# FIGHTER

# SKILL

Fighters can use (BELIEVE!) plus the following attack and defense skills.
-Shield other party members without forfeiting an action
-Strike one opponent with a mighty blow (SMASH!)
●Higher levels for fighters
Paladin: Paladins can use both healing magic and perform all out attacks.
Knight: Knight's can use range attacks, defense, and killer moves.
Dragoon: Dragoons can use magic to enhance their strength in combat.

* Can only be used once per adventure.

## BELIEVE! ★

Special

*The power of believing in your comrades.*
**Range:** 3
**Target:** 1 ally
**Details:** Use at any time to restore 1 MP to someone other than yourself.
☆:Can only be used once per adventure.

☑PARTY

## COVER 0 MP

Defence

Protect your comrades.
**Range:** 1
**Target:** 1 ally
**Details:** Step in to receive the damage an ally is about to receive on yourself.

☑Lv 1

## SMASH 1 MP

Attack Action

*Strike a mighty blow with your weapon.*
**Range:** weapon
**Target:** 1 enemy
**Details:** Add + 2 to hit chance and + 1 to Attack Power for one attack with the weapon you are using.

☑Lv 1

## GUARD 1 MP

Defence

Block with your weapon to protect yourself.
**Target:** self
**Details:** When damage is about to be received, use this skill to reduce it by 2 points.

☐Lv 2

**** It's a good idea to copy this page and have it handy during adventures**

**** Tick the box for whichever specialisation you choose from**

## PALADIN

Class Change ☐

### HEAL 1 MP

Magic Action

*Directs a healing aura to assist a friend.*
**Range:** 3
**Target:** 1 ally
**Details:** Restores 2~3 HP.

☐Lv 3

### HOLY RAIN 2 MP

Magic Action

*Causes magically healing rain to fall on your allies.*
**Range:** 3
**Target:** All allies
**Details:** All affected allies receive 1~2 HP recovery.

☐Lv 4

* Can only be used once per adventure.

### JUDGEMENT ★

Attack Action

*An awesome blow dealing judgement to all opponents.*
**Range:** 3 **Target:** All enemies
**Details:** Blesses a weapon which can then simultaneously attack all opponents with a +1 each for hit chance and Attack Power.
If a hit is scored, the opponent defends at -1 defence value.

☐Lv 5

## KNIGHT

Class Change ☐

### SPIN ATTACK 1 MP

Attack Action

*A specialized whirling attack.*
**Range:** 1
**Target:** 1 rank of enemies
**Details:** Attack an entire rank of opponents with a +1 hit chance.

☐Lv 3

### COUNTER 1 MP

Defence

A sudden counter attacking move.
**Range:** weapon
**Target:** 1 enemy
**Details:** When an enemy is about to resolve an attack which includes you, this skill allows you to make a preemptive strike.

☐Lv 4

* Can only be used once per adventure.

### SMITE ★

Attack Action

*When you need to strike a killer blow.*
**Range:** weapon
**Target:** 1 enemy
**Details:** Strike a mighty blow with your weapon at + 4 hit chance -2 to the score required for a critical hit, and + 2 to Attack Power.

☐Lv 5

## DRAGOON

Class Change ☐

### FORK LIGHTNING 1 MP

Magic Action

*A magical lightning strike on multiple targets.*
**Range:** 3
**Target:** All enemies
**Details:** Inflicts 1 ~2 points of damage per opponent (lightning type).

☐Lv 3

### FIREWALL 2 MP

Magic Action

*Creates a magical wall of fire.*
**Range:** 3
**Target:** 1 rank of enemies
**Details:** Inflicts 2 ~3 points of damage per opponent (fire type)

☐Lv 4

* Can only be used once per adventure.

### DRAGON SOUL ★

Magic Action

*Temporarily strengthens the warrior with the power of a dragon.*
**Target:** Self
**Details:** Adds a point each to hit chance, defence value and Attack Power for the duration of a combat due to an infusion of magical power.

☐Lv 5

# WIZARD

# SKILL

Wizards can use (BELIEVE!) plus the following magical skills.

-A one time scan of monsters (SEARCH)

-Area attack (THUNDER) or heal wounds (HEAL)

●Higher levels for wizards

White mage: Specialist in healing magic, can also make area attacks.

Guardian: An all rounder, skilled in both magic and weapons.

Black mage: Specialist in offensive magic, can also use support magic.

***Choose 1 of either Heal or Fork Lightning**

* Can only be used once per adventure.

## BELIEVE! ★

Special

*The power of believing in your comrades.*
**Range:** 3
**Target:** 1 ally
**Details:** Use at any time to restore 1 MP to someone other than yourself.
☆:Can only be used once per adventure.

☑PARTY

## FORK LIGHTNING 1 MP

Magic Action

*A magical lightning strike on multiple targets.*
**Range:** 3
**Target:** All enemies
**Details:** Inflicts 1 ~2 points of damage per opponent (lightning type).

☐Lv 1

## SEARCH 0 MP

Magic Action

*Reveals the nature of enchantments.*
**Range:** 3
**Target:** Anything within range
**Details:** Allows the user to test against intelligence to discover the nature of magical traps and monsters.

☑Lv 1

## HEAL 1 MP

Magic Action

*Directs a healing aura to assist a friend.*
**Range:** 3
**Target:** 1 ally
**Details:** Restores 2~3 HP.

☐Lv 1

## ENCHANT 1 MP

Magic Action

*Creates an enchanted weapon.*
**Range:** 3
**Target:** 1 ally
**Details:** Enchants the weapon of an ally such that for the duration of the combat it gains a bonus of + 1hit chance, and -1 to the score required for a critical hit.

☐Lv 2

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**** Tick the box for whichever specialisation you choose from**

## WHITE MAGE

Class Change ☐

### HOLY RAIN 2 MP

Magic Action

*Causes magically healing rain to fall on your allies.*
**Range:** 3
**Target:** All allies
**Details:** All affected allies receive 1~2 HP recovery.

☐Lv 3

### FREEZE 2 MP

Magic Action

*Ensnares opponents in a magical web of ice.*
**Range:** 3
**Target:** All enemies
**Details:** : Inflicts 1 ~2 points of damage per opponent (ice type). They also receive a -1 penalty to their defence value for the duration of the combat.

☐Lv 4

* Can only be used once per adventure.

### REFRESH ★

Magic Action

*Instantly restores an ally to full health.*
**Range:** 3
**Target:** 1 ally
**Details:** Fully restore the HP of one ally, and reverse any abnormal conditions affecting them.

☐Lv 5

## GUARDIAN

Class Change ☐

### BARRIER 1 MP

Defence

Creates a magical barrier to assist a friend under attack.
**Range:** 3
**Target:** 1 ally
**Details:** Use this skill when an ally has been hit and is about to determine the damage. Deduct 2 points from this damage.

☐Lv 3

### SKEWER 1 MP

Attack Action

*Simultaneously run through several opponents with one thrust.*
**Range:** 3
**Target:** 1 file of enemies
**Details:** The enchanted weapon makes an attack at a bonus of 1 to critical chance.

☐Lv 4

* Can only be used once per adventure.

### CHASE ATTACK ★

Special

*A skill which blends magic and fighting.*
**Range:** weapon
**Target:** 1 enemy
**Details:** Use immediately after casting any spell to make a follow up attack with your weapon with +1 Attack Power.

☐Lv 5

## BLACK MAGE

Class Change ☐

### FIREWALL 2 MP

Magic Action

*Creates a magical wall of fire.*
**Range:** 3
**Target:** 1 rank of enemies
**Details:** Inflicts 2 ~3 points of damage per opponent (fire type)

☐Lv 3

### HASTE 2 MP

Magic Action

*A sudden counter attacking move.*
**Range:** 3
**Target:** All allies
**Details:** Magically speed up the movement of your friends for the duration of combat so that they gain a +1 bonus on hit chance and defence value.

☐Lv 4

* Can only be used once per adventure.

### ICE BLAST ★

Magic Action

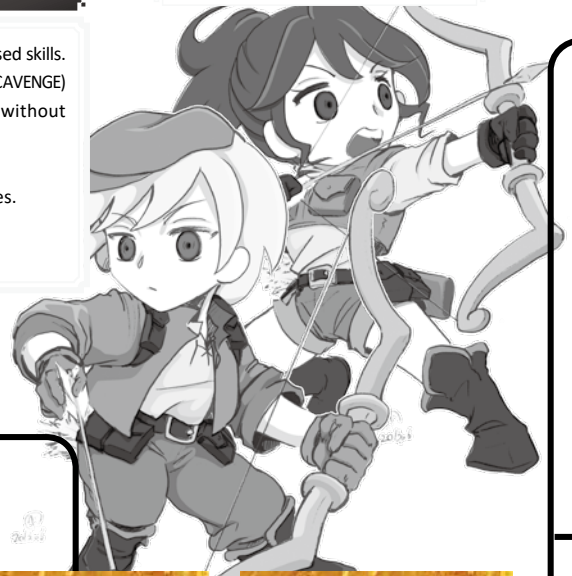
*A fierce magical ice storm.*
**Range:** 3
**Target:** 1 enemy
**Details:** Hit one opponent with an icy blast for3~4 pointsof damage. Also gives them a -1 protection value adjustment for the duration of the combat.

☐Lv 5

# HUNTER

# SKILL

Hunters can use (BELIEVE!) plus the following specialised skills.
-Obtain any dropped item without expending an action (SCAVENGE)
-Increase ability to hit a target or dodge a blow without expending an action (FOLLOW)
●Higher levels for hunters
Ranger: Skilled at healing magic and protecting allies.
Sniper: A deadly shot with missile weapons.
Assassin: Skilled as a front rank fighter.



* Can only be used once per adventure.

## BELIEVE! ★

*The power of believing in your comrades.*
**Range:** 3
**Target:** 1 ally
**Details:** Use at any time to restore 1 MP to someone other than yourself.
☆:Can only be used once per adventure.

☑PARTY

## NUDGE 1 MP

*Aid your friends in dodging a blow or landing one.*
**Range:** 3 **Target:** 1 ally
**Details:** Use this skill when you or an opponent is rolling the dice to make an attack. With this skill you can increase the ability of a friend to hit a target or dodge a blow by a bonus of +2.

☑Lv 1

## SNIPING 1 MP

*Hit your target with a great shot.*
**Range:** weapon
**Target:** 1 enemy
**Details:** Gain a bonus of +2 to hit chance and -2 to the score required for a critical hit.

☐Lv 2

## SCAVENGE 0 MP

*Spotting what may be of value.*
**Target:** Monster that is [unable to fight]
**Details:** A roll of 10 or better checking against <sense> indicates that anyFound Item is gained.

☑Lv 1

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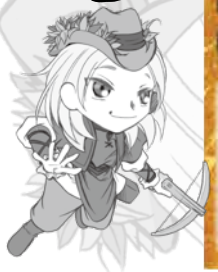
**** Tick the box for whichever specialisation you choose from**

## RANGER

Class Change ☐



### HEAL 1 MP

*Directs a healing aura to assist a friend.*
**Range:** 3
**Target:** 1 ally
**Details:** Restores 2~3 HP.

☐Lv 3

### FREEZE 2 MP

*Ensnares opponents in a magical web of ice.*
**Range:** 3
**Target:** All enemies
**Details:** : Inflicts 1 ~2 points of damage per opponent (ice type). They also receive a -1 penalty to their defence value for the duration of the combat.

☐Lv 4

* Can only be used once per adventure.

### JAMMING ★

*Stops an enemy from carrying out any action.*
**Range:** 3
**Target:** 1 enemy
**Details:** Use this skill when an opponent has announced an intended action. The action is instantaneously stopped.

☐Lv 5

## SNIPER

Class Change ☐

### SKEWER 1 MP

*Simultaneously run through several opponents with one thrust.*
**Range:** 3
**Target:** 1 file of enemies
**Details:** The enchanted weapon makes an attack at a bonus of 1 to critical chance.

☐Lv 3

### HASTE 2 MP

*A sudden counter attacking move.*
**Range:** 3
**Target:** All allies
**Details:** Magically speed up the movement of your friends for the duration of combat so that they gain a +1 bonus on hit chance and defence value.

☐Lv 4

* Can only be used once per adventure.

### TRI-SHOT ★

*Fire three shots in the blink of an eye.*
**Range:** Weapon
**Target:** 1 enemy
**Details:** Make 3 attacks in a row with your missile weapon at a penalty of -2 each to hit chance. All 3 attacks must be directed at the same opponent.

☐Lv 5

## ASSASSIN

Class Change ☐

### SHADOW DOUBLES 1 MP

*Creates shadow doubles to fool attackers.*
**Target:** Self
**Details:** The caster of this spell becomes harder to hit for the duration of combat, receiving a +2 to their defence value.

☐Lv 3

### SMOKE CLOUD 2 MP

*A smoky mirage confuses your enemies.*
**Range:** 3
**Target:** 1 rank of enemies
**Details:** For the duration of combat, the hit chance and defence value of the affected enemies suffer a -1 penalty.

☐Lv 4

* Can only be used once per adventure.

### WHIRLWIND STRIKE ★

*Unleash a whirlwind of flashing blades.*
**Range:** 2
**Target:** 1 rank of enemies
**Details:** Using the weapon at hand, the attacker receives a bonus of +2 to hit chance, - 2 to the score required for a critical hit, and +1 Attack Power.

☐Lv 5