat: 1
Critical: Yes

- Grants «Earth Smash» skill
- Avaible soul-gem is «Second Ice Soulgem»
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
250 + a.mat * 3 - b.mdf * 2

Blood Magic Earings



Ex-Parameter	Evasion Rate + 5%
Element Rate	Vitality * 70%
Parameter	Max MP * 120%
Ex-Parameter	MP Regeneration + 10%
Attack State	Confusion + 5%
Attack State	Unarmed + 12%
Add Skill Type	Special
Add Skill	Blood Call
Sp-Parameter	Pharmacology * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	10	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	200

Skill: Blood Call

Skill Type: Special
Damage Type: Vitality
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 50 TP

Speed: 0
Success: 90%
MP Gain: +10 on hit
State: Corrupted Bleed +100%
Repeat: 1
Critical: No

- Grants «Blood Call» skill
- Dealt damage is drained as life
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat * 4 - b.mdf * 2

Protector Light Earings



Element Rate	Thunder * 85%
Element Rate	Light * 85%
Ex-Parameter	HP Regeneration + 4%
State Resist	Poison
State Resist	Sleep
State Resist	Black Ignite
State Resist	Charm
State Resist	Confusion
Add Skill Type	Special
Add Skill	Touch Of Light
Sp-Parameter	Pharmacology * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

Skill: Touch of Light

Skill Type: Special
Hit Type: Certain
Scope: All Allies
Cost: 60 TP

Speed: +20
Success: 90%

- Grants «Touch of Light» skill
- Recovers 15% MP and 40% HP of all allies on casting «Touch of Light», the skill also grants Agility and Luck buffs for 5 turns
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Enlightened Support Earings



Add Skill Type	Special
Add Skill	Armor Blessing
Parameter	Max HP * 120%
Parameter	Max MP * 120%
Parameter	Defense * 125%
Parameter	M.Defense * 135%
Sp-Parameter	Guard Effect * 250%
Sp-Parameter	Pharmacology * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	6	0	8
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	100	50

Skill: Armor Blessing

Skill Type: Special
Hit Type: Certain
Scope: All Allies
Cost: 70 TP

Speed: 0
Success: 100%
State Buff: Elemental Resistance +100%

- Grants «Armor Blessing» skill
- Recovers 25% MP of all allies on casting «Armor Blessing», this skill also grants Defense and M.Defense buffs for 4 turns
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Weakening Light Earings



Element Rate	Sinister * 50%
Ex-Parameter	Hit Rate + 15%
Add Skill Type	Special
Add Skill	Weapon Curse
Attack State	Fear + 12%
Element Rate	Darkness * 75%
Sp-Parameter	Pharmacology * 120%

Attack:	Defense:	M.Attack:	M.Defense:
4	0	8	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

Skill: Weapon Curse

Skill Type: Special
Damage Type: Light
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 100 TP

Speed: -20
Success: 90%
MP Gain: +40 on hit
State: Blind +100%, Target Pinning+100%, Anti Reflection +100%
Repeat: 1
Critical: No

- Grants «Weapon Curse» skill
- Ignore defenses but not resistances
- Apply debuffs of Attack, M.Attack, Agility and Luck for 3 turns
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat

Anti Dexterity Hex Earings



Attack State	Poison + 12%
Ex-Parameter	Critical Rate + 3%
Add Skill Type	Special
Add Skill	Hex: Accuracy Breaker
Attack State	Dull + 12%
Sp-Parameter	Pharmacology * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	6	0	8
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	30	50	50

- Grants «Hex: Accuracu Breaker» skill
- Ignore defenses but not resistances
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill: Hex: Accuracy Breaker

Skill Type: Special
Damage Type: Darkness
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 75 TP

Speed: 0
Success: 90%
MP Gain: +40 on hit
State: Reduced Accuracy +50%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 3

Magic Protection Earings



Add Skill Type	Special
Add Skill	Magic Wall
Attack State	Magic Debilation + 20%
Ex-Parameter	Magic Reflection + 15%
Ex-Parameter	Counter Attack + 15%
Sp-Parameter	Pharmacology * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	14	20
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

- Grants «Magic Wall» skill
- Recovers 25% MP of all allies on casting «Magic Wall»
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill: Magic Wall

Skill Type: Special
Hit Type: Certain
Scope: All Allies
Cost: 35 TP

Speed: 0
Success: 100%
State Buff: Magic Resistance +100%, Mana Shield +100%

Soul Melody Earings



Attack State	Confusion + 12%
Parameter	M.Attack * 120%
Add Skill Type	Special
Add Skill	Life Changer Melody
State Resist	Confusion
Element Rate	Sound * 50%
Sp-Parameter	Pharmacology * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	1	8	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	150	50

- Grants «Life Changer Melody» skill
- Ignore defenses but not resistances
- Dealt damage is drained as life
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
b.mhp / 4

Skill: Life Changer Melody

Skill Type: Special
Damage Type: Sound
Hit Type: Certain
Scope: 1 Enemy
Variance: 0%
Cost: 100 TP

Speed: +200
Success: 100%
MP Gain: +150 on hit
Repeat: 1
Critical: No

Steel Protection Earings



Add Skill Type	Special
Add Skill	Iron Will
Attack State	Evil Debilation + 20%
Ex-Parameter	Magic Reflection + 15%
Ex-Parameter	Counter Attack + 15%
Sp-Parameter	Pharmacology * 120%

Attack:	Defense:	M.Attack:	M.Defense:
7	10	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	50	0

- Grants «Iron Will» skill
- Recovers 25% MP of all allies on casting «Iron Will»
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill: Iron Will

Skill Type: Special
Hit Type: Certain
Scope: All Allies
Cost: 35 TP

Speed: 0
Success: 100%
State Buff: Will Resistance +100%, HP Regeneration +100%

Royal Guard Rings



Ex-Parameter	HP Regeneration + 4%
Ex-Parameter	MP Regeneration + 4%
Attack State	Shock + 18%
Add Skill Type	Special
Add Skill	Curing All
Sp-Parameter	Guard Effect * 120%

Attack:	Defense:	M.Attack:	M.Defense:
4	15	0	20
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	350	250

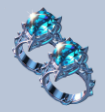
Skill: Curing All

Skill Type: Special
Hit Type: Certain
Scope: All Allies
Cost: 20 TP

Success: 100%
State Buff: Statues Ailment Block +50%

- Grants «Meditate» skill
- Recover 15% MP of all allies on cast
- Removes all debuffs off all allies on cast
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Frost Power Rings



Ex-Parameter	Hit Rate + 25%
Parameter	Attack * 125%
Ex-Parameter	Critical Rate + 5%
Add Skill Type	Special
Add Skill	Frost Blade
Attack State	Freeze + 10%
Sp-Parameter	Guard Effect * 120%

Attack:	Defense:	M.Attack:	M.Defense:
8	0	6	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
12	5	0	50

Skill: Frost Blade

Skill Type: Special
Damage Type: Ice
Hit Type: Certain
Scope: 1 Random Enemy
Variance: 20%
Cost: 17 TP

Speed: +50
Success: 100%
MP Gain: +15 on hit
State: Freeze +24%,
Repeat: 1
Critical: Yes

- Grants «Frost Blade» skill
- Skill ignore defences but not resistances
- Avaible soul-gem is «Second Ice Soulgem»
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.atk * 3

Dexterity Shadow Rings



Ex-Parameter	Evasion Rate + 15%
Ex-Parameter	Critical Evasion + 50%
Ex-Parameter	Magic Evasion + 15%
Add Skill Type	Special
Add Skill	Blinding Strike
Ex-Parameter	Hit Rate + 5%
Sp-Parameter	Guard Effect * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
100	0	0	0

Skill: Blinding Strike

Skill Type: Special
Damage Type: Darkness
Hit Type: Magical
Scope: All Enemies
Cost: 30 TP

Success: 90%
MP Gain: +30 on hit
State: Blind +50%
Repeat: 1
Critical: No

- Grants «Blinding Strike» skill
- Agilitiy is added to damage of skill
- Ignore defences but not resistances
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.agi * 2

Wind Mighty Rings



Attack State	Knockback + 20%
Attack State	Bleed + 18%
Ex-Parameter	Magic Evasion + 20%
Ex-Parameter	Critical Rate + 2%
Add Skill Type	Special
Add Skill	Wind Strikes
Sp-Parameter	Guard Effect * 120%

Attack:	Defense:	M.Attack:	M.Defense:
3	0	8	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
8	0	0	0

Skill: Wind Strikes

Skill Type: Special
Damage Type: Wind
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 70 TP

Speed: 0
Success: 85%
MP Gain: +45 on hit
State: Bleed +50%
Repeat: 1
Critical: Yes

- Grants «Wind Strikes» skill
- Part of MP is added to the damage of skill
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
100 + a.atk * 5 + a.mmp / 2 - b.def * 4

Curse Magic Rings



Attack State	Evil Debilation + 10%
Attack State	Silence + 15%
Attack State	Unarmed + 15%
Attack State	Corrupted Poison + 10%
Attack State	Sleep + 10%
Add Skill Type	Special
Add Skill	Venomous Wind
Sp-Parameter	Guard Effect * 120%

Attack:	Defense:	M.Attack:	M.Defense:
5	5	5	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
5	0	0	0

Skill: Venomous Wind

Skill Type: Special
Damage Type: Chaos
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 10 TP
Speed: 0
Success: 90%
MP Gain: +30 on hit
State: Poison +50%
Repeat: 1
Critical: No

- Grants «Venomous Wind» skill
- Avaible soul-gem is «Soporific Soulgem»
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat * 2 – b.mdf * 1

Buffer Light Rings



Ex-Parameter	TP Regeneration + 10%
Ex-Parameter	HP Regeneration + 4%
Ex-Parameter	MP Regeneration + 3%
Sp-Parameter	Recovery Effect * 150%
Sp-Parameter	MP Cost Rate * 50%
Attack State	Shock + 18%
Add Skill Type	Special
Add Skill	Weapon Bless
Sp-Parameter	Guard Effect * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

Skill: Weapon Bless

Skill Type: Special
Hit Type: Certain
Scope: All Allies
Cost: 100 TP
Speed: -25
Success: 100%
State Buff: Flame Power Magic +100%, Ice Power Magic +100%, Lightning Power Magic +100%, Chaos Power Magic +100%

- Grants «Weapon Blessing» skill
- Recovers 25% MP of all allies on casting «Weapon Blessing», the skill also grants Attack, M.Attack, Agility and Luck buffs for 2 turns
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Debuffer Sinister Rings



Attack Times +	1
Ex-Parameter	Hit Rate + 5%
Add Skill Type	Special
Add Skill	Armor Curse
Sp-Parameter	Guard Effect * 120%

Attack:	Defense:	M.Attack:	M.Defense:
4	0	8	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	60	0	0

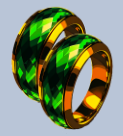
Skill: Armor Curse

Skill Type: Special
Damage Type: Sinister
Hit Type: Magical
Scope: All Enemies
Cost: 80 TP
Success: 90%
MP Gain: +60 on hit
State: Evil Debilation +100%
Repeat: 1
Critical: No

- Grants «Armor Curse» skill
- Ignore defences but not resistances
- Apply debuffs of Defense, M.Defense, HP and MP for 3 turns
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat * 1

Anti Dexterity Hex Rings



Attack State	Poison + 12%
Ex-Parameter	Hit Rate + 5%
Add Skill Type	Special
Add Skill	Hex: Slowness
Attack State	Corrupted Poison + 12%
State Resist	Poison
Sp-Parameter	Guard Effect * 120%

Attack:	Defense:	M.Attack:	M.Defense:
5	0	9	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	0

Skill: Hex: Slowness

Skill Type: Special
Damage Type: Chaos
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 75 TP
Speed: 0
Success: 90%
MP Gain: +40 on hit
State: Reduced Dexterity +50%
Repeat: 1
Critical: No

- Grants «Hex: Slowness» skill
- Ignore defences but not resistances
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat * 3

Reflex Breaker Hex Rings



Attack State	Poison + 12%
Ex-Parameter	Hit Rate + 5%
Add Skill Type	Special
Add Skill	Hex: Weakening Reflex
Attack State	Evil Debilation + 12%
Sp-Parameter	Guard Effect * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	6	10	0

Agility:	Luck:	Max HP:	Max MP:
0	10	0	100

- Grants «Hex: Reduced Reflexes» skill
- Ignore defences but not resistances
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat * 3

Skill: Hex: Weakening Reflex

Skill Type: Special
Damage Type: Sinister
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 75 TP

Speed: 0
Success: 90%
MP Gain: +40 on hit
State: Reduced Reflexes +50%
Repeat: 1
Critical: No

Elemental Protection Rings



Add Skill Type	Special
Add Skill	Elemental Shield
Attack State	Elemental Debilation+20 %
Ex-Parameter	HP Regeneration + 3%
Ex-Parameter	TP Regeneration + 5%
Sp-Parameter	Guard Effect * 120%

Attack:	Defense:	M.Attack:	M.Defense:
0	20	0	30

Agility:	Luck:	Max HP:	Max MP:
0	0	0	0

- Grants «Elemental Shield» skill
- Recovers 25% MP of all allies on casting
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill: Elemental Shield

Skill Type: Special
Hit Type: Certain
Scope: All Allies
Cost: 35 TP

Speed: 0
Success: 100%
State Buff: Elemental Resistance +100%, Arcanist Barrier +100%

Magic Mana Necklace



Add Skill Type	Special
Add Skill	Mana Blow
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	0	10

Agility:	Luck:	Max HP:	Max MP:
0	0	300	1250

- Grants «Mana Blow» skill
- Mana is added damage of skill
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
250 + a.mp - b.mdf * 2

Skill: Mana Blow

Skill Type: Special
Damage Type: Arcane
Hit Type: Magical
Scope: 2 Random Enemies
Variance: 20%
Cost: 100 TP

Speed: 0
Success: 90%
MP Gain: +100 on hit
State: Silence +100%, Exhaustion +100%
Repeat: 1
Critical: No

Mana Burn Necklace



Add Skill Type	Special
Add Skill	Mana Ignite
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
8	5	24	10

Agility:	Luck:	Max HP:	Max MP:
25	25	100	200

- Grants «Mana Ignite» skill
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat * 2 - b.mdf * 1

Skill: Mana Ignite

Skill Type: Special
Damage Type: Arcane
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 50 TP

Speed: +15
Success: 90%
MP Gain: +20 on hit
State: Silence +50%, Ignite +50%, Mana Burn +100%
Repeat: 1
Critical: No

Fire Dragon Necklace



Add Skill Type	Special
Add Skill	Fire Breath
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
40	0	75	0

Agility:	Luck:	Max HP:	Max MP:
10	0	0	0

- Grants «Fire Breath» skill
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.atk * 1 + a.mat * 2 - b.mdf * 1

Skill: Fire Breath

Skill Type: Special
Damage Type: Fire
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 35 TP

Speed: 0
Success: 90%
MP Gain: +35 on hit
State: Ignite +20%
Repeat: 1
Critical: No

Ice Dragon Necklace



Add Skill Type	Special
Add Skill	Ice Breath
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
40	0	75	0

Agility:	Luck:	Max HP:	Max MP:
10	0	0	0

- Grants «Ice Breath» skill
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.atk * 1 + a.mat * 2 - b.mdf * 1

Skill: Ice Breath

Skill Type: Special
Damage Type: Ice
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 35 TP

Speed: 0
Success: 90%
MP Gain: +35 on hit
State: Freeze +15%
Repeat: 1
Critical: No

Pressurized Water Necklace



Add Skill Type	Special
Add Skill	Water Whips
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
15	0	0	100
Agility:	**Luck:**	**Max HP:**	**Max MP:**
60	0	0	0

- Grants «Water Whips» skill
- Agility is added damage of skill
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.atk * 1 + a.mat * 1 + a.agi * 1 - b.def * 4

Skill: Water Whips

Skill Type: Special
Damage Type: Water
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: 15 TP

Speed: 0
Success: 82%
MP Gain: +50 on hit
State: Unarmed +15%, Knockback +15%, Bleed +12%
Repeat: 1
Critical: Yes

Electro Shock Necklace



Add Skill Type	Special
Add Skill	Shock Blade
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
17	0	0	25
Agility:	**Luck:**	**Max HP:**	**Max MP:**
120	0	0	0

- Grants «Shock Blade» skill
- Agility is added damage of skill
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.atk * 3 + a.agi * 1 - b.def * 3

Skill: Shock Blade

Skill Type: Special
Damage Type: Thunder
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 30%
Cost: 5 TP

Speed: +80
Success: 90%
MP Gain: +10 on hit
State: Shock +16%
Repeat: 1
Critical: Yes

Electro Magic Necklace



Add Skill Type	Special
Add Skill	Thunder Magic
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
0	28	78	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	0	175

- Grants «Thunder Magic» skill
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat * 3 - b.mdf * 2

Skill: Thunder Magic

Skill Type: Special
Damage Type: Thunder
Hit Type: Magical
Scope: 2 Random Enemies
Variance: 30%
Cost: 10 TP

Speed: +80
Success: 90%
MP Gain: +45 on hit
State: Shock +35%, Knockback +20%
Repeat: 1
Critical: No

Explosive Shot Necklace



Add Skill Type	Special
Add Skill	Explosive Shot
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
27	0	30	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
75	0	100	100

- Grants «Explosive Shot» skill
- Trigger «Dense Flames» on «Explosive Shot» hit
- «Dense flames» deals damage according to HP of targets
- Agility is added damage of «Explosive Shot» skill
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.atk * 2 + a.agi * 1 - b.def * 3

Triggered Skill Formula:
b.mhp / 4 - b.mdf * 2

Skill: Explosive Shot

Skill Type: Special
Damage Type: Fire
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 22 TP

Speed: +10
Success: 82%
MP Gain: +25 on hit
Repeat: 1
Critical: Yes

Triggered Skill: Dense Flames

Skill Type: Special
Damage Type: Fire
Hit Type: Magical
Scope: All Enemies
Variance: 20%

Success: 90%
State: Ignite +25%
Repeat: 1
Critical: No

Meteor Doom Necklace



Add Skill Type	Special
Add Skill	Meteor Nuke
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
0	0	100	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	100	0	150

- Grants «Meteor Nuke» skill
- Ignore defenses but not resistances
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat * 6

Skill: Meteor Nuke

Skill Type: Special
Damage Type: Fire
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 100 TP

Speed: 0
Success: 90%
MP Gain: +100 on hit
Repeat: 1
Critical: No

Damned Doom Necklace



Add Skill Type	Special
Add Skill	Damned Words
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
15	5	15	90
Agility:	**Luck:**	**Max HP:**	**Max MP:**
5	30	200	100

- Grants «Damned Words» skill
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat - b.mdf

Skill: Damned Words

Skill Type: Special
Damage Type: Sinister
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 85 TP

Speed: 0
Success: 90%
MP Gain: +40 on hit
State: Poison +18%, Black Ignite +18%, Bleed +18%, Ignite +18%, Fear +18%, Corrupted Poison +18%, Corrupted Bleed +18%, Evil Debilation +18%, Sleep +18%, Debiliating +18%, Confusion +18%, Degeneration +18%, Mind Corruption +18%
Repeat: 1
Critical: No

Wrathful Aerial Necklace



Add Skill Type	Special
Add Skill	Aerial Cuts
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
50	0	0	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
30	0	0	0

- Grants «Aerial Cuts» skill
- Avaible soul-gem is «Conversion Whip Soulgem»
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.atk * 4 - b.def * 2

Skill: Aerial Cuts

Skill Type: Special
Damage Type: Wind
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 3 TP

Speed: +75
Success: 82%
MP Gain: +10 on hit
State: Knockback +16%
Repeat: 2
Critical: Yes

Bloody Vampire Necklace



Add Skill Type	Special
Add Skill	Leech
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
10	0	12	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
16	0	300	300

- Grants «Leech» skill
- Dealt damage is drained as life
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat * 5 - b.mdf * 2

Skill: Leech

Skill Type: Special
Damage Type: Vitality
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 22 TP

Speed: +60
Success: 90%
State: Corrupted Bleed +50%
MP Gain: +100 on hit
Repeat: 1
Critical: Yes

Plasma Necklace

Add Skill Type	Special
Add Skill	Plasma Slash
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
18	38	20	30
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	5	200	100



- Grants «Plasma Slash» skill
- Ignore defenses and resistances
- Dealt damage according to HP of target
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
b.mhp / 8

Skill: Plasma Slash

Skill Type: Special
Damage Type: True
Hit Type: Certain
Scope: 2 Random Enemies
Variance: 20%
Cost: 20 TP

Speed: 0
Success: 100%
MP Gain: +15 on hit
Repeat: 1
Critical: No

Lion Roar Necklace

Add Skill Type	Special
Add Skill	Lion Roars
Sp-Parameter	Magic Damage * 115%

Attack:	Defense:	M.Attack:	M.Defense:
6	57	15	22
Agility:	**Luck:**	**Max HP:**	**Max MP:**
5	25	350	50



- Grants «Lion Roars» skill
- Avaible soul-gem is «Conversion Whip Soulgem»
- **Yasha, Mily, Axeros and Sr.Gregot can't equip**

Skill Formula:
a.mat + a.luk - b.mdf * 2

Skill: Lion Roars

Skill Type: Special
Damage Type: Sound
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 70 TP

Speed: +100
Success: 90%
MP Gain: +10 on hit
State: Confusion +40%, Fear +20%
Repeat: 1
Critical: No

Duelist's Heavy Belt



Ex-Parameter	Hit Rate + 15%
Ex-Parameter	Magic Reflection + 5%
Ex-Parameter	Counter Attack + 5%
Ex-Parameter	TP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
25	35	30	40
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	10	400	50

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Knight's Heavy Belt



Sp-Parameter	Guard Effect * 150%
Parameter	Defense * 115%
Parameter	M.Defense * 120%
Ex-Parameter	TP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
10	45	15	55
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	500	50

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Marauder's Heavy Belt



Ex-Parameter	Critical Rate + 7%
State Rate	Charm * 50%
State Rate	Confusion * 50%
State Rate	Knockback * 50%
State Rate	Stun * 50%
State Rate	Freeze * 50%
State Rate	Sleep * 50%
State Rate	Unarmed * 50%
Ex-Parameter	TP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
45	0	60	5
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	15	250	50

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Bandit's Heavy Belt



Ex-Parameter	Critical Rate + 7%
Ex-Parameter	Magic Evasion + 8%
Ex-Parameter	Evasion Rate + 8%
Ex-Parameter	TP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
40	0	55	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
40	20	200	100

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Warrior's Heavy Belt



Sp-Parameter	Recovery Effect * 150%
Action Times +	16%
Attack Speed	150
Ex-Parameter	TP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
15	40	20	45
Agility:	**Luck:**	**Max HP:**	**Max MP:**
12	12	450	50

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Duelist's Leather Belt



Parameter	Agility * 115%
Ex-Parameter	Magic Reflection + 5%
Ex-Parameter	Counter Attack + 5%
Ex-Parameter	MP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
25	35	30	40
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	10	400	50

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Knight's Leather Belt



Element Rate	Vitality * 60%
Parameter	Defense * 115%
Parameter	M.Defense * 120%
Ex-Parameter	MP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
10	45	15	55
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	500	50

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Marauder's Leather Belt



Element Rate	Fire * 80%
State Resist	Ignite
State Rate	Charm * 50%
State Rate	Confusion * 50%
State Rate	Knockback * 50%
State Rate	Stun * 50%
State Rate	Freeze * 50%
State Rate	Sleep * 50%
State Rate	Unarmed * 50%
Ex-Parameter	MP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
45	0	60	5
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	15	250	50

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Bandit's Leather Belt



Ex-Parameter	Hit Rate + 40%
Ex-Parameter	Magic Evasion + 8%
Ex-Parameter	Evasion Rate + 8%
Ex-Parameter	MP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
40	0	55	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
40	20	200	100

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Warrior's Leather Belt



State Resist	Dull
State Resist	Unarmed
Action Times +	16%
Attack Speed	150
Ex-Parameter	MP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
15	40	20	45
Agility:	**Luck:**	**Max HP:**	**Max MP:**
12	12	450	50

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Duelist's Sash



Element Rate	Thunder * 65%
Ex-Parameter	Magic Reflection + 5%
Ex-Parameter	Counter Attack + 5%
Ex-Parameter	HP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
25	35	30	40
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	10	400	50

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Knight's Sash



Element Rate	Vitality * 65%
Parameter	Defense * 115%
Parameter	M.Defense * 120%
Ex-Parameter	HP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
10	45	15	55
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	500	50

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Marauder's Sash



Element Rate	Fire * 65%
State Rate	Charm * 50%
State Rate	Confusion * 50%
State Rate	Knockback * 50%
State Rate	Stun * 50%
State Rate	Freeze * 50%
State Rate	Sleep * 50%
State Rate	Unarmed * 50%
Ex-Parameter	HP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
45	0	60	5
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	15	250	50

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Bandit's Sash



Element Rate	Chaos * 65%
Ex-Parameter	Magic Evasion + 8%
Ex-Parameter	Evasion Rate + 8%
Ex-Parameter	HP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
40	0	55	0
Agility:	**Luck:**	**Max HP:**	**Max MP:**
40	20	200	100

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

Bandit's Leather Belt



Element Rate	Earth * 65%
Action Times +	16%
Attack Speed	150
Ex-Parameter	HP Regeneration + 5%
Sp-Parameter	Physical Damage * 110%

Attack:	Defense:	M.Attack:	M.Defense:
15	40	20	45
Agility:	**Luck:**	**Max HP:**	**Max MP:**
12	12	450	50

- Only Yasha, Mily, Axeros and Sr.Gregot can equip

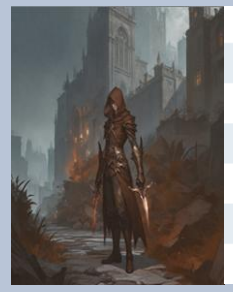
RING, EARING AND NECKLACE VENDOR



BELT VENDOR



Assassin



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 55%
Ex-Parameter	Evasion Rate + 8%
Ex-Parameter	Critical Rate + 10%
Attack State	Poison + 25%
Parameter	Luck * 120%
Parameter	Agility * 135%

- Trigger «Dual Strike» on using «Stealth» skill
- Grants Agility Buff to user on Stealth for 3 turns
- If luck is higher than enemies «Dualt Strike» deals more damage to targets

Class Skill: Assassin's Stealth

Skill Type: Magic
Hit Type: Certain
Scope: User
Cost: 100 MP
Speed: +50
Success: 100%
State Buff: Hide +100%

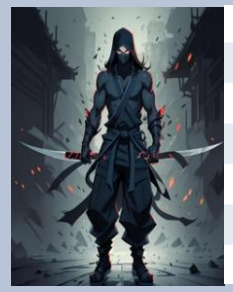
Triggered Skill: Dual Strike

Damage Type: Vitality
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Success: 95%
State: Poison +40%
Repeat: 2
Critical: Yes

Triggered Skill Formula:

a.luk > b.luk * 1 ? (a.atk * 5 - b.def * 1) : (a.atk * 3 - b.def * 2)

Ninja



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 45%
Ex-Parameter	Evasion Rate + 5%
Ex-Parameter	Critical Rate + 10%
Ex-Parameter	Magic Evasion + 20%
Attack State	Black Ignite + 20%
Attack State	Bleed + 20%

- M.Defense of all enemies are debuffed for 2 turns, if «Hidden Mist» is hit on them
- Agility is added to the damage of skill

Class Skill: Hidden Mist

Skill Type: Magic
Damage Type: Darkness
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 120 MP
Success: 90%
State: Reduced Accuracy +50%, Blind +50%,
Repeat: 1
Critical: No

Skill Formula:

a.mat * 3 + a.agi - b.mdf * 4

Samurai



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 85%
Ex-Parameter	Evasion Rate + 5%
Ex-Parameter	Critical Rate + 5%
Action Times +	20%
Attack State	Bleed + 30%
Attack Speed	50

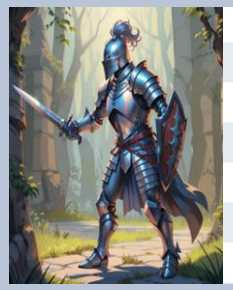
Class Skill: A thousand cuts

Skill Type: Magic
Damage Type: Vitality
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: 135 MP
Success: 92%
State: Reduced Accuracy +50%, Blind +50%,
Repeat: 3
Critical: Yes

Skill Formula:

75 + a.atk * 3 - b.def * 2

Knight



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 45%
Attack State	Stun + 12%
Ex-Parameter	Counter Attack + 20%
Ex-Parameter	TP Regeneration + 10%
Parameter	Defense * 125%
Parameter	M.Defense * 130%

- Trigger «Swords of Honor» on using «Raising Shield» skill
- Recovers 25% HP of user on casting «Raising Shield»

Class Skill: Raising Shield

Skill Type: Magic
Hit Type: Certain
Scope: User
Cost: 160 MP
Speed: +25
Success: 100%
State Buff: Block +100%

Triggered Skill: Swords of Honor

Damage Type: Light
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 25%
Success: 84%
State: Stun +28%, Blind +28%, Shock +28%
Repeat: 1
Critical: Yes

Triggered Skill Formula:

a.atk * 4 - b.def * 2

Valkyrie



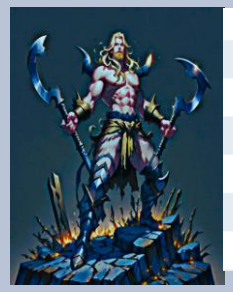
Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 45%
Ex-Parameter	Evasion Rate + 5%
Attack Speed	50
Attack Times +	1
Ex-Parameter	TP Regeneration + 6%
Ex-Parameter	Critical Evasion + 25%

- Grants Attack buff on user for 5 turns after using «Parry» skill

Class Skill: Parry

Skill Type: Magic
Hit Type: Certain
Scope: User
Cost: 200 MP
Speed: +200
Success: 100%
State Buff: Parry +100%

Berserker



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 75%
Ex-Parameter	Evasion Rate + 5%
Ex-Parameter	Critical Rate + 8%
Ex-Parameter	HP Regeneration + 4%
Sp-Parameter	Recovery Effect * 130%
Attack State	Debiliating + 25%

- Grants Agility buff on user for 3 turns after using «Berserker Anger» skill
- «Berserker Anger» removes 20% HP on use
- Trigger «Frostern Axes» on using «Berserker Anger» skill
- Defense of all enemies are debuffed for 3 turns, if «Frostern Axes» is hit on them

Class Skill: Berserker Anger

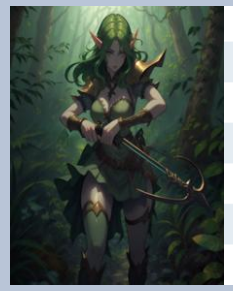
Skill Type: Magic
Hit Type: Certain
Scope: User
Cost: 20% HP, 50 MP
Speed: +50
Success: 100%
State Buff: Self Anger +100%

Triggered Skill: Frostern Axes

Damage Type: Ice
Hit Type: Physical
Scope: 3 Random Enemies
Variance: 20%
Success: 85%
State: Bleed +17%, Freeze +17%
Repeat: 1
Critical: Yes

Triggered Skill Formula:
a.atk * 5 - b.def * 3

Archer



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 55%
Ex-Parameter	Evasion Rate + 11%
Ex-Parameter	Critical Rate + 11%
Parameter	Luck * 150%
Attack State	Unarmed + 15%
Attack State	Knockback + 15%

- **Casting «Haste» removes 33% HP of user**
- **Avaible soulgems are «Regaining Soul-gem», «Balance Breaker Soul-gem», «Wind Shot Soul-gem», Invisability Soul-gem»**

Class Skill: Corrosive Arrows

Skill Type: Magic
Damage Type: Chaos
Hit Type: Physical
Scope: 3 Random Enemies
Variance: 20%
Cost: 100 MP
Success: 90%
State: Poison +20%, Plague +20%,
Repeat: 1
Critical: Yes

Skill Formula:
75 + a.atk * 6 - b.def * 3

Class Skill: Haste

Skill Type: Technique
Hit Type: Certain
Scope: User
Cost: 33.3% HP
Speed: +300
Success: 100%
State Buff: Haste +100%, Statues Ailment Block +100%

Musketeer



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 90%
Ex-Parameter	Evasion Rate + 5%
Attack State	Bleed + 12%
Attack State	Ignite + 12%
Parameter	M.Attack * 150%
Element Rate	Fire * 50%

- Trigger «Musket Balls» on using «Great Bombard» skill
- **Casting «Haste» removes 33% HP of user**
- **Avaible soulgems are «Regaining Soul-gem», «Balance Breaker Soul-gem», «Wind Shot Soul-gem», Invisability Soul-gem»**

Class Skill: Great Bombard

Skill Type: Magic
Damage Type: Fire
Hit Type: Certain
Scope: All Enemies
Variance: 20%
Cost: 150 MP
Speed: -200
Success: 100%
State: Ignite +100%,
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 5 + a.mat * 3 - b.mdf * 4

Triggered Skill: Musket Balls

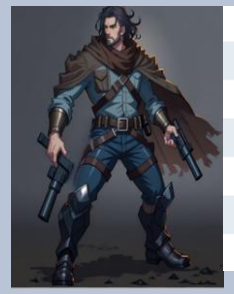
Damage Type: Vitality
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Success: 85%
State: Target pinning +35%
TP Gain: +35
Repeat: 1
Critical: Yes

Triggered Skill Formula:
a.mat * 5 + a.atk * 3 - b.def * 3 - b.mdf * 1

Class Skill: Haste

Skill Type: Technique
Hit Type: Certain
Scope: User
Cost: 33.3% HP
Speed: +300
Success: 100%
State Buff: Haste +100%, Statues Ailment Block +100%

Gunslinger



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 55%
Ex-Parameter	Evasion Rate + 10%
Ex-Parameter	Critical Rate + 15%
Equip Armor	Chest
Attack Speed	25
Action Times +	15%

- Casting «Haste» removes 33% HP of user
- Avaible soulgems are «Regaining Soul-gem», «Balance Breaker Soul-gem», «Wind Shot Soul-gem», Invisability Soul-gem»

Class Skill: Head Shots

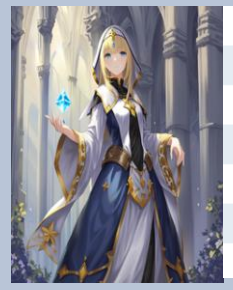
Skill Type: Magic
Damage Type: Vitality
Hit Type: Physical
Scope: 1 Enemy
Variance: 0%
Cost: 25 MP
Speed: +500
Success: 95%
State: Target Pinning +12%
Repeat: 6
Critical: Yes

Skill Formula:
a.atk * 5 - b.def * 4

Class Skill: Haste

Skill Type: Technique
Hit Type: Certain
Scope: User
Cost: 33.3% HP
Speed: +300
Success: 100%
State Buff: Haste +100%, Statues Ailment Block +100%

Cleric



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 40%
Ex-Parameter	HP Regeneration + 5%
Ex-Parameter	MP Regeneration + 5%
Parameter	M.Defense * 150%
Parameter	Max HP * 120%
Parameter	Max MP * 120%

- Casting «Deep Sleep» removes 33% HP of user
- Casting «Manipulation» removes 50% HP of user
- Avaible soulgems are «Cross Claw Soul-gem», «Refunding Health Soul-gem», «Slowness Soul-gem», «Anti Precision Soul-gem», «Anti Reflex Soul-gem», «Cleric Soul-gem»

Class Skill: Holy Heal

Skill Type: Magic
Hit Type: Certain
Scope: All Allies
Cost: 350 MP
Speed: 0
Success: 100%
Success: +20 on hit
State Buff: Guard +100%, HP Regeneration +100%

- Recover 35%HP of all allies after using «Holy Heal» skill

Class Skill: Deep Sleep

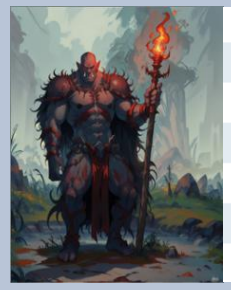
Skill Type: Technique
Hit Type: Certain
Scope: 1 Random Enemy
Cost: 33.3% HP
Speed: +750
Success: 100%
TP Gain: +30 on hit
State: Sleep +60%

Class Skill: Manipulation

Skill Type: Technique
Hit Type: Certain
Scope: 2 Random Enemies
Cost: 50% HP
Speed: +750
Success: 100%
TP Gain: +30 on hit
State: Charm +60%

- Grants Attack buff on targets for 2 turns after using «Manipulation» skill

Warlock



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 45%
Parameter	M.Attack * 175%
Attack State	Poison + 14%
Attack State	Bleed + 14%
Attack State	Ignite + 14%
Attack State	Black Ignite + 10%

- Casting «Deep Sleep» removes 33% HP of user
- Casting «Manipulation» removes 50% HP of user
- Avaible soulgems are «Refunding Health Soul-gem», «Slowness Soul-gem», «Anti Precision Soul-gem», «Anti Reflex Soul-gem»

Class Skill: Warlock Touch

Skill Type: Magic
Damage Type: Sinister
Hit Type: Magical
Scope: All Enemies
Variance: 0%
Cost: 400 MP
Speed: +500
Success: 85%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 2 - b.mdf * 1

Class Skill: Deep Sleep

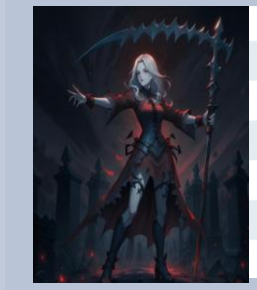
Skill Type: Technique
Hit Type: Certain
Scope: 1 Random Enemy
Cost: 33.3% HP
Speed: +750
Success: 100%
TP Gain: +30 on hit
State: Sleep +60%

Class Skill: Manipulation

Skill Type: Technique
Hit Type: Certain
Scope: 2 Random Enemies
Cost: 50% HP
Speed: +750
Success: 100%
TP Gain: +30 on hit
State: Charm +60%

- Grants Attack buff on targets for 2 turns after using «Manipulation» skill

Necromancer



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 50%
Ex-Parameter	Evasion Rate + 10%
Element Rate	Vitality * 80%
Element Rate	Darkness * 80%
Element Rate	Chaos * 80%
Attack State	Charm + 10%

- Casting «Deep Sleep» removes 33% HP of user
- Casting «Manipulation» removes 50% HP of user
- Avaible soulgems are «Refunding Health Soul-gem», «Slowness Soul-gem», «Anti Precision Soul-gem», «Anti Reflex Soul-gem»

Class Skill: Necrotic Energy

Skill Type: Magic
Hit Type: Certain
Scope: 1 Dead Ally
Cost: 250 MP
Speed: +500
Success: 100%

- Raise a dead ally, recovers 50% HP, 50%MP an 100 TP of that ally
- Grants Attack, M. Attack, Agility buffs on an ally for 3 turns after using «Necrotic Energy» skill
- Trigger «Wind Scyte» on using «Necrotic Energy» skill

Class Skill: Deep Sleep

Skill Type: Technique
Hit Type: Certain
Scope: 1 Random Enemy
Cost: 33.3% HP
Speed: +750
Success: 100%
TP Gain: +30 on hit
State: Sleep +60%

Triggered Skill: Wind Scyte

Damage Type: Wind
Hit Type: Certain
Scope: 3 Random Enemies
Success: 88%
State: Bleed +45%, Knockback +20%
Repeat: 1
Critical: Yes

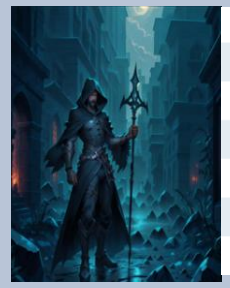
Class Skill: Manipulation

Skill Type: Technique
Hit Type: Certain
Scope: 2 Random Enemies
Cost: 50% HP
Speed: +750
Success: 100%
TP Gain: +30 on hit
State: Charm +60%

- Grants Attack buff on targets for 2 turns after using «Manipulation» skill

Triggered Skill Formula:
a.atk * 4 + a.mat * 3 - b.def * 5

Dark Mage



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 50%
Ex-Parameter	Evasion Rate + 15%
Element Rate	Darkness * 75%
Action Times +	18%
Attack State	Black Ignite + 18%
Ex-Parameter	MP Regeneration + 5%

Class Skill: Dark Energy

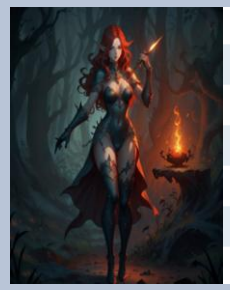
Skill Type: Magic
Damage Type: Darkness
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 300 MP

Speed: 0
Success: 90%
State: Evil Debilation +100%, Black Ignite +50%, Blind +100%
Repeat: 1
Critical: No

- Trigger «Mana Shield» on «Guard» stance

Skill Formula:
a.mat * 3 - b.mdf * 2

Witch



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 60%
Parameter	M.Attack * 130%
Parameter	M.Defense * 200%
Attack State	Silence + 15%
Attack State	Anti Reflection + 28%
Attack State	Unarmed + 15%

Class Skill: Secret Magic

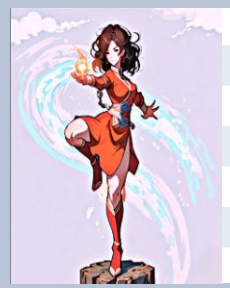
Skill Type: Magic
Damage Type: Arcane
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 350 MP

Speed: -30
Success: 90%
State: Magic Debilation +50%, Silence +50%, Knockback +50%, Mana Burn +25%
Repeat: 1
Critical: No

- Trigger «Mana Shield» on «Guard» stance
- Part of MP is added to the damage of skill

Skill Formula:
a.mmp / 4 + a.mat * 1 - b.mdf * 1

Elementalist



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 90%
Ex-Parameter	Evasion Rate + 5%
Parameter	M.Attack * 150%
Parameter	Max MP * 150%
Sp-Parameter	MP Cost Rate * 50%
Attack Speed	100

Class Skill: Elemental Nova

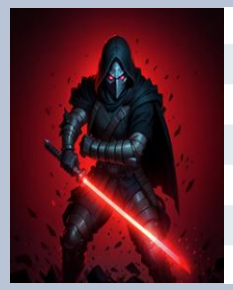
Skill Type: Magic
Damage Type: Elemental
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 400 MP

Speed: -55
Success: 90%
State: Elemental Debilation +100%, Shock +20%, Ignite +20%, Freeze +20%, Unarmed +20%, Bleed +20%
Repeat: 1
Critical: No

- Trigger «Mana Shield» on «Guard» stance
- Ignore defenses of enemies but not resistances
- Part of MP is added to the damage of skill

Skill Formula:
a.mmp / 5 + a.atk * 1

Lightsaber Trooper



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 150%
Ex-Parameter	Evasion Rate + 5%
Ex-Parameter	Critical Rate + 15%
Parameter	M.Attack * 150%
Parameter	Attack * 150%
Attack State	Ignite + 14%

Class Skill: Laser Beams

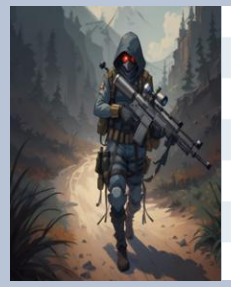
Skill Type: Magic
Damage Type: Fire
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 140 MP

Speed: -55
Success: 90%
State: Ignite +40%
Repeat: 1
Critical: No

- Trigger «Duplicate», if «Laser Beam» is casted
- Recover 15% HP of user on «Duplicate» cast
- «Duplicate» summons 3 Vaddar Clones
- Removes 20% of enemies MP on «Laser Beam» hit
- If Luck is higher than enemies' luck, they will take extra damage from «Laser Beams»

Skill Formula:
a.luk > b.luk * 1 ? (a.mat * 2 + a.atk - b.mdf) : (a.mat * 2 - b.mdf)

Commando



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 95%
Ex-Parameter	Evasion Rate + 5%
Ex-Parameter	Critical Rate + 20%
Ex-Parameter	TP Regeneration + 8%
Attack State	Confusion + 14%
Parameter	Agility * 110%

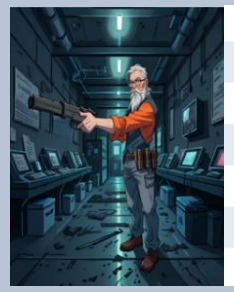
Class Skill: Snipe

Skill Type: Magic
Damage Type: Vitality
Hit Type: Certain
Scope: 1 Enemy
Variance: 20%
Cost: 100 MP

Speed: -250
Success: 100%
State: Execution +25%, Assassinate +25%
Repeat: 1
Critical: No

Skill Formula:
a.atk * 2 + a.mat * 1 - b.mdf * 2

Engineer



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 85%
State Resist	Shock
Attack State	Shock + 15%
Ex-Parameter	HP Regeneration + 4%
State Resist	Blind
Attack Speed	100

Class Skill: Repair

Skill Type: Magic
Hit Type: Certain
Scope: 1 Dead Ally
Cost: 120 MP

Speed: +200
Success: 100%

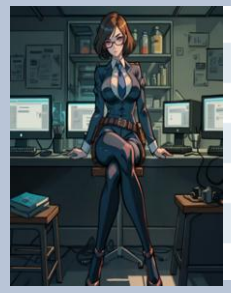
Triggered Skill: Shotgun Shots

Damage Type: Vitality
Hit Type: Physical
Scope: All Enemies
Variance: 20%

Success: 90%
State: Knockback +35%,
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 1 + a.mat * 1 - b.mdf * 1

Saboteur



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 45%
Parameter	Attack * 125%
Action Times +	20%
Parameter	M.Attack * 125%
State Resist	Charm
Attack Speed	200

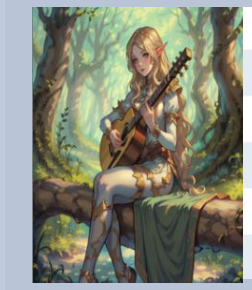
- Recover 20% HP of user on «Setting Traps» cast
- «Setting Traps» summons 3 traps

Class Skill: Setting Traps

Skill Type: Magic
Hit Type: Certain
Scope: User
Variance: 20%
Cost: 75 MP

Speed: +75
Success: 100%

Bard



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 45%
Ex-Parameter	Magic Evasion + 12%
Attack State	Confusion + 12%
Parameter	Max HP * 125%
Sp-Parameter	MP Cost Rate * 75%

- Trigger «Mana Shield» on «Guard» stance
- Trigger «Healing Melodies», if «Soul Melody» is casted
- M.Defense of enemies are debuffed for 3 turns on «Soul Melody» hit
- Part of MP is added to the damage of «Soul Melody» skill
- Recovers 22% HP of all allies on «Healing Melodies» hit

Class Skill: Soul Melody

Skill Type: Magic
Damage Type: Vitality
Hit Type: Certain
Scope: 2 Random Enemies
Variance: 20%
Cost: 300 MP

Speed: 0
Success: 90%
State: Confusion +35%,
Repeat: 1
Critical: No

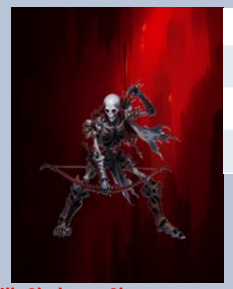
Skill Formula:
a.mmp / 2 + a.mat * 3 - b.mdf * 4

Triggered Skill: Healing Melodies

Hit Type: Certain
Scope: All Allies

Success: 100%
State: Statues Ailment Block +25%,
Repeat: 1

Minion Skeleton



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 95%
Ex-Parameter	Evasion Rate + 5%
Ex-Parameter	Critical Rate + 4%

Skill: Skeleton Shot

Skill Type: Technique
Damage Type: Wind
Hit Type: Physical
Scope: 2 Random Enemy
Variance: 20%
Cost: 0

Speed: +75
Success: 90%
TP Gain: +8 on hit
MP Gain: +20 on hit
Repeat: 1
Critical: Yes

Skill Formula:
100 + a.atk * 3 - b.def * 2

Triggered Skill Formula:
200 + a.atk * 5 - b.def * 2

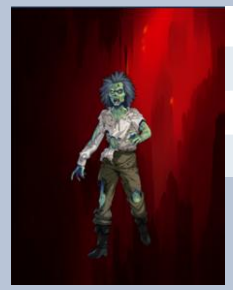
Triggered Skill: Skeleton Shot II

Damage Type: Wind
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 70 MP , 50 TP

Success: 90%
State: Bleed +35%, Knockback +35%
Repeat: 1
Critical: Yes

- Trigger «Skeleton Shot II» at specific TP and MP after «Skeleton Shot» attack
- **Minion Skeleton is belong to Ursilla**
- **Avaible soulgem is «Venomous Bone Soul-gem»**

Minion Zombie



Ex-Parameter	Hit Rate + 55%
Sp-Parameter	Target Rate * 150%
Parameter	Defense * 115%
Parameter	Max HP * 115%

- Trigger «Greater Slashes» at specific TP and MP after «Slash» attack
- **Minion Zombie is belong to Ursilla**
- **Avaible soulgem is «Life Leech Soul-gem»**

Skill: Slash

Skill Type: Technique
Damage Type: Vitality
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0

Speed: 0
Success: 90%
State: Stun +35%
TP Gain: +10 on hit
MP Gain: +20 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 2 - b.def * 1

Triggered Skill: Greater Slashes

Damage Type: Vitality
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 15 MP , 15 TP

Success: 90%
State: Stun +15%
Repeat: 3
Critical: Yes

Triggered Skill Formula:
a.mat * 1 + a.atk * 3 - b.def * 2

Minion Ghost



Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 95%
Ex-Parameter	Magic Evasion + 8%
Parameter	M.Attack * 120%

- Trigger «Devil Stars» at specific TP and MP after «Evil Stars» attack
- **Minion Ghost is belong to Ursilla**
- **Avaible soulgem is «Charming Soul-gem»**

Skill Formula:
a.mat * 4 - b.mdf * 2

Skill: Evil Stars

Skill Type: Magic
Damage Type: Darkness
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0

Speed: +50
Success: 90%
TP Gain: +18 on hit
MP Gain: +22 on hit
Repeat: 2
Critical: Yes

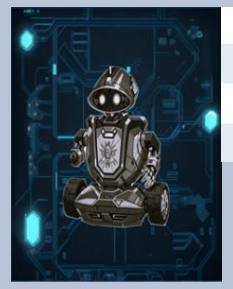
Triggered Skill: Devil Stars

Damage Type: Sinister
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 20%
Cost: 65 MP , 65 TP

Success: 90%
State: Sleep +50%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.atk * 5 + a.mat * 4 - b.mdf * 2

War-Bot Electro



Sp-Parameter	Target Rate * 120%
Ex-Parameter	Hit Rate + 60%
Action Times +	22%
Attack Speed	100

- Trigger «Electro Paralyze» at specific TP and MP after «Lightning Bullets» attack
- **War-Bot Electro is belong to Mitan**

Skill: Lightning Bullets

Skill Type: Technique
Damage Type: Thunder
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 30%
Cost: 0

Speed: +150
Success: 85%
TP Gain: +6 on hit
MP Gain: +12 on hit
Repeat: 2
Critical: Yes

Skill Formula:
a.atk * 5 + a.mat * 2 - b.def * 6

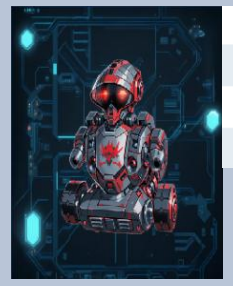
Triggered Skill: Electro Paralyze

Damage Type: Thunder
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 30%
Cost: 40 MP , 40 TP

Success: 90%
State: Stun +100%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.atk * 2 + a.mat * 3 - b.mdf * 2

War-Bot Fire



Sp-Parameter	Target Rate * 120%
Ex-Parameter	Hit Rate + 75%
Ex-Parameter	Critical Rate + 16%
Attack State	Ignite + 30%

- Trigger «Destroyer Flames» at specific TP and MP after «Burning Bullets» attack
- **War-Bot Fire is belong to Mitan**

Skill: Burning Bullets

Skill Type: Technique
Damage Type: Fire
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0

Speed: +100
Success: 85%
TP Gain: +6 on hit
MP Gain: +12 on hit
Repeat: 2
Critical: Yes

Skill Formula:
a.atk * 2 + a.mat * 1 - b.def * 2

Triggered Skill: Destroying Flames

Damage Type: Fire
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 75 MP , 75 TP

Success: 90%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.atk * 2 + a.mat * 3 - b.mdf * 2

Minion Knight



Sp-Parameter	Target Rate * 135%
Ex-Parameter	Hit Rate + 35%
Parameter	Max HP * 150%
Ex-Parameter	HP Regeneration + 7%

Triggered Skill: Cross Light

Damage Type: Light
Hit Type: Magical
Scope: All Enemies
Variance: 25%
Cost: 50 MP , 50 TP

Success: 75%
Repeat: 1
Critical: No

Skill Formula:
a.atk * 2 + a.mhp / 8 - b.def * 4

Triggered Skill Formula:
a.mhp / 8 + a.mat * 3 - b.mdf * 2

Skill: Holy Blade

Skill Type: Technique
Damage Type: Light
Hit Type: Physical
Scope: 2 Random Enemy
Variance: 25%
Cost: 0

Speed: -40
Success: 85%
State: Ignite +14%
TP Gain: +20 on hit
MP Gain: +20 on hit
Repeat: 1
Critical: Yes

- Part of Minion Knight's HP is added to the damage of main and triggered skill
- Trigger Cross Light at specific TP and MP after «Holy Blade» attack
- Enemy HP is debuffed for 4 turn on «Cross Light» hit
- **Minion Knight is belong to Siril**
- **Avaible soulgem is «Cross-claw Soul-gem»**

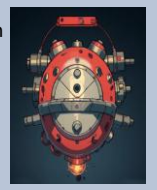
Traps

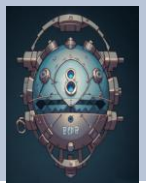
Triggered Skill: Trap Explosion

Damage Type: Fire
Hit Type: Magical
Scope: All Enemies
Variance: 20%

Success: 90%
State: Mechanism Ignite +100%
Repeat: 1
Critical: No

Fire Trap Skill Formula:
b.mhp / 2 – b.mdf * 1





Triggered Skill: Trap Shrapnels

Damage Type: Vitality
Hit Type: Physical
Scope: All Enemies
Variance: 20%

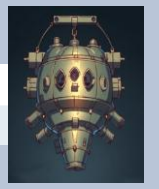
Success: 85%
State: Mechanism Bleed +100%
Repeat: 1
Critical: Yes

Shrapnel Trap Skill Formula:
b.mhp / 2 – b.def * 2

Triggered Skill: Trap Freeze

Hit Type: Certain
Scope: All Enemies

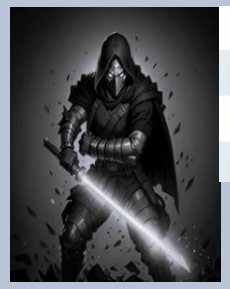
Success: 100%
State: Indestructible Freeze +100%



Sp-Parameter	Target Rate * 5%
Ex-Parameter	Hit Rate + 95%

- **Traps are belong to Gilen**
- Traps are always level 1, their stats are low but they have also low target rate, weak against area damage
- After 2 turn each of them will explode and trigger special abilities
- Fire trap deals damage according to HP of targets and it can inflict «Mechanism Ignite»
- Shrapnel trap deals damage according to HP of targets and it can inflict «Mechanism Bleed»
- Freeze trap inflicts «Indestrutible Freeze» to targets

Clone



Sp-Parameter	Target Rate * 35%
Ex-Parameter	Hit Rate + 100%
Ex-Parameter	Evasion Rate + 15%
Ex-Parameter	Magic Evasion + 15%

- Clones are always level 1, their stats are low but they have also low target rate, weak against area damage
- They deal damage according to HP of target, this strike is inevitable, it ignores defense and resistances
- At specific TP and MP, clones can strike again
- **Clones are belong to Vaddar**

Skill: Resolute Clone Strike

Skill Type: Technique
Damage Type: True
Hit Type: Certain
Scope: 1 Random Enemy
Variance: 0%
Cost: 0

Speed: 0
Success: 100%
MP Gain: +10 on hit
Repeat: 1
Critical: No

Skill Formula:
b.mhp / 10

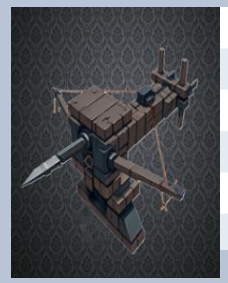
Triggered Skill: Resolute Clone Strike

Damage Type: True
Hit Type: Certain
Scope: 1 Random Enemy
Variance: 0%
Cost: 50 MP , 50 TP

Success: 100%
Repeat: 1
Critical: No

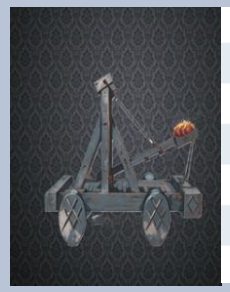
Triggered Skill Formula:
b.mhp / 8

Ballista



Sp-Parameter	Target Rate * 50%
Attack State	Execution + 20%
Ex-Parameter	MP Regeneration + 5%
Ex-Parameter	TP Regeneration + 5%
State Resist	Corrupted Bleed
State Resist	Bleed

Catapult



Sp-Parameter	Target Rate * 50%
Attack State	Knockback + 25%
Attack State	Stun + 25%
Ex-Parameter	MP Regeneration + 5%
Ex-Parameter	TP Regeneration + 5%
State Resist	Corrupted Bleed
State Resist	Bleed

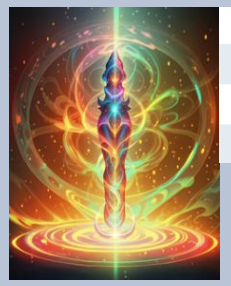
- **Ballista, Catapult, Harmony Spirits, Magic Aura and Elemental Spirit are always level 1, can't be leveled up, their stats are low**
- **Ballista, Catapult, Harmony Spirits an Elemental Spirit has 1 HP but low target rate**
- **Magic Aura has 9000 HP, high target rate but lose -5% life for each turn**
- **Ballista, Catapult, Harmony Spirits, Magic Aura and Elemental Spirit ability properties are explained in «Soul-gem» section.**

Harmony Spirits



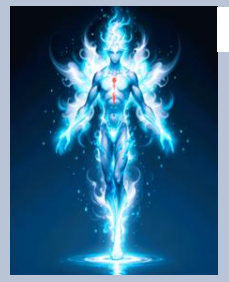
Sp-Parameter	Target Rate * 50%
Ex-Parameter	Hit Rate + 100%
Ex-Parameter	Evasion Rate + 25%
Ex-Parameter	Magic Evasion + 25%

Magic Aura



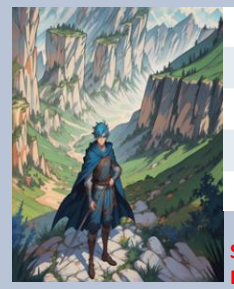
Sp-Parameter	Target Rate * 150%
Ex-Parameter	TP Regeneration + 5%
Ex-Parameter	MP Regeneration + 5%
Ex-Parameter	HP Regeneration - 5%

Elemental Spirit



Sp-Parameter	Target Rate * 1%

Flame Swordsman



Sp-Parameter	Target Rate * 125%
Ex-Parameter	Hit Rate + 60%
Ex-Parameter	Evasion Rate + 12%
Ex-Parameter	Critical Rate + 12%
Ex-Parameter	Counter Attack + 16%

- He has common companion skill : «Blood Rage»
- Trigger «Flame Lance» on «Flame Slash» attack at specific TP and MP

Skill: Flame Slash

Skill Type: Technique
Damage Type: Fire
Hit Type: Certain
Scope: 2 Random Enemies
Variance: 20%
Cost: 0
Speed: +50
Success: 100%
State: Ignite +14%
TP Gain: +15 on hit
MP Gain: +25 on hit
Repeat: 1
Critical: Yes

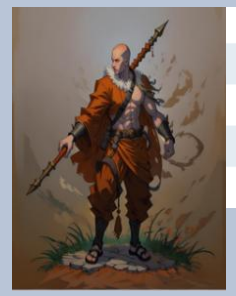
Skill Formula:
a.atk * 3 - b.def * 2

Triggered Skill: Flame Lance

Damage Type: Fire
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 20%
Cost: 100 MP , 50 TP
Success: 95%
State: Ignite +25%
Repeat: 2
Critical: No

Triggered Skill Formula:
a.mat * 5 - b.mdf * 2

War Monk



Sp-Parameter	Target Rate * 125%
Ex-Parameter	Hit Rate + 60%
Parameter	Agility * 125%
Parameter	Max HP * 125%
Ex-Parameter	HP Regeneration + 5%

- He has common companion skill : «Raise Dead»
- Trigger «Heavy Fire Strike» on «Earthquake» attack at specific TP and MP

Skill: Earthquake

Skill Type: Technique
Damage Type: Earth
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 0
Speed: +250
Success: 90%
State: Stun +17%
TP Gain: +7 on hit
MP Gain: +10 on hit
Repeat: 1
Critical: Yes

Skill Formula:
50 + a.atk * 2 - b.def * 1

Triggered Skill: Heavy Fire Strike

Damage Type: Fire
Hit Type: Physical
Scope: 3 Random Enemies
Variance: 20%
Cost: 100 MP , 50 TP
Success: 95%
State: Ignite +25%
Repeat: 2
Critical: No

Triggered Skill Formula:
a.atk * 6 - b.def * 3

Daoist



Sp-Parameter	Target Rate * 110%
Ex-Parameter	Hit Rate + 95%
Attack Times +	1
Ex-Parameter	Magic Reflection + 35%

- She has common companion skill : «Raise Dead»
- Trigger «Xin Touch» on «Kitty Claw» attack at specific TP and MP

Skill: Kitty Claw

Skill Type: Technique
Damage Type: Light
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 25%
Cost: 0
Speed: +50
Success: 92%
State: Shock +25%, Magic Debilation +25%
TP Gain: +15 on hit
MP Gain: +14 on hit
Repeat: 1
Critical: Yes

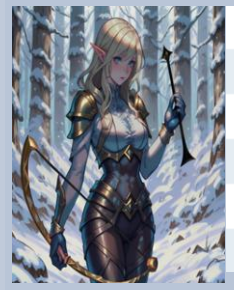
Skill Formula:
a.mat * 1 + a.atk * 4 - b.def * 4

Triggered Skill: Xin Touch

Hit Type: Certain
Scope: All Allies
Cost: 150 MP , 60 TP
Success: 100%
State Buff: Lightning Power Magic +50%

- «Xin Touch» skill also grants Defense buff to all allies for 4 turns
- «Xin Touch» recovers 25% HP for all allies

Ice Shooter



Sp-Parameter	Target Rate * 80%
Ex-Parameter	Hit Rate + 85%
Attack State	Poison + 15%
Ex-Parameter	Evasion Rate + 32%
Attack State	Freeze + 13%
Ex-Parameter	Critical Rate + 15%

- She has common companion skill : «Stamina Steal»
- Trigger «Ice Shots» on «Piercing Shots» attack at specific TP and MP

Skill: Piercing Shots

Skill Type: Technique
Damage Type: Vitality
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: 0
Speed: +35
Success: 90%
TP Gain: +5 on hit
MP Gain: +5 on hit
Repeat: 2
Critical: Yes

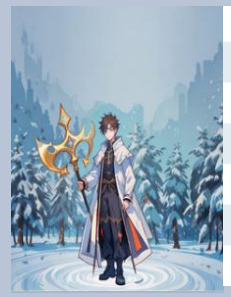
Skill Formula:
a.atk * 3 - b.def * 1

Triggered Skill: Ice Shots

Damage Type: Ice
Hit Type: Physical
Scope: 3 Random Enemies
Variance: 20%
Cost: 180 MP , 30 TP
Success: 95%
State: Ice Penetration +100%, Freeze +12%
Repeat: 2
Critical: Yes

Triggered Skill Formula:
a.mat + a.atk * 2 - b.def * 2

Priest



Sp-Parameter	Target Rate * 110%
Ex-Parameter	Hit Rate + 55%
Attack State	Guard + 20%
Attack State	Arcanist Barrier + 20%
Attack State	Vengeance + 20%
Attack State	HP Regeneration + 20%
Attack State	Ice Power Magic + 20%

- He has common companion skill : «Raise Dead»
- Akin can't strike but Attack and M.Attack values increases amount of healing «Priest Heal» skill
- Trigger «Priest Curing» on «Priest Heal» attack at specific TP and MP
- Grants Attack buff to an ally for 1 turn on «Priest Heal» hit
- Recovers 12% HP, 25% MP and 25 TP to all allies on «Priest Curing» skill use

Skill: Priest Heal

Skill Type: Magic
Hit Type: Certain
Scope: 1 Ally
Variance: 20%
Cost: 0

Speed: +50
Success: 100%
TP Gain: +7 on hit
MP Gain: +10 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.mat * 2 + a.atk * 2

Triggered Skill: Priest Curing

Hit Type: Certain
Scope: All Allies
Cost: 4000 MP , 45 TP

Success: 100%
State Buff: Statues Ailment Block +50%, Ice Power Magic +33%
Repeat: 1
Critical: No

Frostburn Mage



Sp-Parameter	Target Rate * 90%
Ex-Parameter	Hit Rate + 70%
Parameter	M.Attack * 125%
Attack State	Ignite + 15%
Ex-Parameter	Magic Reflection + 20%
Ex-Parameter	TP Regeneration + 5%

- He has common companion skill : «Stamina Steal»
- Trigger «Fire Spray» on «Electro Flames» attack at specific TP and MP

Skill: Ice Punch

Skill Type: Magic
Damage Type: Ice
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0

Speed: -50
Success: 90%
State: Freeze +40%,
TP Gain: +25 on hit
Repeat: 1
Critical: No

Skill: Electro Flames

Skill Type: Magic
Damage Type: Fire
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0

Speed: -25
Success: 92%
State: Ignite +25%, Shock +35%
TP Gain: +20 on hit
Repeat: 1
Critical: No

Skill Formula (Electro Flames):
a.mat * 4 - b.mdf * 2

Triggered Skill: Fire Spray

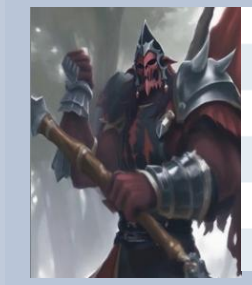
Damage Type: Fire
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 20%
Cost: 200 MP , 40 TP

Success: 90%
State: Fire Penetration +26%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.mat * 5 + a.atk * 1 - b.mdf * 3

Skill Formula (Ice Punch):
200 + a.mat * 6 - b.mdf * 4

Red Exile



Sp-Parameter	Target Rate * 125%
Ex-Parameter	Hit Rate + 60%
Parameter	Attack * 110%
Element Rate	Vitality * 75%
Element Rate	Wind * 75%
Element Rate	Earth * 75%

- He has common companion skill : «Blood Rage»
- Trigger «Yamtarin Wind Slash» on «Yamtarin Chopping» attack at specific TP and MP

Skill: Yamtarin Chopping

Skill Type: Technique
Damage Type: Vitality
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0

Speed: -25
Success: 90%
State: Knockback +27%
TP Gain: +10 on hit
MP Gain: +15 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 6 - b.def * 2

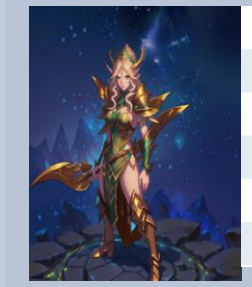
Triggered Skill: Yamtarin Wind Slash

Damage Type: Wind
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 100 MP , 35 TP

Success: 90%
State: Bleed +27%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.mat * 1 + a.atk * 5 - b.def * 3

Shooter of Light



Sp-Parameter	Target Rate * 80%
Ex-Parameter	Hit Rate + 61%
Attack State	Blind + 20%
Attack State	Shock + 20%
Attack State	Knockback + 20%
Attack State	Reduced Accuracy + 20%

- Shee has common companion skill : «Raise Dead»
- Trigger «Rain of Light» on «Cross Arrows» attack at specific TP and MP

Skill: Cross Arrows

Skill Type: Magic
Damage Type: Light
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 25%
Cost: 0

Speed: +25
Success: 94%
State: Shock +20%
TP Gain: +4 on hit
MP Gain: +25 on hit
Repeat: 1
Critical: No

Skill Formula:
a.mat * 4 - b.mdf * 3

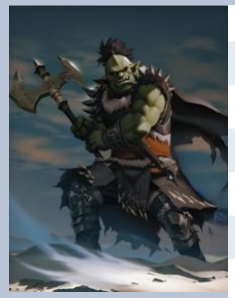
Triggered Skill: Rain of Light

Damage Type: Light
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 250 MP , 40 TP

Success: 90%
State: Shock +25%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.atk * 2 + a.mat * 6 - b.mdf * 3

Chieftain



Sp-Parameter	Target Rate * 125%
Ex-Parameter	Hit Rate + 48%
Attack State	Debiliating + 30%
State Resist	Dull
State Resist	Shock
State Resist	Ignite
State Resist	Black Ignite

- He has common companion skill : «Blood Rage»
- Trigger «Cold Infusion» and «Storm Blade» on «Chieftain Sweep» attack at specific TP and MP

Skill: Chieftain Sweep

Skill Type: Technique
Damage Type: Vitality
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0
Speed: 0
Success: 90%
State: Stun +25%
TP Gain: +17 on hit
MP Gain: +50 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 - b.def * 2

Triggered Skill: Cold Infusion

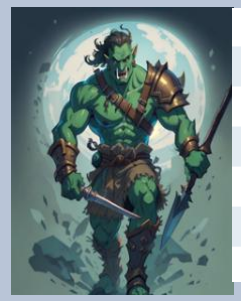
Hit Type: Certain
Scope: User
Cost: 125 MP , 55 TP
Success: 100%
State Buff: Ice Power Magic +100%

Triggered Skill: Storm Blade

Damage Type: Thunder
Hit Type: Physical
Scope: 2 Random Enemy
Variance: 30%
Cost: 0
Success: 96%
Repeat: 1
Critical: Yes

Triggered Skill Formula:
a.mat * 4 - b.mdf * 1

Tuarek Warrior



Sp-Parameter	Target Rate * 125%
Ex-Parameter	Hit Rate + 65%
Parameter	Defense * 125%
State Resist	Unarmed
State Resist	Freeze
Ex-Parameter	Counter Attack + 12%
State Resist	Fear

- He has common companion skill : «Blood Rage»
- Trigger «Fire Infusion» and «Savage Axe» on «Tuarek Spear» attack at specific TP and MP
- Dealt damage with «Tuarek Spear» is drained as life

Skill: Tuarek Spear

Skill Type: Technique
Damage Type: Vitality
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0
Speed: 0
Success: 86%
TP Gain: +12 on hit
MP Gain: +15 on hit
Repeat: 2
Critical: Yes

Skill Formula:
a.mat * 1 + a.atk * 4 - b.def * 3

Triggered Skill: Fire Infusion

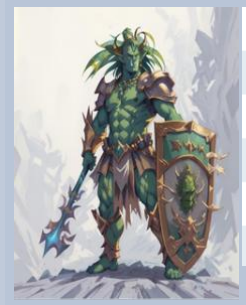
Hit Type: Certain
Scope: User
Cost: 140 MP , 60 TP
Success: 100%
State Buff: Fire Power Magic +100%

Triggered Skill: Savage Axe

Damage Type: Wind
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 0
Success: 96%
Repeat: 2
Critical: Yes

Triggered Skill Formula:
a.mat * 3 + a.atk * 3 - b.def * 4

Tuarek Protector



Sp-Parameter	Target Rate * 110%
Ex-Parameter	Hit Rate + 44%
Parameter	Defense * 125%
Ex-Parameter	HP Regeneration + 4%
Parameter	M.Defense * 135%
Special Flag	Substitute

- He has common companion skill : «Rais Dead»
- Trigger «Thunder Infusion» and «Rain of Rocks» on «Mace Strike» attack at specific TP and MP

Skill: Mace Strike

Skill Type: Technique
Damage Type: Vitality
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0
Speed: -60
Success: 88%
State: Stun +40%
TP Gain: +18 on hit
MP Gain: +25 on hit
Repeat: 1
Critical: Yes

Triggered Skill: Thunder Infusion

Hit Type: Certain
Scope: User
Cost: 175 MP , 60 TP
Success: 100%
State Buff: Thunder Power Magic +100%

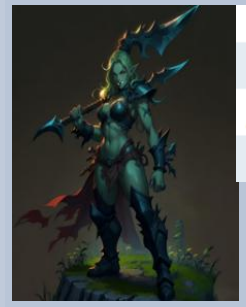
Skill Formula:
a.mat * 1 + a.atk * 4 - b.def * 3

Triggered Skill: Rain of Rocks

Damage Type: Earth
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 0
Success: 80%
State: Dull +50%, Poison +25%
Repeat: 1
Critical: Yes

Triggered Skill Formula:
150 + a.mat * 1 + a.atk * 5 - b.def * 3

Tuarek Slayer



Sp-Parameter	Target Rate * 125%
Ex-Parameter	Hit Rate + 57%
Attack State	Execution + 10%
Parameter	Defense * 125%

- She has common companion skill : «Blood Rage»
- Trigger «Cold Infusion» and «Slayer Cut Repeat» on «Slayer Cut» attack at specific TP and MP

Skill: Slayer Cut

Skill Type: Technique
Damage Type: Vitality
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 0
Speed: -25
Success: 85%
TP Gain: +3 on hit
MP Gain: +12 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.mat * 1 + a.atk * 3 - b.def * 3

Triggered Skill Formula:
a.mat * 1 + a.atk * 3 - b.def * 3

Triggered Skill: Cold Infusion

Hit Type: Certain
Scope: User
Cost: 225 MP , 25 TP
Success: 100%
State Buff: Ice Power Magic +100%

Triggered Skill: Slayer Cut Repeat

Damage Type: Vitality
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 0
Success: 80%
State: Execution +20%
Repeat: 1
Critical: Yes

Soul Knife



Sp-Parameter	Target Rate * 80%
Ex-Parameter	Hit Rate + 64%
Parameter	Agility * 125%
Ex-Parameter	Critical Rate + 20%

- She has common companion skill : «Stamina Steal»
- Trigger «Stealth» on «Soul Daggers» attack at specific TP and MP
- Agility is added damage of «Soul Dagger» skill
- Using «Stealth» grants Agility buff to user for 2 turns

Skill: Soul Daggers

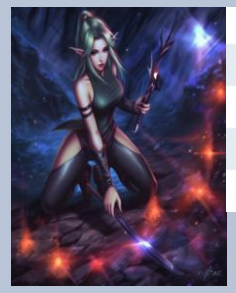
Skill Type: Technique
Damage Type: Chaos
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0
Speed: +50
Success: 96%
State: Plague +15%
TP Gain: +10 on hit
MP Gain: +10 on hit
Repeat: 2
Critical: Yes

Skill Formula:
a.atk * 2 + a.agi * 1 - b.def * 1

Triggered Skill: Stealth

Hit Type: Certain
Scope: User
Cost: 125 MP , 40 TP
Success: 100%
State Buff: Hide +100%

Shadow Dagger



Sp-Parameter	Target Rate * 80%
Ex-Parameter	Hit Rate + 64%
Parameter	Agility * 120%
Ex-Parameter	Evasion Rate + 10%
Ex-Parameter	Magic Evasion + 10%

- She has common companion skill : «Stamina Steal»
- Trigger «Stealth» on «Kage Strike» attack at specific TP and MP
- Agility is added damage of «Kage Strike» skill
- Using «Stealth» grants Agility buff to user for 2 turns

Skill: Kage Strike

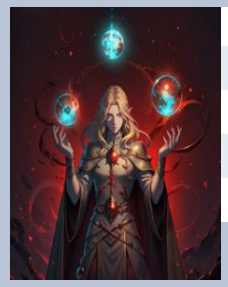
Skill Type: Technique
Damage Type: Darkness
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0
Speed: +25
Success: 87%
State: Black Ignite +15%, Fear +10%
TP Gain: +6 on hit
MP Gain: +20 on hit
Repeat: 2
Critical: Yes

Skill Formula:
a.atk * 2 + a.agi * 1 - b.def * 1

Triggered Skill: Stealth

Hit Type: Certain
Scope: User
Cost: 125 MP , 40 TP
Success: 100%
State Buff: Hide +100%

Blood Mage



Sp-Parameter	Target Rate * 90%
Ex-Parameter	Hit Rate + 50%
Ex-Parameter	MP Regeneration + 6%
Ex-Parameter	TP Regeneration + 6%
Attack State	Corrupted Bleed + 13%

- He has common companion skill : «Stamina Steal»
- Trigger «Blood Rain» on «Blood Whip» attack at specific TP and MP
- Dealt damage of «Blood Whip» skill is drained as life

Skill: Blood Whip

Skill Type: Magic
Damage Type: Vitality
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0
Speed: 0
Success: 92%
TP Gain: +10 on hit
MP Gain: +150 on hit
Repeat: 1
Critical: No

Skill Formula:
a.atk * 1 + a.mat * 4 - b.mdf * 3

Triggered Skill: Blood Rain

Damage Type: Vitality
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 400 MP , 40 TP
Success: 94%
State: Corrupted Bleed +35%
Repeat: 1
Critical: Yes

Triggered Skill Formula:
a.mat * 6 - b.mdf * 2

Dancing Dervish



Sp-Parameter	Target Rate * 125%
Ex-Parameter	Hit Rate + 90%
Action Times +	16%
Ex-Parameter	Counter Attack + 12%
Ex-Parameter	Critical Rate + 10%

- He has common companion skill : «Blood Rage»
- Trigger «Damuscas Fire» on «Burning Blade» attack at specific TP and MP
- Agility is added damage of «Damuscasa Fire» skill

Skill: Burning Blade

Skill Type: Technique
Damage Type: Fire
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0
Speed: +250
Success: 92%
State: Ignite +10%
TP Gain: +8 on hit
MP Gain: +10 on hit
Repeat: 2
Critical: Yes

Skill Formula:
a.atk * 2 - b.def * 1

Triggered Skill: Damuscasa Fire

Damage Type: Fire
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 135 MP , 35 TP
Success: 92%
State: Fire Penetration +12%, Debiliating +10%
Repeat: 3
Critical: Yes

Triggered Skill Formula:
a.agi * 2 + a.atk * 2 - b.def * 1

Thief



Sp-Parameter	Target Rate * 80%
Ex-Parameter	Hit Rate + 55%
Attack State	Exhaustion + 15%
Ex-Parameter	Magic Reflection + 16%
Parameter	Agility * 120%

- She has common companion skill : «Stamina Steal»
- Trigger «Kage Kunais» on use of «Venom Slashes» skill at specific TP and MP
- «Kage Kunais» can also echo at specific TP and MP
- Agility is added damage of «Kage Kunais» skill

Skill: Venom Slashes

Skill Type: Technique
Damage Type: Chaos
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0

Speed: +100
Success: 83%
State: Corrupted Poison +17%
TP Gain: +7 on hit
MP Gain: +8 on hit
Repeat: 2
Critical: Yes

Skill Formula:
a.atk * 5 - b.def * 3

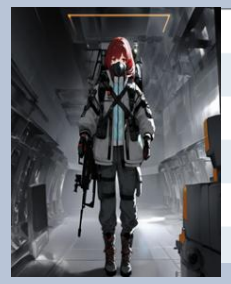
Triggered Skill Formula:
a.agi * 1 + a.mat * 1 - b.mdf * 2

Triggered Skill: Kage Kunais

Damage Type: Darkness
Hit Type: Physical
Scope: 2 Random Enemy
Variance: 20%
Cost: 166 MP, 36 TP

Success: 90%
State: Black Ignite +25%
Repeat: 1
Critical: Yes

Spy



Sp-Parameter	Target Rate * 80%
Ex-Parameter	Hit Rate + 70%
Ex-Parameter	MP Regeneration + 4%
Parameter	M.Attack * 110%
Parameter	Attack * 110%
Parameter	Luck * 120%

- She has common companion skill : «Stamina Steal»
- Trigger «Manipulating Pollen Grenade» on use of «Lucky Shots» skill at specific TP and MP
- If Luck is higher than enemy, targets will take extra damage from «Lucky Shots» ability
- Luck is added to the damage of «Manipulating Pollen Grenade» skill

Skill: Lucky Shots

Skill Type: Technique
Damage Type: Vitality
Hit Type: Physical
Scope: 2 Random Enemy
Variance: 20%
Cost: 0

Speed: +100
Success: 83%
State: Knockback +25%
TP Gain: +12 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.luk > b.luk * 1 ? (a.atk * 5 + a.mat * 1 - b.def * 2) : (a.atk * 4 - b.def * 2)

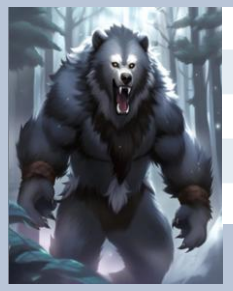
Triggered Skill: Manipulating Pollen Grenade

Damage Type: Wind
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 300 MP, 75 TP

Success: 85%
State: Charm +100%
Repeat: 1
Critical: No

Triggered Skill Formula:
a.luk

Druid



Sp-Parameter	Target Rate * 80%
Ex-Parameter	Hit Rate + 60%
Parameter	Defense * 125%
Parameter	Attack * 110%
Parameter	Agility * 110%

- He has common companion skill : «Raise Dead»
- Always trigger «Druidic Touch» on «Blinding Claw» strike
- Trigger «Wolf Pack» on use of «Druidic Touch» skill at specific TP and MP
- Agility is added damage of «Blinding Claw» and «Wolf Pack» skills
- Grants Defense buff on use of «Druidic Touch» skill to an ally for 3 turns
- Recovers 16% HP of an ally on use of «Druidic Touch» skill

Skill: Blinding Claw

Skill Type: Technique
Damage Type: Vitality
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 0

Speed: +100
Success: 94%
State: Blind +50%
TP Gain: +20 on hit
MP Gain: +50 on hit
Repeat: 1
Critical: Yes

Skill Formula (Blinding Claw):
a.atk + a.agi * 1 - b.def * 2

Triggered Skill Formula (Wolf Pack):
a.agi * 2 + a.atk * 1 - b.def * 2

Triggered Skill: Druidic Touch

Hit Type: Certain
Scope: User
Cost: 0

Success: 100%

Triggered Skill: Wolf Pack

Damage Type: Wind
Hit Type: Physical
Scope: 2 Random Enemy
Variance: 20%
Cost: 185 MP, 50 TP

Success: 94%
State: Bleed +25%, Pleague +25%, Shock +25%
Repeat: 2
Critical: Yes

Common Companion Skills

Skill: Blood Rage

Skill Type: Magic
Damage Type: True
Hit Type: Certain
Scope: 2 Random Enemy
Variance: 0%
Cost: 220 MP

Speed: -75
Success: 100%
State: Debiliating +100%
TP Gain: +25 on hit
Repeat: 1
Critical: No

- All stats of targets are debuffed on «Blood Rage» hit for 3 turns
- Defences and resistances are ignored

Skill Formula (Blood Rage):
a.mhp / 12

Skill: Stamina Steal

Skill Type: Magic
Damage Type: True
Hit Type: Magical
Scope: 1 Random Enemy
Variance: 0%
Cost: 135 MP

Speed: +50
Success: 90%
State: Exhaustion +100%
TP Gain: +100 on hit
Repeat: 1
Critical: No

- All buffs on targets are removed on «Stamina Steal» hit
- Ignore defences but not resistances
- Removes 50% MP of target

Skill Formula (Stamina Steal):
b.mmp / 5

Skill: Raise Dead

Skill Type: Magic
Damage Type: True
Hit Type: Certain
Scope: 1 Enemy / 1 Random Dead Ally
Variance: 0%
Cost: 150 MP, 15 TP

Speed: +500
Success: 100%

- Removes «dead» state of an ally on «Raise Dead» hit
- Recovers 15% HP of target

Skill Formula (Raise Dead):
b.mhp / 15

Skeleton Minion Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
16	3	22	3
Agility:	**Luck:**	**Max HP:**	**Max MP:**
20	15	75	50

Attack Skill	Skeleton Shot
Ex-Parameter	Hit Rate + 35%
Ex-Parameter	Evasion Rate + 12%
Attack State	Bleed + 15%
Ex-Parameter	Critical Rate + 12%
State Resist	Bleed

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
36	6	48	10
Agility:	**Luck:**	**Max HP:**	**Max MP:**
55	45	250	100

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
86	12	100	25
Agility:	**Luck:**	**Max HP:**	**Max MP:**
185	120	500	200

Zombie Minion Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
10	18	12	6
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	6	200	0

Attack Skill	Slash
Ex-Parameter	Hit Rate + 28%
Ex-Parameter	Evasion Rate + 5%
Attack State	Poison + 20%
State Resist	Knockback
Parameter	Max HP * 115%
Parameter	Defense * 115%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
22	50	30	31
Agility:	**Luck:**	**Max HP:**	**Max MP:**
25	12	550	100

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
50	120	60	125
Agility:	**Luck:**	**Max HP:**	**Max MP:**
50	24	1300	200

Skeleton Minion Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	20	15	25	20	35	25	310	85
Lvl 75	166	157	251	223	346	317	5203	1190

Zombie Minion Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	10	20	20	30	10	10	530	70
Lvl 75	128	166	223	261	274	274	7106	987

Shoul Minion Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
7	0	30	6
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	5	75	100

Attack Skill	Evil Stars
Ex-Parameter	Hit Rate + 55%
Attack State	Black Ignite + 10%
Attack Times +	1
State Resist	Black Ignite

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
13	0	68	35
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	20	150	350

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
30	0	200	150
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	65	250	1000

Knight Minion Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
25	15	32	20
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	300	50

Attack Skill	Holy Blade
Ex-Parameter	Hit Rate + 28%
Ex-Parameter	Evasion Rate + 5%
Attack State	Blind + 15%
Attack State	Shock + 20%
State Resist	Stun
State Resist	Knockback
Parameter	Max HP * 120%
Parameter	M.Defense * 120%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
60	35	77	50
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	700	100

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
135	90	172	120
Agility:	**Luck:**	**Max HP:**	**Max MP:**
0	0	1600	250

Shoul Minion Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	15	15	25	25	25	25	430	85
Lvl 75	157	157	251	251	317	317	6381	1190

Knight Minion Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	15	20	25	25	10	10	650	85
Lvl 75	157	166	251	251	274	274	7889	1190

Electro Bot Minion Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
25	0	30	0

Agility:	Luck:	Max HP:	Max MP:
15	15	50	100

Attack Skill	Lightning Bullets
Ex-Parameter	Hit Rate + 45%
Attack State	Stun + 10%
Attack State	Shock + 10%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
51	4	65	8

Agility:	Luck:	Max HP:	Max MP:
35	35	100	200

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
120	10	160	16

Agility:	Luck:	Max HP:	Max MP:
75	75	250	300

Fire Bot Minion Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
25	0	30	0

Agility:	Luck:	Max HP:	Max MP:
15	15	50	100

Attack Skill	Burning Bullet
Ex-Parameter	Hit Rate + 45%
Ex-Parameter	Critical Rate + 9%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
51	4	65	8

Agility:	Luck:	Max HP:	Max MP:
35	35	100	200

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
120	10	160	16

Agility:	Luck:	Max HP:	Max MP:
75	75	250	300

Electro Bot Minion Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	20	10	30	20	10	10	310	70
Lvl 75	166	128	261	223	274	274	5203	987

Fire Bot Minion Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	20	10	30	20	10	10	310	70
Lvl 75	166	128	261	223	274	274	5203	987

Flame Swordsman Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
20	22	18	22
Agility:	**Luck:**	**Max HP:**	**Max MP:**
15	8	200	150

Attack Skill	Flame Slash
Ex-Parameter	Hit Rate + 32%
Ex-Parameter	Evasion Rate + 18%
Attack State	Ignite + 15%
Ex-Parameter	Critical Rate + 14%
Action Times +	16%
Attack Speed	150

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
42	60	32	60
Agility:	**Luck:**	**Max HP:**	**Max MP:**
30	15	450	400

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
90	130	200	130
Agility:	**Luck:**	**Max HP:**	**Max MP:**
60	30	1000	1000

War Monk Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
20	24	25	25
Agility:	**Luck:**	**Max HP:**	**Max MP:**
60	8	280	35

Attack Skill	Earthquake
Ex-Parameter	Hit Rate + 32%
Ex-Parameter	Evasion Rate + 12%
Ex-Parameter	Magic Reflection + 25%
State Resist	Shock
Action Times +	16%
Attack Speed	150

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
46	65	45	55
Agility:	**Luck:**	**Max HP:**	**Max MP:**
180	15	600	100

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
130	120	130	140
Agility:	**Luck:**	**Max HP:**	**Max MP:**
400	40	1400	250

Flame Swordsman Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	16	16	16	16	32	32	671	90
Lvl 75	131	131	131	131	263	263	8315	1012

War Monk Minion Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	21	15	18	18	36	17	621	90
Lvl 75	204	165	179	172	380	206	7839	1012

Daoist Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
15	23	20	29

Agility:	Luck:	Max HP:	Max MP:
40	1	100	130

Attack Skill	Kitty Claw
Ex-Parameter	Hit Rate + 36%
Ex-Parameter	Evasion Rate + 18%
Element Rate	Light * 50%
Element Rate	Thunder * 50%
Element Rate	Elemental * 50%
Action Times +	12%
Attack State	Mana Burn + 14%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
33	42	38	57

Agility:	Luck:	Max HP:	Max MP:
80	5	250	280

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
75	130	85	150

Agility:	Luck:	Max HP:	Max MP:
180	10	800	700

Priest Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
10	16	40	45

Agility:	Luck:	Max HP:	Max MP:
5	10	225	300

Attack Skill	Priest Heal
Ex-Parameter	Hit Rate + 36%
State Resist	Charm
State Resist	Sleep
Sp-Parameter	Magic Damage * 120%
Sp-Parameter	Physical Damage * 120%
Attack State	Hide + 18%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
20	25	100	100

Agility:	Luck:	Max HP:	Max MP:
15	25	500	600

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
30	65	250	250

Agility:	Luck:	Max HP:	Max MP:
30	30	1250	1600

Daoist Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	14	14	18	16	32	18	632	120
Lvl 75	122	139	186	131	263	232	8129	1413

Priest Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	14	18	18	16	23	17	503	86
Lvl 75	122	174	186	131	277	190	6994	1233

Ice Shooter Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
25	6	31	19

Agility:	Luck:	Max HP:	Max MP:
22	22	150	115

Attack Skill	Piercing Shots
Ex-Parameter	Hit Rate + 46%
Ex-Parameter	Evasion Rate + 8%
Ex-Parameter	Magic Evasion + 12%
State Resist	Poison
Attack State	Exhaustion + 14%
Action Times +	16%
Attack Speed	150

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
60	18	75	33

Agility:	Luck:	Max HP:	Max MP:
50	50	350	250

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
150	45	178	67

Agility:	Luck:	Max HP:	Max MP:
120	120	700	600

Frostburn Mage Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
5	2	40	20

Agility:	Luck:	Max HP:	Max MP:
10	10	150	450

Attack Skill	Electro Flames
Ex-Parameter	Hit Rate + 46%
Ex-Parameter	HP Regeneration + 5%
Ex-Parameter	MP Regeneration + 5%
Ex-Parameter	Magic Evasion + 12%
State Resist	Freeze
Attack State	Silence + 14%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
20	10	100	40

Agility:	Luck:	Max HP:	Max MP:
20	20	350	1000

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
40	28	350	100

Agility:	Luck:	Max HP:	Max MP:
30	30	750	2500

Ice Shooter Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	21	16	18	16	39	26	375	81
Lvl 75	208	149	179	143	402	296	5094	1242

Frostburn Mage Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	15	14	22	19	23	26	328	129
Lvl 75	150	140	193	187	271	296	5367	1523

Red Exile Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
24	17	25	22

Agility:	Luck:	Max HP:	Max MP:
0	0	220	0

Attack Skill	Yamtarin Chopping
Ex-Parameter	Hit Rate + 52%
Ex-Parameter	HP Regeneration + 5%
Attack State	Bleed + 20%
Attack State	Fire Penetration + 14%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
60	30	60	44

Agility:	Luck:	Max HP:	Max MP:
5	0	500	0

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
134	77	138	88

Agility:	Luck:	Max HP:	Max MP:
10	0	1600	0

Shooter of Light Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
25	3	50	19

Agility:	Luck:	Max HP:	Max MP:
62	43	70	200

Attack Skill	Cross Arrows
Ex-Parameter	Hit Rate + 65%
Attack State	Magic Debilation + 14%
Attack State	Blind + 17%
State Resist	Charm
Attack State	Target Pinning + 18%
State Resist	Ignite
State Resist	Shock
Attack State	Charm + 10%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
45	8	105	35

Agility:	Luck:	Max HP:	Max MP:
135	100	150	500

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
110	20	236	80

Agility:	Luck:	Max HP:	Max MP:
300	250	250	1000

Red Exile Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	21	15	18	18	36	17	621	90
Lvl 75	204	165	179	172	380	206	7839	1012

Shooter of Light Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	22	18	19	16	37	17	448	115
Lvl 75	205	174	187	131	423	190	5894	1474

Chieftain Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
27	20	32	25

Agility:	Luck:	Max HP:	Max MP:
30	30	120	40

Attack Skill	Chieftain Sweep
Ex-Parameter	Hit Rate + 52%
Attack State	Knockback + 24%
Element Rate	Ice * 60%
Element Rate	Fire * 60%
Element Rate	Wind * 60%
Attack State	Unarmed + 33%
State Resist	Stun
Sp-Parameter	Recovery Effect * 175%
State Resist	Knockback

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
60	40	85	40

Agility:	Luck:	Max HP:	Max MP:
75	75	250	100

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
120	80	200	80

Agility:	Luck:	Max HP:	Max MP:
150	150	700	200

Tuarek Warrior Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
23	38	29	40

Agility:	Luck:	Max HP:	Max MP:
20	10	200	30

Attack Skill	Tuarek Spear
Ex-Parameter	Hit Rate + 75%
Element Rate	Fire * 50%
Element Rate	Earth * 50%
Attack State	Stun + 15%
State Resist	Ignite
State Resist	Stun
State Resist	Knockback
Ex-Parameter	HP Regeneration + 7%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
55	85	68	100

Agility:	Luck:	Max HP:	Max MP:
50	25	450	100

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
90	200	127	250

Agility:	Luck:	Max HP:	Max MP:
75	60	600	100

Chieftain Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	18	19	16	15	24	21	647	115
Lvl 75	174	188	156	166	273	239	7684	1474

Tuarek Warrior Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	18	18	16	15	24	21	647	115
Lvl 75	174	174	156	166	273	239	7684	1474

Tuarek Protector Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
20	50	23	70

Agility:	Luck:	Max HP:	Max MP:
0	0	440	100

Attack Skill	Mace Strike
Ex-Parameter	Hit Rate + 55%
Attack State	Knockback + 24%
Element Rate	Vitality * 50%
Element Rate	Earth * 50%
Attack State	Stun + 15%
State Resist	Knockback
Ex-Parameter	HP Regeneration + 5%
Ex-Parameter	Magic Reflection + 12%
Ex-Parameter	Counter Attack + 20%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
40	100	55	150

Agility:	Luck:	Max HP:	Max MP:
0	0	1000	200

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
110	250	110	378

Agility:	Luck:	Max HP:	Max MP:
0	0	2600	300

Desert Slayer Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
31	20	42	23

Agility:	Luck:	Max HP:	Max MP:
20	20	150	50

Attack Skill	Slayer Cut
Ex-Parameter	Hit Rate + 68%
Attack State	Bleed + 16%
Element Rate	Fire * 75%
Attack State	Stun + 18%
Ex-Parameter	Critical Rate + 16%
Attack State	Execution + 3%
Ex-Parameter	Evasion Rate + 16%
Ex-Parameter	Magic Evasion + 16%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
68	44	87	50

Agility:	Luck:	Max HP:	Max MP:
50	50	350	100

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
160	67	180	100

Agility:	Luck:	Max HP:	Max MP:
120	120	750	300

Tuarek Protector Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	18	19	16	15	24	21	647	115
Lvl 75	174	188	156	166	273	239	7684	1474

Desert Slayer Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	18	18	16	15	24	21	647	115
Lvl 75	174	174	156	166	273	239	7684	1474

Soul Knife Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
31	12	42	22

Agility:	Luck:	Max HP:	Max MP:
80	60	50	50

Attack Skill	Soul Daggers
Ex-Parameter	Hit Rate + 94%
Attack State	Corrupted Poison + 12%
Element Rate	Chaos * 60%
Attack State	Assassinate + 7%
Attack State	Execution + 5%
Ex-Parameter	Critical Rate + 15%
Ex-Parameter	Evasion Rate + 25%
Ex-Parameter	Magic Evasion + 25%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
78	28	114	50

Agility:	Luck:	Max HP:	Max MP:
200	125	150	100

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
188	60	244	100

Agility:	Luck:	Max HP:	Max MP:
450	300	300	200

Shadow Dagger Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
37	10	55	17

Agility:	Luck:	Max HP:	Max MP:
120	220	25	100

Attack Skill	Kage Strike
Ex-Parameter	Hit Rate + 94%
Attack State	Fear + 15%
Attack State	Black Ignite + 20%
Attack State	Evil Debilation + 16%
Ex-Parameter	Critical Rate + 17%
Ex-Parameter	Evasion Rate + 32%
Ex-Parameter	Magic Evasion + 35%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
80	25	120	39

Agility:	Luck:	Max HP:	Max MP:
300	500	100	200

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
188	55	268	93

Agility:	Luck:	Max HP:	Max MP:
600	999	150	250

Soul Knife Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	22	14	18	17	38	31	488	107
Lvl 75	191	141	169	161	386	357	6146	1448

Shadow Dagger Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	22	14	18	17	38	31	488	107
Lvl 75	191	141	169	161	386	357	6146	1448

Blood Mage Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
5	10	72	72
Agility:	**Luck:**	**Max HP:**	**Max MP:**
10	31	100	200

Attack Skill	Blood Whip
Ex-Parameter	Hit Rate + 57%
Attack State	Bleed + 20%
Attack State	Evil Debilation + 16%
Ex-Parameter	MP Regeneration + 4%
Ex-Parameter	TP Regeneration + 4%
Ex-Parameter	HP Regeneration + 5%
State Rate	Dead * 50%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
14	25	150	120
Agility:	**Luck:**	**Max HP:**	**Max MP:**
24	78	200	500

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
20	55	335	320
Agility:	**Luck:**	**Max HP:**	**Max MP:**
55	180	400	1300

Dancing Dervish Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
14	20	20	25
Agility:	**Luck:**	**Max HP:**	**Max MP:**
95	22	125	50

Attack Skill	Burning Blade
Ex-Parameter	Hit Rate + 96%
Parameter	Agility * 200%
Attack Times +	1
State Resist	Ignite
Element Rate	Fire * 50%
Ex-Parameter	Evasion Rate + 12%
Ex-Parameter	HP Regeneration + 4%
Ex-Parameter	Critical Rate + 10%
Attack State	Bleed + 13%

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
38	44	45	54
Agility:	**Luck:**	**Max HP:**	**Max MP:**
200	50	250	150

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
100	120	120	120
Agility:	**Luck:**	**Max HP:**	**Max MP:**
500	120	550	250

Blood Mage Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	17	13	21	22	28	33	429	137
Lvl 75	159	120	209	197	302	363	5872	1700

Dancing Dervish Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	16	14	19	20	40	25	553	79
Lvl 75	146	129	183	177	403	287	7293	1051

Thief Weapon

Attack Skill	Venom Slashes
Ex-Parameter	Hit Rate + 86%
Ex-Parameter	Critical Rate + 12%
Ex-Parameter	Evasion Rate + 20%
Ex-Parameter	Magic Reflection + 20%
Parameter	Agility * 150%
Attack State	Bleed + 15%
State Resist	Corrupted Poison
State Resist	Corrupted Bleed

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
58	10	92	35
Agility:	**Luck:**	**Max HP:**	**Max MP:**
200	100	75	150

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
138	33	238	77
Agility:	**Luck:**	**Max HP:**	**Max MP:**
550	250	150	250

Druid Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
29	14	32	17
Agility:	**Luck:**	**Max HP:**	**Max MP:**
76	29	100	100

Attack Skill	Blinding Claw
Ex-Parameter	Hit Rate + 88%
Parameter	Agility * 150%
Ex-Parameter	Critical Rate + 25%
Element Rate	Chaos * 50%
Ex-Parameter	Evasion Rate + 12%
Ex-Parameter	Magic Evasion + 35%
State Resist	Poison

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
60	30	70	35
Agility:	**Luck:**	**Max HP:**	**Max MP:**
180	75	150	200

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
160	65	180	65
Agility:	**Luck:**	**Max HP:**	**Max MP:**
400	150	400	400

Thief Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	19	17	19	17	35	35	484	90
Lvl 75	173	159	174	152	382	335	6327	1225

Druid Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	19	18	19	19	26	25	455	111
Lvl 75	181	175	184	170	297	253	5993	1382

Spy Weapon

Weapon T1

Attack:	Defense:	M.Attack:	M.Defense:
31	12	42	22

Agility:	Luck:	Max HP:	Max MP:
80	60	50	50

Attack Skill	Venom Slashes
Ex-Parameter	Hit Rate + 86%
Ex-Parameter	Critical Rate + 12%
Ex-Parameter	Evasion Rate + 20%
Ex-Parameter	Magic Reflection + 20%
Parameter	Agility * 150%
Attack State	Bleed + 15%
State Resist	Corrupted Poison
State Resist	Corrupted Bleed

Weapon T2

Attack:	Defense:	M.Attack:	M.Defense:
58	10	92	35

Agility:	Luck:	Max HP:	Max MP:
200	100	75	150

Weapon T3

Attack:	Defense:	M.Attack:	M.Defense:
138	33	238	77

Agility:	Luck:	Max HP:	Max MP:
550	250	150	250

Spy Stats

STATS	ATK	DEF	M. ATK	M. DEF	AGI	LUK	MAX HP	MAX MP
Lvl 1	19	17	21	17	35	37	391	90
Lvl 75	173	159	192	152	382	396	4874	1225

Obtainable Monster Abilities

Skill: Rain Magic

Damage Type: Water
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 225 MP

Speed: 0
Success: 90%
State: Sleep +15%
Repeat: 1
Critical: No

- Ignore defenses but not resistances
- Debuffs MaxMP and MaxHP of targets for 3 turns

Skill Formula:
a.mmp / 15

Skill: Silence

Damage Type: Arcane
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 350 MP

Speed: -50
Success: 90%
State: Silence +60%, Unarmed +30%
Repeat: 1
Critical: No

Skill Formula:
b.mmp / 5

- Ignore defenses but not resistances
- Deal MP damage instead of HP
- Dealt damage is drained as MP

Skill: Blood Rain

Damage Type: Vitality
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 350 MP

Speed: -50
Success: 96%
State: Corrupted Bleed +35%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 5 - b.mdf * 2

- Dealt damage is drained as HP

Skill: Great Healing

Skill Type: Special
Hit Type: Certain
Scope: User
Cost: 60 TP

Speed: +35
Success: 100%

- Grants MaxMP buff for 5 turns and M.Defense buff for 2 turns to user
- Recovers 100% of MaxHP of user on cast

Skill: Fire Ball

Damage Type: Fire
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 160 MP

Speed: 0
Success: 92%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 7 - b.mdf * 2

Skill: Venomous Arrow

Damage Type: Chaos
Skill Type: Special
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 10 TP

Speed: +75
Success: 99%
State: Posion +40%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 - b.def * 1

Skill: Kage Strike

Damage Type: Darkness
Skill Type: Special
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 15 TP

Speed: +120
Success: 88%
State: Black Ignite +15%
TP Gain: +3 on hit
Repeat: 2
Critical: Yes

Skill Formula:
a.atk * 3 - b.def * 1

Skill: Puncture Barrage

Damage Type: Vitality
Skill Type: Special
Hit Type: Physical
Scope: 1 Random Enemy
Variance: 20%
Cost: 22 TP

Speed: +120
Success: 90%
State: Bleed +10%, Corrupted Bleed +8%
TP Gain: +2 on hit
Repeat: 4
Critical: Yes

Skill Formula:
a.atk * 2 - b.def * 1

Skill: Stealth

Skill Type: Special
Hit Type: Certain
Scope: User
Cost: 20 TP

Speed: +20
Success: 100%
State Buff: Hide +100%

- Grants Agility buff for 2 turns to user

Skill: Tuarek Spear

Damage Type: Vitality
Skill Type: Special
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 8 TP

Speed: 0
Success: 95%
Repeat: 2
Critical: Yes

Skill Formula:
a.mat * 1 + a.atk * 4 - b.def * 3

Skill: Savage Axe

Damage Type: Vitality
Skill Type: Special
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 40 TP

Speed: -25
Success: 96%
State: Debiliating +32%
Repeat: 1
Critical: Yes

Skill Formula:
a.mat * 3 + a.atk * 3 - b.def * 5

Skill: Fire Infusion

Skill Type: Magic
Hit Type: Certain
Scope: User
Cost: 75 MP

Speed: +60
Success: 100%
State Buff: Flame Power Magic +100%

Skill: Glacial Smash

Damage Type: Ice
Skill Type: Special
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: 18 TP

Speed: -25
Success: 90%
State: Ice Penetration +25%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 - b.def * 1

Skill: Wave

Damage Type: Water
Skill Type: Magical
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 95 TP, 5 TP

Speed: -125
Success: 90%
State: Sleep +55%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 3 - b.mdf * 1

Skill: Kitty Claw

Damage Type: Light
Skill Type: Special
Hit Type: Certain
Scope: 1 Enemy
Variance: 30%
Cost: 5 TP

Speed: +75
Success: 100%
State: Shock +100%
Repeat: 1
Critical: No

Skill Formula:
a.atk * 2 - b.def * 2

- Dealt damage is drained as HP

Skill: Strong Attack

Damage Type: Vitality
Skill Type: Special
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 10 TP

Speed: 0
Success: 90%
State: Stun +50%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 - b.def * 2

Skill: Bodyslam

Damage Type: Vitality
Skill Type: Special
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 16 TP

Speed: 0
Success: 90%
State: Knockback +50%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 5 - b.def * 2

Skill: Icy Touch

Damage Type: Ice
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 225 MP

Speed: 0
Success: 90%
State: Freeze +38%
Repeat: 1
Critical: Yes

Skill Formula:
600 + a.mat * 3 - b.mdf * 2

Skill: Windy Bone Shot

Damage Type: Wind
Skill Type: Special
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: 10 TP

Speed: +25
Success: 90%
Repeat: 1
Critical: Yes

Skill Formula:
75 + a.atk * 3 - b.def * 2

Skill: Stun Shot

Damage Type: Vitality
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 275 MP

Speed: 0
Success: 86%
State: Stun +35%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 6 - b.mdf * 3

Skill: Blood Suck

Damage Type: Vitality
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 240 MP

Speed: 0
Success: 90%
TP Gain: +25 on hit
State: Bleed +100%
Repeat: 1
Critical: Yes

Skill Formula:
a.mat * 5 - b.mdf * 2

- Dealt damage is drained as HP

Skill: Triple Attacks

Damage Type: Vitality
Skill Type: Special
Hit Type: Physical
Scope: 3 Random Enemies
Variance: 20%
Cost: 150 MP

Speed: +25
Success: 88%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 - b.def * 2

Skill: Black Shot

Damage Type: Darkness
Skill Type: Special
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 37 TP

Speed: -35
Success: 90%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 8 - b.def * 1

Skill: Posion

Damage Type: Chaos
Skill Type: Magic
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 20%
Cost: 200 MP

Speed: 0
Success: 88%
State: Poison +50%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 3 + a.mmp / 5 - b.mdf * 3

- Part of MaxMP is added to the damage of skill

Skill: Sinister Energy

Damage Type: Sinister
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 260 MP

Speed: -10
Success: 80%
State: Fear +50%, Black Ignite +50%, Blind +50%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 3 - b.mdf * 2

Skill: Flame Lance

Damage Type: Fire
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 210 MP

Speed: -25
Success: 95%
State: Ignite +50%
Repeat: 2
Critical: No

Skill Formula:
a.mat * 7 - b.mdf * 2

Skill: Water Cut

Damage Type: Water
Skill Type: Special
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 5 TP

Speed: +35
Success: 95%
State: Unarmed +16%
Repeat: 3
Critical: YesNo

Skill Formula:
a.atk * 3 - b.def * 2

Skill: Fiery Touch

Damage Type: Fire
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 255 MP

Speed: +15
Success: 90%
State: Ignite +22%
Repeat: 1
Critical: No

Skill Formula:
550 + a.mat * 3 - b.mdf * 1

Skill: Toxic Fog

Damage Type: Chaos
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 25 TP

Speed: 0
Success: 82%
State: Poison +50%, Blind +32%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 2 - b.mdf * 1

Skill: Fire Sweep

Damage Type: Fire
Skill Type: Special
Hit Type: Physical
Scope: 3 Random Enemies
Variance: 20%
Cost: 34 TP

Speed: 0
Success: 88%
State: Ignite +10%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 5 - b.def *

Skill: Black Heal

Skill Type: Special
Hit Type: Certain
Scope: 1 Ally
Cost: 25 TP
Speed: -25
Success: 100%
State Buff: HP Regeneration +100%, Will Resistance +100%

- Recovers 30% HP of an ally on casting «Black Heal» skill

Skill: Glacial Hammer

Damage Type: Ice
Skill Type: Special
Hit Type: Certain
Scope: 1 Enemy
Variance: 20%
Cost: 20 TP
Speed: 0
Success: 100%
State: Freeze +40%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 + a.mat * 1 - b.def * 2

Skill: Arctic Sweep

Damage Type: Ice
Skill Type: Special
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 36 TP
Speed: -25
Success: 84%
State: Freeze +13%, Stun +12%
Repeat: 1
Critical: Yes

Skill Formula:
a.mat + a.atk * 4 - b.def * 3

Skill: Sinister Book

Damage Type: Sinister
Skill Type: Magic
Hit Type: Magical
Scope: 2 Random Enemies
Variance: 20%
Cost: 75 MP
Speed: +50
Success: 94%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 3 - b.mdf * 1

Skill: Ice Claw

Damage Type: Ice
Skill Type: Special
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 5 TP
Speed: 0
Success: 92%
State: Freeze +18%
Repeat: 1
Critical: Yes

Skill Formula:
a.mat * 1 + a.atk * 5 - b.def * 3

Skill: Black Cyclone

Damage Type: Darkness
Skill Type: Magic
Hit Type: Magical
Scope: 2 Random Enemies
Variance: 20%
Cost: 185 MP
Speed: +50
Success: 94%
State: Black Ignite +16%, Fear +10%
Repeat: 1
Critical: No

Skill Formula:
a.atk * 2 + a.mat * 2 - b.mdf * 3

Skill: Bone Rend

Damage Type: Vitality
Skill Type: Special
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 25 TP
Speed: 0
Success: 85%
State: Bleed +35%
Repeat: 1
Critical: Yes

Skill Formula:
a.mat * 1 + a.atk* 2 - b.def * 2

- Dealt damage is drained as life

Skill: Chaos Infusion

Skill Type: Special
Hit Type: Certain
Scope: User
Cost: 15 TP
Speed: 0
Success: 100%
State Buff: Chaos Power Magic +100%

Skill: Chaotic Blade

Damage Type: Chaos
Skill Type: Special
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 55 TP
Speed: -150
Success: 94%
State: Execution +25%, Plague +15%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 7 - b.def * 1

Skill: Storm Blade

Damage Type: Thunder
Skill Type: Magic
Hit Type: Magical
Scope: 2 Random Enemies
Variance: 30%
Cost: 225 MP
Speed: -50
Success: 96%
State: Shock +100%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 3 - b.mdf * 1

Skill: Bone Fire

Damage Type: Fire
Skill Type: Magic
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 20%
Cost: 300 MP
Speed: -75
Success: 90%
State: Ignite +25%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 4 - b.mdf * 2

Skill: Bone Ice

Damage Type: Ice
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 300 MP
Speed: 0
Success: 88%
State: Ice Penetration +100%, Freeze +28%
Repeat: 1
Critical: No

Skill Formula:
250 + a.mat * 4 - b.mdf * 2

Skill: Bone Thunder

Damage Type: Thunder
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 30%
Cost: 300 MP
Speed: 0
Success: 86%
State: Thunder Penetration +26%, Shock +20%, Stun +10%, Knockback +15%
Repeat: 1
Critical: No

Skill Formula:
100 + a.mat * 3 - b.mdf * 2

Skill: Bone Song

Damage Type: Sound
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 300 MP
Speed: 0
Success: 85%
State: Confusion +40%
Repeat: 1
Critical: No

Skill Formula:
100 + a.mat * 8 - b.mdf * 2

Skill: Catapult Rocks

Damage Type: Earth
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 180 MP
Speed: -100
Success: 90%
State: Dull +25%
Repeat: 1
Critical: No

Skill Formula:
a.atk * 2 + a.mat * 5 - b.mdf * 2

Skill: Ramming

Damage Type: Vitality
Skill Type: Special
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 35 TP
Speed: -100
Success: 86%
State: Knockback +35%
Repeat: 1
Critical: Yes

Skill Formula:
150 + a.atk * 6 - b.def * 2

Skill: Trebuchet Rocks

Damage Type: Earth
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 325 MP
Speed: -300
Success: 80%
Repeat: 1
Critical: No

Skill Formula:
a.mat * 7 - b.mdf * 2

Skill: Catapult Flame Rocks

Damage Type: Fire
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 20%
Cost: 550 MP
Speed: -200
Success: 84%
State: Ignite +20%, Knockback +20%
Repeat: 2
Critical: No

Skill Formula:
a.mat * 6 - b.mdf * 3

ESSENCE VENDORS





SPECIAL ENEMY SKILLS

Skill: Cursed Skull

Damage Type: Chaos
Skill Type: Magic
Hit Type: Magical
Scope: 3 Random Enemies
Variance: 20%
Cost: 300 MP

Speed: 0
Success: 90%
State: Poison +100%
TP Gain: +10 on hit
Repeat: 1
Critical: No

Skill Formula:
a.mat * 2 - b.mdf * 1

- M.Defense of affected enemies are debuffed for 2 turns
- Skill can be obtained from Zogonig if you kill her



Skill: Toxic Strike

Damage Type: Chaos
Skill Type: Technique
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: 15 MP

Speed: +100
Success: 94%
State: Plague +26%, Degeneration +26%
TP Gain: +10 on hit
Repeat: 1
Critical: Yes

Skill Formula:
a.agi * 1 + a.atk * 2 - b.def * 2

- Agility is added to the damage of the skill
- Skill can be obtained from Zogonig if you kill her



Skill: Dark Light

Damage Type: Light
Skill Type: Magic
Hit Type: Magical
Scope: All Enemies
Variance: 25%
Cost: 500 MP, 50 TP

Speed: +100
Success: 88%
State: Shock +50%, Black Ignite +50%, Blind +50%, Fear +50%
TP Gain: +10 on hit
Repeat: 1
Critical: No

Skill Formula:
a.mat * 5 - b.mdf

- Skill can be obtained from Zogonig if you kill her



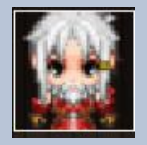
Skill: Fire Mark

Damage Type: Chaos
Skill Type: Special
Hit Type: Physical
Scope: 2 Random Enemies
Variance: 20%
Cost: 10 TP

Speed: +25
Success: 86%
State: Ignite +15%, Fire Penetration +25%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 6 - b.def * 3

- Skill can be obtained from Master Yochi if you defeat and speak to him

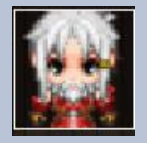


Skill: Pleasant Melody

Skill Type: Special
Hit Type: Certain
Scope: 1 Ally
Cost: 30 TP

Speed: +25
Success: 100%
State Buff: Statues Ailment Block +50%

- Skill can be obtained from Master Yochi if you defeat and speak to him
- Recover 25% HP of target
- Affected target gain Attack and M.Defense Buffs for 3 turns



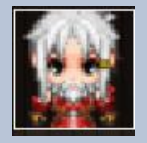
Skill: Dark Kunais

Damage Type: Darkness
Skill Type: Special
Hit Type: Physical
Scope: 1 Enemy
Variance: 20%
Cost: 20 TP

Speed: +125
Success: 88%
TP Gain: +5 on hit
Repeat: 4
Critical: Yes

Skill Formula:
a.agi * 3 + a.mat - b.mdf * 2

- Skill can be obtained from Master Yochi if you defeat and speak to him
- Agility is added to the damage of skill



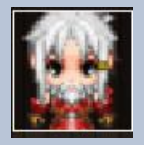
Skill: Many Strikes

Damage Type: Vitality
Skill Type: Special
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 35 TP

Speed: +150
Success: 95%
State: Bleed +20%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 + a.mat - b.def * 3

- Skill can be obtained from Master Yochi if you defeat and speak to him



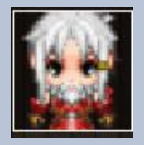
Skill: Many Strikes

Damage Type: Vitality
Skill Type: Special
Hit Type: Physical
Scope: All Enemies
Variance: 20%
Cost: 35 TP

Speed: +150
Success: 95%
State: Bleed +20%
Repeat: 1
Critical: Yes

Skill Formula:
a.atk * 4 + a.mat - b.def * 3

- Skill can be obtained from Master Yochi if you defeat and speak to him

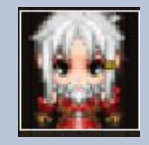


Skill: Samurai Recovery

Skill Type: Special
Hit Type: Certain
Scope: User
Variance: 20%
Cost: 55 TP

Speed: 0
Success: 100%
State: Guard +100%
Repeat: 1
Critical: Yes

- Skill can be obtained from Master Yochi if you defeat and speak to him
- Recovers 75% HP and 100% MP of caster



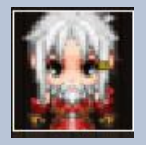
Skill: Water Prison

Damage Type: Water
Skill Type: Magic
Hit Type: Magical
Scope: 1 Enemy
Variance: 20%
Cost: 200 MP

Speed: 0
Success: 90%
State: Sleep +50%,
Reduced Accuracy +30%,
Recuded Reflexes +30%,
Reduced Dexterity +30%
Repeat: 1
Critical: Yes

Skill Formula:
a.mat * 5 - b.def * 1

- Skill can be obtained from Master Yochi if you defeat and speak to him



Relics

Tier I

Vital Relic
Reduced vitality damage taken by 25%

Fire Relic
Reduced fire damage taken by 25%

Ice Relic
Reduced ice damage taken by 25%

Thunder Relic
Reduced thunder damage taken by 25%

Water Relic
Reduced water damage taken by 25%

Earth Relic
Reduced earth damage taken by 25%

Wind Relic
Reduced wind damage taken by 25%

Light Relic
Reduced light damage taken by 25%

Darkness Relic
Reduced darkness damage taken by 25%

Chaotic Relic
Reduced chaos damage taken by 25%

Sinister Relic
Reduced sinister damage taken by 25%

Arcanist Relic
Reduced arcanist damage taken by 25%

Elemental Relic
Reduced elemental damage taken by 25%

Combined Relic
Reduced all non-true damage taken by 3%

Tier II

Frost-Burn Steel Relic
Reduced vitality / fire / ice damage taken by 30%
Reduced total HP by 20%

Electro Mud Relic
Reduced thunder / water / earth damage taken by 30%
Reduced total MP by 50%

Holy Black Tornado Relic
Reduced wind / light / darkness damage taken by 30%
Reduced total ATK by 25%

Black Anarchy Magic Relic
Reduced wind / light / darkness damage taken by 30%
Reduced total DEF by 30%

Elemental Voice Relic
Reduced elemetal / sound damage taken by 40%, Reduced all other non-true damage types taken by 10%
Reduced total M.ATK / M.DEF / AGI / LUCK by 15%

Tier III

Power Seal Relic
Reduced all non-true damage taken by 45%, +30 All Attributes
Reduced total HP / MP by 60%

Corrupted Orbs

Tier I

Vital Corrupted Orb
Immune to Vital Damage, 50% reduced chance to being Stunned.
Wielder will take double damage from Sound skills.

Flame Corrupted Orb
Immune to Fire Damage, 50% reduced chance to being Black Ignited.
Wielder will take double damage from Water skills.

Frost Corrupted Orb
Immune to Ice Damage, 50% reduced chance to being Knockbacked.
Wielder will take double damage from Sinister skills.

Thunder Corrupted Orb
Immune to Earth Damage, 50% reduced chance to being Dulled.
Wielder will take double damage from Arcane skills.

Water Corrupted Orb
Immune to Water Damage, 50% reduced chance to being Silenced.
Wielder will take double damage from Fire skills.

Earth Corrupted Orb
Immune to Earth Damage, 50% reduced chance to being Unarmed.
Wielder will take double damage from Arcane skills.

Tornado Corrupted Orb
Immune to Wind Damage, 50% reduced chance to being Frozen.
Wielder will take double damage from Vitality skills.

Radiance Corrupted Orb
Immune to Wind Damage, 50% reduced chance to being Ignited.
Wielder will take double damage from Elemental skills.

Darkness Corrupted Orb
Immune to Darkness Damage, 50% reduced chance to being Feared.
Wielder will take double damage from Light skills.

Chaotic Corrupted Orb
Immune to Chaos Damage, 50% reduced chance to being Bleeded.
Wielder will take double damage from Darkness skills.

Sinister Corrupted Orb
Immune to Sinister Damage, 50% reduced chance to being Blinded.
Wielder will take double damage from Thunder skills.

Arcanist Corrupted Orb
Immune to Arcane Damage, 50% reduced chance to being Slept.
Wielder will take double damage from Ice skills.

Elemental Corrupted Orb
Immune to Elemental Damage, 50% reduced chance to being Shocked.
Wielder will take double damage from Earth skills.

Noise Corrupted Orb
Immune to Sound Damage, 50% reduced chance to being Corrupted Poisoned.
Wielder will take double damage from Wind skills.

Tier II

Aggression Corrupted Orb
+35 ATK / AGI, +5% Crit Rate
DEF is reduced by 25%

Turtle Corrupted Orb
+35 DEF / LUCK, +10% Counter Attack
ATK is reduced by 25%

Magical Corrupted Orb
+60 M.ATK, +5% MP Regen
M.DEF is reduced by 30%

Protector Corrupted Orb
+60 M.DEF, +12% Magic Reflection
M.ATK is reduced by 30%

Dexterity Corrupted Orb
+70 AGI, +14% Evasion Rate, +35% Crit Evasion Rate
Max HP is reduced by 20%

Fortune Corrupted Orb
+70 LUCK, +10% TP Regeneration
Max MP is reduced by 35%

Heart Corrupted Orb
+400 HP, +4% HP Regeneration
AGI is reduced by 50%

Mind Corrupted Orb
+600 MP, +16% HP Magic Evasion
LUCK is reduced by 50%

Tier III

Power Seal Corrupted Orb
+10% All Attributes, +25 All Stats, -5% [HP / MP / TP] Regeneration
-10% Hit Rate / Evasion Rate / Crit Rate / Crit Evasion / Magic Evasion / Magic Reflection / Counter Attack

Realm Stones

Tier I

Offense
A companion can use this.
+12% Hit Rate, +25 ATK.
Defense
A companion can use this
+7% Evasion Rate / +22% Critical Evasion, +25 DEF
M.Offense
A companion can use this
+4% MP Regeneration, +40 M.ATK
M.Defense
A companion can use this
+9% Magic Evasion, +40 M.DEF
Agility
A companion can use this
+8% Crit Rate, +45 AGI
Luck
A companion can use this
+6% Counter Attack / +6% Magic Reflection, +45 LUCK
Health
A companion can use this
+4% HP Regeneration, +250 HP
Mana
A companion can use this
+6% TP Regeneration, +350 MP

Tier II

Offense
A companion can use this
+12% Hit Rate, +55 ATK
Defense
A companion can use this
+7% Evasion Rate / +22% Critical Evasion, +55 DEF
M.Offense
A companion can use this
+4% MP Regeneration, +88 M.ATK
M.Defense
A companion can use this
+9% Magic Evasion, +88 M.DEF
Agility
A companion can use this
+8% Crit Rate, +92 AGI
Luck
A companion can use this
+6% Counter Attack / +6% Magic Reflection, +92 LUCK
Health
A companion can use this
+4% HP Regeneration, +550 HP
Mana
A companion can use this
+6% TP Regeneration, +600 MP

Tier III

Offense
A companion can use this.
+12% Hit Rate, +95 ATK
Defense
A companion can use this
+7% Evasion Rate / +22% Critical Evasion, +95 DEF
M.Offense
A companion can use this
+4% MP Regeneration, +160 M.ATK
M.Defense
A companion can use this
+9% Magic Evasion, +160 M.DEF
Agility
A companion can use this
+8% Crit Rate, +175 AGI
Luck
A companion can use this
+6% Counter Attack / +6% Magic Reflection, +175 LUCK
Health
A companion can use this
+4% HP Regeneration, +1000 HP
Mana
A companion can use this
+6% TP Regeneration, +1250 MP