

Leah

Race: Fencer

Orb : Thief

Lv 27

TOTAL_EXP 173151

NEXT_EXP 21362

HP 183/183

MP 23/23

TP 10/100

500 4

MP 183

STR 338

DEF 144

AGI 80

Max Tp 100

TP 23

MP 23

DEF 255

MEV 135

MOB 87

TP 10

Def 13

-BOOST DATA-

STR: 125%

VIT: 125%

INT: 125%

MEN: 125%

Duration:+0

Count :2/2

Cost :50

POS: FRONT

W.Red 100%

G.Red 50%

A.Red(P) 100%

A.Red(S) 100%

HATE: 6

P.CRI.RATE: 5%

S.CRI.RATE: 5%

CRI.DMG: ×1.25

Slash 100%

Thrust 90%

Strike 100%

Fire 120%

Ice 120%

Thunder 120%

Holy 100%

Dark 100%

Poison 40P

Blind 40P

Stun 40P

Palsy 45P

Terror 50P

Confusion 40P

Sleep 40P

Forget 40P

BOOST Kukri

Soldier Shield

Hunter Coat

Tyrant

MOB(mobility)

default:100

example)

Short Sword

LOAD 7

Short Sword equip :MOB100 - 7 = 93

LIST ↓

MOB	SPD	Weight
91 ~	5	Very Light
81 ~90	4	Light
71 ~80	3	Medium
61 ~70	2	Heavy
~60	1	Very Heavy

HP

MP

STR

VIT

INT

MEN

AGI

MOB

Max Tp

Tp.Pool

Tp.Atk

Tp.Def

POS

W.Red

G.Red

A.Red(P)

A.Red(S)

HATE

P.CRI.RATE

S.CRI.RATE

CRI.DMG

SPD

: MAXHP

: MAXMP

: Physical attack power

: Physical defense power

: Sorcery attack power

: Sorcery defense power (affect > heal skill)

: Agility

: Mobility (affect > SPD)

: MAXTP

: When battle start, TP value.

: Normal attak, TP increment value.

: Guard or Evade, TP increment value.

: FRONT or REAR

:The ratio of normal attack (depends>weapon, invalid>FRONT POS)

: Guard or Evade, damage ratio from the enemy

:Physical damage ratio from the enemy (depends > armor and POS)

: Sorcery damage ratio from the enemy (depends > armor and POS)

: Hatred from the enemy

: Physical critical rate

: Sorcery critical rate

: Critical damage rate

: SPEED (in battle, action speed)

-BOOST DATA-

STR VIT INT MEN :When used BOOST, parameter gain rate

Duration :BOOST Duration

Count :BOOST, usage count

Cost :BOOST cost(TP)

STR up Lv×2%
MAX BONUS:STR +20



Luke
Warrior
POOL_SP: 5
USED_SP: 29

-Requirement-

-None-

HP Force	1SP	0/10	STR Force	1SP	3/10
VIT Force	1SP	0/10	MEN Force	1SP	0/10
Warrior Guard	2SP	5/ 5	Warrior Protection	2SP	0/ 5
Atk Caliber	1SP	0/ 5	Def Caliber	1SP	0/ 5
Giant Killing	1SP	4/ 5	Revive Soul	1SP	0/ 5
Parrying	5SP	0/ 1	Release	10SP	0/ 1
HP Recover	1SP	0/ 5	STR BOOST	1SP	0/ 5
Fountain	5SP	0/ 1	BOOST Force	10SP	0/ 1
Eagle Blow	2SP	1/ 5	Might Blow	2SP	3/ 5
War Cry	2SP	2/ 5	Hell Cry	2SP	0/ 5

Character build

1.Mastery
To use SP, character reinforce.

2.Orb
To use SP, parameter reinforce.

3.Equip
Parameter reinforce, and learn skill.

* 1Lvup → 2SP get



Evan
Race: Ancient
Orb : No Set

POOL_SP: 19
USED_SP: 24

HP	165	HP	24	Max Tp	100
STR	205	DEX	183	Tp	15
INT	144	MEN	149	Def	14
AGI	80	MOR	83	Def	35
				HATE	5

Vit	+5P
STR	+15%
DEX	+15%
Vit	+5P

No Set
Freyja
Rogue
Assassin
Vanguard
Phalanx
?????
?????
Wizard
Alchemist
?????
?????

SP: 0
SP: 5
SP: 5
SP:10
SP: 5
SP: 5
SP:10
SP: 5
SP: 5
SP: 5
SP:10

Thief
Bard
?????
?????
Gladiator
Centurion
?????
?????
Medic
War Magus
?????
?????

SP: 5
SP: 5
SP: 5
SP:10
SP: 5
SP: 5
SP:10
SP: 5
SP: 5
SP:10



Noah

HP	128	HP	27	100%	40P
STR	108	DEX	113	100%	40P
INT	164	MEN	206	100%	40P
AGI	60	MOR	80	100%	40P
Max Tp	100	Vit	10	100%	60P
Tp	10	Def	10	100%	60P
SPD	80	80%	80%	60P	60P

Curved Staff
Jade Bracelet
Mage Robe
< Crest >
< Crest >
< Crest >
< Crest >
< Crest >

ITEM
ORND
SKILL
ELOY
TYPE
PARAM
SUB
PARAM
LOAD
Vib
Des

Jade Bracelet
Ornament
Resurrection
NO-SLOT

INT+2

2
+0

RES
OP
ARea
0%

TYPE:Strike LOAD:8 ELEMENT_RES: - AILMENT_RES: -
TP+5 STR+26

ITEM

PARAM

SUB PARAM

Hand Axe

Feat Beat

EMPTY-SLOT

107100 G

858 g

alchemy_enhance

gem_setting

boost_enhance

derive_enhance

Equip alchemy

1.alchemy_enhance

Equip reinforce, MAXLv5.

2.gem_setting

Lv8, slot open. Gem can set. (No slot equip, exist.)

3.boost_enhance

Lv5, release. Equip can reinforce only once.

4.derive_enhance

Lv5, release. Equip can evolve.

OPTION LIST

	two handed	:Can't be equipped with a shield.
	dual attack	:Normal attack become twice.
	chase sorcery	:If self TP $\geq$ 50, chase sorcery damage to normal attack.
	anti air	:Invalidate <option:air>
	anti hard	:Invalidate <option:hard>
	half mp	:MP is halved.
	p skill up	:Physical skill, damage up.
	s skill up	:Sorcery skill, damage up.
	p resist	:Physical damage, $\times 0.9$
	s resist	:Sorcery damage, $\times 0.9$
	counter attack	:Fight back to normal attack.
	spirit shell	:Invalidate <wait skill's cancel>
	heal	:When the turn has elapsed, recover HP.
	air	:Floating enemy. Invalidate toughness damage.
	hard	:Hard enemy. Invalidate toughness damage.
	warlike	:Aim the MAX HP high fellow.
	wily	:Aim the MAX HP low fellow.
	sorcery attack	:Normal attack is sorcery.

STATE LIST

	battle impossible	
	poison	:While acting 2 times, hp damage.
	blind	:While acting 2 times, half damage to the enemy.
	stun	:While acting 1 time, can't act.
	palsy	:While acting 3 times, can't use TP SKILL.
	terror	:While acting 2 times, TP decrease and parameter down.
	confusion	:While acting 2 times, attack the fellow.
	sleep	:While acting 1 time, can't act and VIT down.
	forget	:While acting 3 times, can't use MP SKILL.



MOVE_SPEED : 1 2 3
DUNGEON_WALK : Auto Normal

DUNGEON
FULL MAP : W

GAME OPTION

MOVE_SPEED : Character move speed

DUNGEON_WALK : Dungeon walk sensitivity

Other

Key config : F1

Game end : F12 → SHUT DOWN