

Blursed Classes

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Stats Review

Strength = Raise attack power (damage)

Agility = Raise evasion and chance of surprise attack

Intellect = Can memorize more digits of pi

Vitality = Raise HP

Luck = Raise chance to run and chance of surprise attack

Normal mode

- Each class gets 2 bonuses and one malus at random.
- Maluses are applied first, then bonuses.
- One class is incentivized and receives one stronger bonus.
- Bonus and malus aren't balanced.
- Press Select at party selection screen to show applied bonus and malus.
- Press A or B in Status screen to review applied bonus and malus.

Bonus/Malus list

Text	Description
+/-X [stat]	Add or subtract X to the starting [stat]
+/-[Equipment Name]	Class and promoted class can or cannot equip [equipment]
+/-X [stat]/Lv	Add or subtract X to [stat] growth per level
+2 Lv1 MP	Start with 2 extra Lv1 spell charges
Lv1 White Sp	Can learn all Lv1 white spells, start with 2 lv1 charges, don't gain new spell charges
Knight Sp	Can learn Knight spells, start with 2 lv1 charges, gain 1 spell charge every 2 levels (starting lv3) up to a max of 4
White M. Sp	Can learn White Mage spells, start with 2 lv1 charges, Red Mage spell charges growth
Lv1 Black Sp	Can learn all Lv1 black spells, start with 2 lv1 charges, don't gain new spell charges
Ninja Sp	Can learn Ninja spells, start with 2 lv1 charges, gain 1 spell charge every 2 levels (starting lv3) up to a max of 4
Black M. Sp	Can learn Black Mage spells, start with 2 lv1 charges, Red Mage spell charges growth
+ [Class] Weapons/Armors	Class and promoted class can equip [Class] weapons or armors
Thief Weapons (Malus)	Class and promoted class can only equip Thief's weapons
Black Mage [Stat]	Replace [stat] growth with Black Mage's for that stat
Fighter Str.	Replace Strength growth with Fighter's
Thief Luck	Replace Luck growth with Thief's
B.Belt Vit.	Replace Vitality growth with Black Belt's
-4 Max MP	Reduce max spell charges by 4 for all level

No Magic at Promo	Promoted class doesn't gain spellcasting; any spells learned and spell charges gained with base class are kept, but can't learn new spells
Improved MP	Gain 1 spell charges for all spell levels every 2 levels
White W. Sp	Gain White Wizard spell list
Black W. Sp	Gain Black Wizard spell list
Sage Class	Base class gains White/Black Mage spell lists, promoted class gains White/Black Wizard spell lists

Chaos Mode

- Shuffle all stats, stats growth, spellcasting and equipment permissions between all classes.
- Black Belt always keeps Unarmed fighting.
- Xcalber always exclusive to Knight.
- Katana always exclusive to Ninja.
- White Shirt always exclusive to White Wizard.
- Black Shirt always exclusive to Black Wizard.
- Press Select at party selection screen to show class info.
- Press A or B in Status screen to review class info.
- Info is rated on a scale of E to S.

Stats

The combined value of starting stats and stats growth is rated from E to S for each stats, E being a Black Mage's Vitality and S being a Fighter's Strength.

For Hit% and MDef, no rating is given and only the stat's growth is shown.

HP is rated taking into account Vitality, with A corresponding to a Fighter's HP and E to a Black Mage's HP.

Magic

White and Black spell lists are shown by their original class name.

Spell charges are rated as follow:

B : Knight & Ninja spell charges

A : Red Mage spell charges

S : White/Black Mages spell charges

Weapons

Weapons permissions are divided by weapon types. For all weapon types except Swords, there's either no rating (can't equip that weapon type at all) or S rating (can equip all weapons of that type, including usually promotion locked weapons).

For Swords, ranking is as follow:

B: Thief's swords

A: Fighter's swords

S: Knight's swords (excluding Xcalber)

Armors

Armors permissions are divided by armor types and usually follow the classes differences, E being usually mages armor and S being Knight's armor. Ratings include previous ratings' permissions

Armor

D: Cloth, Copper Bracelet, Silver Bracelet, Gold Bracelet, Opal Bracelet

C: Wooden Armor

B: Chain Armor, Silver Armor

A: Iron Armor, Flame Armor, Ice Armor, Steel Armor

S: Dragon Armor, Opal Armor

Shield

C: ProCape

B: Buckler

A: Wooden Shield, Iron Shield, Silver Shield, Ice Shield, Flame Shield

S: Opal Shield, Aegis Shield

Helmet

C: Ribbon, Cap

B: Wooden Helmet, Iron Helmet, Silver Helmet

A: Heal Helmet

S: Opal Helmet

Gauntlet

C: ProRing, Gloves

B: Copper Gauntlet, Iron Gauntlet, Silver Gauntlet

A: Power Gauntlet, Zeus Gauntlet

S: Opal Gauntlet

Promotion

Show what new equipment permissions and spell permissions will be gained at class changes. No new stats are gained.