

Abilities

Action Name	Acquired	Cast	Recast	Cost	Range/ Radius	Effect
Grenade	Lv. 1	1.5s	2.5s	480 MP	25y	Deals Fire Damage with a potency of 140
Aid	Lv. 2	2s	2.5s	500 MP	30y	Restores target's HP Cure Potency: 450
Toxin	Lv. 4	Instant	2.5s	480 MP	25y	Deals unsuspected damage with a potency of 30. Additional Effect: Unaspected damage over time <ul style="list-style-type: none">Potency: 40Duration: 15s
Vapors	Lv. 10	2.5s	2.5s	1680 MP	15y	Restores own HP and the HP of all nearby party members Cure Potency: 300
Resuscitate	Lv. 12	8s	2.5s	3600 MP	30y	Ressurrects target to a weakened state
Intensify	Lv. 15	Instant	60s	-	0y	Increases the healing potency of your next spell or ability by 40%
Grenade II	Lv. 16	1.5s	2.5s	600 MP	25y	Deals Fire Damage with a potency of 190
Flashbang	Lv. 22	Instant	30s	-	25y/5y	Blinds enemies. Duration: 12s
Aid II	Lv. 26	2s	2.5s	1160 MP	30y	Restores target's HP Cure Potency: 700
Chemical A	Lv. 30	Instant	0.5s	-	0y	Prepares the "A" Chemical. Recast timer begins once the chemical is used with the Mix action Shares a recast timer with Chemical B and C
Chemical B	Lv. 30	Instant	0.5s	-	0y	Prepares the "B" Chemical. Recast timer begins once the chemical is used with the Mix action Shares a recast timer with Chemical A and C
Chemical C	Lv. 30	Instant	0.5s	-	0y	Prepares the "C" Chemical. Recast timer begins once the chemical is used with the Mix action Shares a recast timer with Chemical A and B

Mix	Lv. 30	Instant	30s	-	0y	<p>Executes a specific action coinciding with the combination of chemicals prepared beforehand. This will consume 1 charge of the chemicals you prepared.</p> <p>The recast timer will begin cooldown upon Mix execution.</p> <p>Shares a recast timer with the Chemical A, B, and C</p>
Flush System	Lv. 30	Instant	30s	-	0y	Clears all prepared chemicals
Inoculate	Lv. 35	Instant	60s	-	0y	Protects target against debuffs for 6s
Envenom	Lv. 40	2.5s	2.5s	1800 MP	25y/5y	<p>Deals unsuspected damage with a potency of 40 to a target and all enemies nearbuy it.</p> <p>Additional Effect: Unaspected Damage over time</p> <ul style="list-style-type: none"> Potency: 60 Duration: 18s
Infect	Lv. 42	Instant	90s	-	25y	Reduces damage done by a target by 5% for 5s
Efficiency	Lv. 45	Instant	120s	-	0y	<p>The spells you cast restore 120% of the MP they would normally cost</p> <p>Duration: 9s</p>
Emergency Stock	Lv. 50	Instant	120s	-	0y	Resets the Mix cast timer and restores all your Chemical charges
Medi-Shot	Lv. 52	Instant	60s	-	25y	<p>Restores target's HP</p> <p>Cure Potency: 500</p> <p>Additional Effect: Regen</p> <ul style="list-style-type: none"> Cure Potency: 70 Duration: 30s
Stimulant	Lv. 54	Instant	90s	-	0y	<p>Ensures critical healing for your spells, and reduces cast times and recast times for spells by 1s</p> <p>Duration: 8s</p>
Napalm	Lv. 56	Instant	60s	-	25y	<p>Engulfs an area in flames, dealing damage with a potency of 60 to any enemies who enter.</p> <p>Duration: 15s</p> <p>Cannot be used with any other area-creating actions</p>
Restoring Fumes	Lv. 58	Instant	90s	-	30y	<p>Grants healing over time effect to you and surrounding party members</p> <p>Cure Potency: 90</p> <p>Duration: 15s</p>
Catalyst	Lv. 60	Instant	120s	-	0y	Increases the potency of your next Compound created from the Mix action by 50%
Grenade III	Lv. 62	1.5s	2.5s	600 MP	25y	Deals Fire Damage with a potency of 220

Aetherpathy	Lv. 64	Instant	60s	-	0y/15y	Restores self and nearby party member's HP Cure Potency: 450 Additional Effect: Regen <ul style="list-style-type: none">• Cure Potency: 80• Duration: 9s
Toxin II	Lv. 66	1.5s	2.5s	600 MP	25y	Deals unsuspected damage with a potency of 50. Additional Effect: Unsuspected damage over time <ul style="list-style-type: none">• Potency: 70• Duration: 15s
Aether Injection	Lv. 70	Instant	180s	-	30y	Increases damage dealt by a party member by 30% Duration: 15s

Compounds

<u>Action Name</u>	<u>Chemical Combo</u>	<u>Cast</u>	<u>Range/ Radius</u>	<u>Effect</u>
Hardening Compound	AB/CB	-	25y	Restores the target's HP and grants an effect that reduces damage taken by 50% Cure Potency: 150 Duration: 9s
Refreshing Compound	BA/CA	-	25y	Restores party member's MP over time. MP Restore Potency: 40 Duration: 15s
Accelerating Compound	AC/BC	-	25y	Increases the dodge, parry, and block rating of a party member by 40%
Cauterizing Compound	ABC, BAC	-	0y/15y	Removes a single detrimental effect from self and all nearby party members
Crystallizing Compound	CBA, BCA	-	0y/15y	Increases the magical and physical defense of self and nearby party members by 30% Duration: 10s
Invigorating Compound	ACB, CAB	-	0y/15y	Increases the healing received of self and nearby party members by 20%

Traits

<u>Traits</u>	<u>Acquired</u>	<u>Effect</u>
Grenade Mastery	Lv. 16	Upgrades Grenade to Grenade II
Enhanced Mind	Lv. 20	Increases Mind by 8
Magick and Mend	Lv. 20	Increases base action damage and HP restoration by 10%
Enhanced Mind II	Lv. 40	Increases Mind by 16
Magick and Mend II	Lv. 40	Increases base action damage and HP restoration 30%
Complex Compounds	Lv. 50	Allows up to three chemicals to be selected for the Mixing action
Enhanced Mind III	Lv. 60	Increases Mind by 24
Grenade Mastery III	Lv. 62	Upgrades Grenade II to Grenade III
Toxin Mastery	Lv. 66	Upgrades Toxin to Toxin II
Quick Reaction	Lv. 68	Using your healing spells has a 15% chance to reduce the cooldown of your Mix action by 2s