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Xiphos

“ Need something done? Pay the right price and I'm in. ”

Name	Xiphos Morganore			
Class	Chaser			
Weapon	Weapon Cross (Sword and Gun)			
Age	21			
Race	Human			
Height	5'8" (173cm)			
Class Tree	Chaser	Weapon Chaser	Miracle Knight	Occult Armourer
		Vigor Chaser	Data Doctor	Cleric General
		Spell Chaser	Arcane Diver	Zenith Warlock
		Clue Chaser	Spellsword Detective	Dominion Marshal

Statistics	Speed	Slow	Average	Fast	
	Attack Range	Short	Medium	Long	
	Difficulty	Easy	Normal	Hard	

Special Ability

Article: Battle Meditation

Xiphos possesses one Awakening Bead, but rather than a typical Awakening Charge Gauge, Xiphos' Awakening Charge Gauge is depicted as a ring that surrounds his Awakening Bead. When Xiphos fills up his Awakening Bead, he activates **Battle Meditation**. Battle Meditation has two stances: **Rage** and **Serenity**, which is indicated by either a Red or a Gold Awakening Bead, respectively. Once an Awakening Bead has been obtained, Xiphos can freely switch between the two using the Special Action Key (Default Keybind **V**).

While **Warrior's Rage** is active, Xiphos gains the following benefits:

- All Skill Damage +10%
- Skill's Size is increased by +10%
- Physical and Magical Defense Ignore +5%
- Upon **Rage Awakening**: The first skill's total damage after stat calculations is doubled.

While **Warrior's Serenity** is active, Xiphos gains the following benefits:

- Action Speed +10%
- MP Gain Attacking +100%
- All Skill Cooldown -5%
- Upon **Serenity Awakening**: The first skill's MP cost is completely negated.

Unlike [Way of the Sword](#) and [Chivalry](#), Xiphos' skills are not divided into Rage or Serenity skills, and the effects are universally applied. Battle Meditation deactivates after 20 seconds, but can be refreshed if Xiphos obtains another Awakening Bead.

If Xiphos resurrects using a Resurrection Stone, he will apply his unique Special Status "Anxiety" to all on-screen enemies for 3 seconds. Enemies affected by "Anxiety" will have their Defense Reduced by 20%. Non-Boss enemies affected by "Anxiety" will also be immobilized.

Background

Article: Sander's Treasures

A bounty hunter who currently resides in Sander Village, Xiphos Morganore was abandoned as an infant and adopted by Arthur Morganore of Velder and his husband Lance. Raised as both a

Velder Knight as well as a Bethma Gunslinger, Xiphos eventually moved out of his family's home and settled in Sander, becoming a bounty hunter who captured targets for sums of money to help his family get by.

Skill Tree

[Active] Single Shot Xiphos fires a single shot from his gun. Similar to Rising Shot .	[Special Active: Tenacity] Head Shot Xiphos takes aim and fires a bullet from his gun. 100% chance of a Critical Hit. Similar to Freezing Bullet .	[Couple] Extreme Heavenly Love Recover HP and MP using the Power of Love.
[Special Active: Tenacity] Finishing Slash Xiphos rushes ahead and delivers a forward slash. Similar to Assault Dash .		
[Special Active: Strength] Sword Drop Xiphos drops a single projected blade from above. Similar to a weaker version of Sword Explosion or Divine Blade .		
[Active] Return Strike Xiphos dodges out of the way. Press the skill key again to rush back to your original position while in Super Armour and deliver a strike. Similar to Roll & Dodge combined with Dark Whisper .		
[Special Active: Bravery] Blade Bullet Xiphos fires a round from his gun that becomes a giant blade while in midair. Similar to [Mod] Ancient One .	[Special Active: Strength] Triple Shot (Locked) Xiphos charges power and then delivers three piercing shots from his gun. Similar to [Mod] Catharsis .	

Combos

Combo	Description
	Xiphos performs a four-hit slash combo using his sword.

	Xiphos performs two slashes with his sword before firing two bullets from his gun.
	Xiphos fires three bullets from his gun.
	Xiphos dashes and performs a lunging thrust, before performing two cuts followed by an upward slash.
	Xiphos dashes behind the enemy and fires a bullet into their back.
	After jumping into the air, Xiphos performs a forward lunge, thrusting with his sword.
	After jumping into the air, Xiphos fires a bullet straight ahead, which moves him slightly backwards.
	Xiphos is able to dash while in midair. Upon exiting the dash, he will be in a jumping dash state.
	While dashing in midair, Xiphos performs two slashes with his sword.
	After dashing in midair, Xiphos fires two bullets diagonally at the ground, backflipping after the second shot while in Super Armour.
	After being knocked down, Xiphos quickly swings his sword around himself before firing a bullet in the specified direction.
	Xiphos is able to execute a second dash while already dashing. This dash will phase through enemies, but has a long cooldown between uses.

Weapon Chaser (First Path)

" Better arms, better business. "

Background

Xiphos continued to hunt targets, without any fluctuation in his routine. But the more he hunted, the more limited he felt by his current weapons. With his magic, Xiphos began to experiment with the power of projected weapons, enhancing his combat prowess and ability to complete tasks.

Skill Tree

[Active] Running Assault Xiphos rushes forward and thrusts with his sword. Similar to Butterfly .	[Special Active: Strength] Aura Slice Xiphos channels his sword aura into a slash that flies downwards. Similar to Shockwave - Divider .	[Passive] Power of Creation All Skill's Magical Attack is converted to Physical Attack, and Physical Attack increases. Xiphos gains a Creation Gauge below his MP bar. The Creation Gauge fills up whenever you use command attacks or skills. Once full, the Creation Bar will drain every time you hit an opponent with a command attack, creating Projection Weapons that fly out and attack enemies alongside you.
[Special Active: Tenacity] Blade Projection Xiphos summons a projected blade behind himself that thrusts forward. Similar to Wind Blade .	[Special Active: Strength] Aura Slash Xiphos channels his sword aura into a forward slash. Similar to Shockwave - Cutter .	
[Active] Rolling Jump Xiphos jumps and rolls forward with his sword. Similar to Rolling Smash .	[Special Active: Strength] Dagger Updraft (Locked) Xiphos unleashes an upward flurry of projected daggers. Similar to [Mod] Matchless Truth .	
[Special Active: Tenacity] Circle Runner Xiphos coats his blade in sword aura and flies forward, dealing repeated hits. Similar to Dread Weapon .	[Special Active: Bravery] Gleaming Blade Draw energy across your blade and form it into sword aura, enhancing Command Attack range and increasing Skill Damage by 10%. Similar to	

	Armageddon Blade.
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Combos

Combo	Description
	Hunter's Dash After performing the standard 4-hit Z combo, rush forward after the enemy while surrounded in sword aura, dealing multiple hits.
	Spear Throw After performing 3 hits with a sword, throw a short spear directly in front of you.
	Bullet Chaser After firing a single bullet, rush ahead towards the enemy and perform two slashes.

Miracle Knight

"It's not enough, I need more!"

Background

As Xiphos worked to perfect his projection magic, he ended up taking a second blade for melee combat, as he was using swords and spears for his ranged attacks. His skill with projection magic was rapidly improving, though Xiphos had begun to experience frequent headaches, and

his body would always glow while he was in combat. Xiphos learned that this was the power of El Resonance, an effect of having Rubenian blood.

But there was no getting around it, so it didn't matter. The more jobs he took, the better off he'd be, and he had to help himself, so that he could help his family. Xiphos started leaving himself notes to ensure that he would follow his own orders, and jumped back into the endless loop of combat with an excited smile, caring less and less about his identity, so long as there was a fight to be had.

Skill Tree

[Special Active: Tenacity] Field of Blades A series of sword blades shoots up from the ground in random order. Similar to Illusion Thorns.	[Passive] Resonant Projection When Xiphos uses a projection skill or a sword aura skill, he gains one stack of [Resonant Power], granting him +0.12% Physical Attack Power increase and +0.1% Damage Reduction. Maximum of 100 Stacks.
[Special Active: Strength] Heavy Slash Xiphos draws a blade coated in sword aura and slashes twice. Similar to Imperial Crusher.	[Passive] Projection Wave Melee command attacks have a chance to create a sword wave. When a sword wave is created, Strength and Bravery Skill Damage for All Party Members is increased by +10%. Using a ranged command attack has a chance to create a projection shortsword that homes in on enemies and restores 1.5% of maximum HP and MP on hit.
[Active] Sucker Punch Slash Xiphos surprises the enemies with a series of three sword swipes. Similar to Sabelhieb Sequenz.	[Special Active: Bravery] Spear of the Gods (Locked) Xiphos throws out five javelins that pierce through enemies. Projected daggers will fall where the javelins hit. Similar to Viert · Werfen Speer, but with 5 spears instead of just 3.
[Active] Blade Orbit Xiphos spins his twin blades around himself. Similar to Dance of Midnight.	[Special Active: Strength] Court of the Gods Xiphos summons a circular field that causes additional projected weapons to appear whenever he attacks with a Command or with a Skill. While Xiphos is in the Court, he will have Super Armour. Similar to Brennen Pantasma Boden.
[Special Active: Bravery] Resonant Blade Xiphos summons a resonant projection blade that follows him and performs command attacks alongside him. While the resonant blade is active, MP Gain Attacking is increased by 20%. Similar to Phantom Sword.	

[Passive] Righteous Fury When Xiphos triggers a Rage Awakening, he gains 3 stacks of [Resonant Power]. Maximum MP is increased to 400.	[Passive] Heightened Senses (Locked) While in Rage Awakening, Xiphos gains +20% Critical and Maximize, as well as +10% Critical Damage. While Court of the Gods is active, Xiphos can drain 10% of the Creation Gauge when consuming skills to boost the Physical Ignore Defense of the skill by 5%.
[Hyperactive] Incomprehensible Strike Xiphos draws his blades and slashes everywhere. Similar to Infinite Strike, but more dramatic.	
Transcendence	
[Special Active: Tenacity] Double Draw Xiphos draws his sword and quickly slashes twice in a small area. Similar to Zweit · Sicheln	[Passive] Awakened Will: Miracle Knight When Xiphos attacks, he has a 30% chance to apply the [Miracle Worker] status onto the enemy. [Miracle Worker] will explode when hit by himself or an ally. When [Miracle Worker] explodes, it deals an extra bout of damage and recovers 5% HP and MP for whoever caused the explosion.
[Active] Low Blow Xiphos uses a projected dagger to strike at the enemies' heels, applying the Bleed debuff. Similar to Cut Tendon.	[Passive] Awakened One (Locked) Enhances the body even further. Physical and Magical Attack, Physical and Magical Defense, and HP are all increased by 10%.
[Special Active: Strength] Sword Aura Storm Xiphos draws sword aura along his blade and slashes forward, delivering an array of energy slashes. Similar to Rising Dance.	[Passive] Raging Hunter (Locked) After Xiphos triggers Rage Awakening 5 times, he will gain +12% Boss Damage. If Richter or any class from that path is nearby, Xiphos gains 1.2x Cooldown Acceleration.
[Special Active: Bravery] Petals on the Wind Xiphos creates a circle of sword slashes that cut finely, creating a rain of flower petals before ending with a cross slash. This skill gains additional range and deals increased damage if both Gleaming Blade and Resonant Blade are active. Similar to Genocide Cross.	

Combos

Combo	Description
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	Blade Rain After thrusting your sword through the enemy, slash downwards twice. Projected blades will drop from above when the X inputs hit a target.
	Spear Throw After dashing behind the enemy and firing a bullet, pull out a spear and throw it behind you.

Occult Armourer

" Enough stalling, let's fight! "

Background

The armourer of magic who can complete any task. Xiphos continued to travel, completing bounties seemingly without reason. He hardly cared about anything anymore aside from completing the missions that people assigned him. Who did he start out as? And who had he become?

He suddenly discovered that his bag and his pockets were full of parchment paper. They were all letters to himself, asking him to continue to smile, to fight, and to try his hardest to remember those around him.

...

Though the El Masters had taught him and helped him stabilize his El Resonance abilities, a large part of him was already gone, but that was of no importance. Even if his memory faded, he would continue his tasks. Even if he eventually forgot who he once was, the person he had now become existed to protect what he once had, and who he had once loved. Xiphos would

protect everything valuable to his former self, regardless of whether or not the current version of him gave them that same value.

Skill Tree

[Hyperactive] Lingering Bladework Xiphos slashes repeatedly, dazzling the enemies with his bladework before leaving them with a sword memento. Similar to Final Blade combined with Sword Fall .	[Passive] Reinforced Resonance Xiphos' Sword Aura and Projection Skills have a 50% chance to gain 2 [Resonant Power] stacks.	[Passive] Armourer's Code After obtaining 100 stacks of [Resonant Power] , Xiphos resets all of his own skill cooldowns and restores the Creation Gauge.	
Master Class			
[Master Skill Stage 1] Discarded Letter A floating letter appears as a reminder. Similar to Moon Eclipse .	[Master Skill Stage 2] Discarded Letter A floating letter appears, joined by more floating letters. Similar to Moon Eclipse and [Mod] Iceberg .	[Master Skill Stage 3] Discarded Letter Three floating letters appear before you, before you slice them up. Similar to Moon Eclipse , [Mod] Iceberg , and [Mod] Gottvergesen Sense .	[Master Skill Stage 4] Discarded Letter Three floating letters appear before you, and you slice them up. The scraps of paper then explode. Similar to Moon Eclipse , [Mod] Iceberg , [Mod] Gottvergesen Sense , and Fireplay .
Force Mod Skills			
[Mod] Resonant Blade [Special Active: Bravery] Xiphos calls on a projected blade that resonates with the El and slashes through the enemy, granting a +20% damage buff to all sword skills. Similar to [Mod] Shadow Ambush , but without the startup delay. The skill becomes a damage Special Active that flows within the skill rotation.		[Mod] Gleaming Blade [Special Active: Bravery] Quickly draw sword aura onto your weapons. While the Gleaming Blades are active, Xiphos gains +15% Physical Attack and +5% Boss Damage. Similar to [Mod] Armageddon Blade . Legitimately better in every way.	
[Mod] Sword Aura Storm [Special Active: Strength] Xiphos creates a rotating storm of swords that flies forward and swirls around. Similar to Sandstorm or Cyclone . The skill takes longer to cast, but also lasts longer and can be used to clear enemies/do damage to wide targets.		[Mod] Heavy Slash [Special Active: Strength] Xiphos draws sword aura upon his blade and slashes over his head. The skill's range will be increased if Gleaming Blade is active. Similar to Vertical Slash . Bossing skill becomes a clearing skill.	

[Mod] Low Blow [Active] Xiphos strikes the ground with his sword. The rift flares up with sword aura. Similar to Severe Blow. Doesn't apply Bleed, but has more range and damage.	[Mod] Field of Blades [Special Active: Tenacity] A storm of blades shoots up from the ground, causing El Energy to rise up and encircle the caster. Enemies hit will be slowed. Similar to Chaos Feld. The blades all erupt from the ground at once, and the skill gains extra hits that inflict a slowing effect.
The three Mod Skills listed above are given upon advancement. The other four are obtained otherwise.	[Mod] Sucker Punch Slash [Active] Xiphos draws his blade and slashes as he gets behind the enemy. Similar to Hidden Blade. Only does one hit, but goes behind the enemy. Useful for PvP.
[Mod] Blade Bullet: Fencing Draw [Special Active: Bravery] Xiphos fires a bullet and draws his sword, creating a line of energy waves. The energy waves consume power from the Creation Gauge to generate Creation attacks. Similar to Karma.	[Mod] Triple Shot: Raging Blades [Special Active: Strength] Xiphos summons three blades from the ground that attack repeatedly. This skill deals more damage if cast in Rage Awakening. Similar to Catharsis but with less range.

Combos

Combo	Description
	Extended Combo Xiphos' base »↑ZZ command attack is extended and gains two extra hits.
	Triple Spear Toss Xiphos' »↑X commands are reworked to become a three-hit command where he tosses spears diagonally at the ground, just like Ain.

Speed	Slow	Average	Fast	
Attack Range	Short	Medium	Long	
Difficulty	Easy	Normal	Hard	Physical

Vigor Chaser (Second Path)

"Everything's in working order, let's go!"

Background

As Xiphos continued to travel, he realized that even if far and few in between, he was going to have to do battle. With this in mind, Xiphos began to learn healing techniques that he could apply to himself, but soon realized that he could share his abilities with others for a price.

Skill Tree

[Active] Bandage Toss Xiphos throws a roll of bandage wrap at the enemy's head. Similar to Want Candy?.	[Special Active: Strength] Allergy Meds Xiphos generates a rainstorm of allergy medication, granting allies an HP Barrier that is equal to 15% of Xiphos' max HP. Similar to Sunshower.	[Passive] Medical Studies All Skill's Physical Damage is converted to Magical Damage, and Magical Damage is increased. Xiphos gains 5 MP per second for 20 seconds after entering Serenity Awakening. Max MP increased to 400.
[Special Active: Tenacity] Bandage Wrap Xiphos throws down a roll of gauze that temporarily immobilizes enemies hit. Similar to Crunch N' Munch.	[Special Active: Strength] Cauterize Xiphos heats up his blade and cauterizes an enemy wound, reducing their Physical and Magical Attack and Defense by 10% for 20 seconds. Similar to Sword Trace.	

[Active] Potion Scraps Xiphos rushes forward and throws out old scraps of failed pills. Similar to Beyond.	[Special Active: Strength] Doctor's Note (Locked) Xiphos writes a doctor's note that records all allies' HP, MP, Special Resource, and resets Skill Cooldowns. Applies Sick Day. Players who are defeated with Sick Day will be revived with the Doctor's Orders debuff. Does not stack with Seal of Time, Eternal Demersio, Benediction, Aaru, or Soul Wish. Similar to Seal of Time.
[Special Active: Tenacity] Signboard Xiphos creates an advertisement board that pulls in customers. Similar to Crazy Worm.	[Special Active: Bravery] Rejuvenation Xiphos creates a field of El Energy that restores 25% HP and MP to Allies and applies the Rejuvenation buff, which heals an additional 10% HP and MP per second. Similar to El Assimilation.

Combos

Combo	Description
	Syringe Strike Xiphos delivers a sword strike before stabbing the enemy with three different syringes.
	Shattered Potions Xiphos delivers a lunging thrust before firing off a series of broken pills, similarly to the Active Skill Potion Scraps.

Data Doctor

" Sorry, but do you mind becoming a test subject?"

Background

With more and more people coming in to see him, Xiphos had to advance his knowledge of healing techniques, as well as find a way to manage patients. Even though he didn't have a hospital building to run around in, he still had a chaotic time with patients. Upon visiting Elder however, Xiphos was introduced to Nasods, and promptly began doing research. With enough help, he created a series of Nasods to help him out and around the continent.

However, his Nasods would often short out due to a sudden burst of power. After many experiments, Xiphos learned that the power surges were coming from himself, and that his combat capabilities and enhanced healing came from El Resonance. However, he'd also learned that El Resonance created the Illuminous Phenomenon. Apprehensive about this new power, he decided to limit himself to his Nasods.

Skill Tree

[Special Active: Tenacity] Aromatherapy Xiphos deploys a mister to diffuse fragrance oils that help destress, applying either Stage IV Fire, Water, or Nature debuff to enemies hit. Similar to Whimsey.	[Passive] No Queue When Xiphos triggers a Serenity Awakening, he converts all allies' Awakening into a Single Awakening Bead for 30 seconds, which will grant Stage 3 effects when activated. Add will restore 400 DP, Ain will gain Stage 3 on his next Awakening, and Laby will recover one usage of her Awakening Skill.
[Special Active: Strength] Double Gauze Xiphos quickly rushes around, wrapping his patients in gauze, applying Super Armour for 7.5 seconds. Similar to [Mod] Star Coaster.	[Passive] Warning Label Hey, don't touch that box! Those are medical supplies! While Xiphos is in Serenity Awakening, Items, Titles, and Skills that use El's Essences will have their item costs negated for the whole party.
[Active] Laughing Gas Xiphos deploys Laughing Gas to help ease the pain. Similar to Stella Dust.	[Special Active: Bravery] Asclepius Shield (Locked) Xiphos deploys a magical shield that reduces incoming damage by 99%. Similar to Blanket

	Authority.
[Active] Disinfect Xiphos sprays disinfecting spray to help prepare surfaces for injection, reducing Elemental Resistances by -150 for 30 seconds. Similar to [Mod] Ambush .	[Special Active: Strength] Sweet Reward Xiphos rewards his patients with sweet candies, immediately reducing all of their Skill Cooldowns by 2 seconds and granting them +10% Critical Damage for 10 seconds. Similar to Poisoning Risk .
[Special Active: Bravery] Medical Drone Xiphos summons an adorable Nasod medical drone that helps him out around the battlefield. The drone will attack periodically. Similar to Thousand Star .	
[Passive] Drone Blade The Medical Drone gains a new attack where it throws down an El Energy blade in the shape of a syringe, similar to Luna Blade . Each time Drone Blade hits, it grants the party 1 stack of [Red Medicine] . At 50 stacks, [Red Medicine] becomes a buff that grants +20% Physical Attack for 10 seconds.	[Passive] Tactical Airstrike (Locked) The Medical Drone gains a new attack where it ascends and drops a bomb, similar to Nuclear . Each time Tactical Airstrike hits, it grants the party 1 stack of [Blue Medicine] . At 50 stacks, [Blue Medicine] is converted to a buff that grants +20% Magical Attack for 10 seconds.
[Hyperactive] Market Crashers There's so much money that I can't help but throw it around! Let's enjoy! Similar to Kaleidoscope . Allies will immediately recover 100% HP, MP, and Special Resource after the skill ends.	
Transcendence	
[Special Active: Tenacity] Cold Shot Xiphos administers a vaccine from his mobile refrigerator that freezes the enemy hit for 5 seconds. Similar to Ruthless Spear .	[Passive] Awakened Will: Data Doctor When Xiphos casts a skill, he has a 30% chance to force the Medical Drone to cast all of its attacks at once. When the Medical Drone attacks, it has a 30% chance to accumulate 2 stacks of its RGB buff instead of 1.
[Active] Drone Preset Xiphos uses long-distance programming to determine which passive ability his Medical Drone will stack. Similar to Alchimie Eid .	[Passive] Awakened One (Locked) Enhances the body even further. Physical and Magical Attack, Physical and Magical Defense, and HP are all increased by 10%.
[Special Active: Strength] Medical Tent Xiphos deploys an emergency medical tent, reducing incoming damage by 30%. Similar to Generosity .	[Passive] Drone Cutter (Locked) The Medical Drone gains a new attack where it flies forward and delivers a flurry of cuts, similar to [Mod] Genocide Ripper . Each time Drone Cutter hits, it grants the party 1 stack of [Green Medicine] . At 50 stacks, [Green Medicine] turns into a buff that grants +5%

	Physical and Magical Defense Ignore for 10 seconds.
[Special Active: Bravery] Robot Entourage Xiphos removes his hat and tips it, revealing a collection of three smaller Nasods who fly around and help him out by attacking intermittently. While the Robot Entourage is on the field, All Allies' Critical and Maximize are increased by +15%. Similar to Time to Wake Up combined with Riseon Pride .	

Combos

Combo	Description
	Pill Bullets Xiphos' gun commands will now fire pills instead of bullets, which explode on impact.
   	Potion Scatter After dashing in midair, Xiphos is able to drop three broken pills after performing his sword attacks. The X input can be performed after the first Z .
 	Potion Drop Xiphos' ↑Z command is reworked to drop an exploding pill below his feet before he descends.

Cleric General

" Alright kids, do your papa proud! "

Background

Day in and day out, Xiphos went around healing others. Soon, he no longer had to be a bounty hunter, and became a full-time doctor, traveling around Elrios selling his services to others, with his cute Nasods being a source of appeal for others. However, even though he put on a smiling face for the patients he so loved, Xiphos still displayed signs of El Resonance, and the power surges could still put his Nasods out of action.

Having become attached to them, Xiphos gave them upgrades to help both their appearance and efficiency, no longer shying away from his power, instead using it to enhance the efficiency of his Nasods, in order to walk a path of great gain. One day, Xiphos would create a world where no one would ever know pain, physical or monetary.

Skill Tree

[Hyperactive] Overtime I can't stand how little rest I've been getting! I need to take a break! Guys, help me out! Similar to Lunatic Scud. Allies will immediately recover 100% HP, MP, and Special Resource after the skill ends.	[Passive] Little Friends! While the Medical Drones from Robot Entourage are present on the field: - A hit from the Nasod puppy will add directly to allies' Awakening Gauges. - A hit from the Nasod bird will grant all allies 5 MP. - A hit from the Nasod kitten will restore a single point of Special Resource to allies.	[Passive] Maximum Power! When the buffs from Red Medicine, Blue Medicine, and Green Medicine all become active at the same time: - Ally's All Skill Cooldowns are reset, including Special Actions such as Hello Laby and Salvation. - Ally's next skill cast gains +100% Physical and Magical Ignore Defense.	
Master Class			
[Master Skill Stage 1] Overdose You handed out pain medications to the wrong patient! Similar to Night of the Memory. Applies Withdrawal to all party members including yourself.	[Master Skill Stage 2] Overdose You handed out pain medications to the wrong patient! You approached them calmly to get the dosage back. Similar to Night of the Memory. Applies Withdrawal to all party members including yourself.	[Master Skill Stage 3] Overdose You handed out pain medications to the wrong patient! You approached them calmly to get them back before a fight broke out. Similar to Night of the Memory. Applies Withdrawal to all party members including yourself.	[Master Skill Stage 4] Overdose You handed out pain medications to the wrong patient! A fight broke out after you calmly tried to help your patient. Luckily for everyone, you were able to nurse them to full health. Similar to Night of the Memory. Applies Withdrawal to

			all party members including yourself.
Withdrawal Allies will continuously lose HP, and their Physical/Magical Defense will be reduced by 20%. Withdrawal symptoms will be removed once an ally reaches 20% HP, and will be replaced by Clean Recovery. Clean Recovery Allies gain +12% All Skill Damage, 1.2x Cooldown Acceleration, and will deal Continuous Damage that is 8% of Damage Dealt for 3 seconds. The duration of Clean Recovery is directly proportional to the Master Skill Stage used to cast it, lasting 10 seconds at Stage 4.			
Force Mod Skills			
[Mod] Rejuvenation [Special Active: Bravery] Xiphos locates all allies and asks them to deploy an EMP field that causes large amounts of damage. Similar to the old version of Recall. The skill loses its healing capabilities in exchange for becoming a damage skill.		[Mod] Asclepius Shield [Special Active: Bravery] Xiphos deploys multiple energy shields that bash into on-screen enemies. Similar to Rage Fungus. Skill loses its blocking powers in exchange for becoming a damage skill.	
[Mod] Cauterize [Special Active: Strength] Xiphos unleashes a blast of heat that applies the Level IV Fire debuff to targets hit. Similar to [Mod] Fatality. The skill's range is increased for clearing purposes, but it applies Level IV Fire to targets rather than decreasing their Physical/Magical Attack/Defense.		[Mod] Sweet Reward [Special Active: Strength] Xiphos throws out three large candies in front of him that shatter. Similar to Enough Mineral. The skill loses its supportive capabilities in order to become a damage skill used for clearing or on wide bosses.	
[Mod] Laughing Gas [Active] Xiphos unleashes laughing gas directly around himself. Similar to Whimsey. Skill's hitbox changed.		[Mod] Signboard [Special Active: Tenacity] Xiphos throws forward a mobile capsule that explodes into a signboard. Enemies hit will be Confused. Similar to Red Screen. The skill becomes a projectile.	
The three Mod Skills listed above are given upon advancement. The other four are obtained otherwise.		[Mod] Bandage Toss [Active] Xiphos throws a roll of gauze around himself repeatedly, protecting from further injuries. Similar to Abschluss. The skill goes from being a damaging projectile to a shield.	
[Mod] Blade Bullet: Light Work [Special Active: Bravery] Xiphos shoots out three bullets—one red, one		[Mod] Triple Shot: Serene Grace [Special Active: Strength] Xiphos performs a graceful dance with his Robot	

blue, and one green—before striking them with a blade, causing explosions. If the Medical Drone is active, this skill causes all three of its attacks to cast at once. Similar to Extreme Rune Buster .	Entourage, forcing all of them to attack at once. This skill deals more damage during Serenity Awakening. Similar to Rushing Dance .
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Combos

Combo	Description
	Drone Attack After firing three pills from his gun, Xiphos summons his Medical Drone, which fires an energy bolt.
	Doctor's Dive After dashing in midair and firing a pill, dive downwards, before grappling and dashing behind the opponent, firing a pill into their backs. You will be in Super Armour during the dive.

Speed	Slow	Average	Fast	
Attack Range	Short	Medium	Long	
Difficulty	Easy	Normal	Hard	Magical

Spell Chaser (Third Path)

"Help a guy out, would ya?"

Background

As Xiphos continued to perform bounty hunting work, he found himself encountering situations where melee weapons didn't cut it. He needed powerful ranged weapons, and took up another gun in his off-hand. However, rather than loading his guns with bullets, he modified them so that they could be powered by his innate magical ability.

Skill Tree

[Active] Bullet Mastery MP Cost is negated for magical commands, and MP Recovery on Attack is increased. Similar to Hunter's Steadiness .	[Special Active: Strength] Super Storm A storm of El Energy rains down. Similar to Blizzard Shower .	[Passive] New Power All Skill's Physical Damage is converted to Magical Damage, and Magical Attack Power increases. Xiphos gains a Cycle Magic Gauge below his MP Bar, consisting of 10 points. Xiphos gains a point every time he switches between Rage and Serenity while he is awakened.
[Special Active: Tenacity] Circular Fire Three rings of fiery El Energy encircle you. Similar to Circle of Elements .	[Special Active: Strength] Sideways Rain A storm of bullets is fired from behind you. Similar to [Mod] Bombing Artillery .	
[Active] Siege Firing Xiphos enters Siege Mode, which allows him to fire magical bullets rapidly by using the Z and X commands. Similar to Siege Mode .	[Special Active: Strength] Arcane Assault (Locked) Xiphos compresses energy into a sphere that flies forward and fires rotating spreads of bullets. Similar to [Mod] Frost Barrage .	
[Special Active: Tenacity] Magical Gunfire Xiphos quickly fires energized bullets in a fan shape. Similar to Hypernova .	[Special Active: Bravery] Echoing Pulse Xiphos creates a spell circle that explodes and deals repeated hits. Similar to Bardiet .	

Combos

Combo	Description
	Siege Mode After completing Xiphos' base X combo, Xiphos enters Siege Firing Mode.

	Siege Dash After dashing behind the enemy and firing, Xiphos enters Siege Firing Mode.
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Arcane Diver

"It's alright. I still know what I'm doing."

Background

As Xiphos kept traveling, he encountered a strange phenomenon. A glowing blue and yellow light that would radiate from him, alongside a burning sensation. Xiphos soon learned that this was the result of him resonating directly with the EL. He knew that actively using the power would benefit him, but was warned that if he continued to use it, he would lose himself, like the El Lady.

Xiphos then decided to channel the Resonant EL Energy to give his dreams and aspirations physical form. If he fought using his own memories, surely he could stave off the side effects of EL Resonance. Drawing from Sander and the history of the Wind EL Shard, the power of "Dreamwind" was born.

Skill Tree

[Special Active: Tenacity] Heavenly Light Xiphos deploys a spell circle that explodes into a column of heavenly light. Similar to Butterfly Balm .	[Passive] EL-Aligned Gemstone When using a [Special Active: Tenacity] skill while Awakened, additional attacks will be applied based on the Awakening Stance: - <u>Rage Awakening</u>: A large gemstone drops from above, dealing damage. MP Gain Attacking +20%. - <u>Serenity Awakening</u>: Magic Stones will appear and orbit around you, dealing damage. MP Gain Attacked +50%.
[Special Active: Strength] Aurora Storm	[Passive] EL's Holy Water

Xiphos unleashes dreamwind spheres that track enemies and explode on contact. Similar to Abgrund.	When using a [Special Active: Strength] skill while Awakened, additional attacks will be applied based on the Awakening Stance: - Rage Awakening: A flurry of gemstones flies out from behind you, dealing damage. Strength Skills' Damage +10% for 10 seconds. - Serenity Awakening: A circle of gemstones rolls forward, dealing damage. Strength Skills' MP Cost -10% for 10 seconds.
[Active] Repeated Shots Xiphos fires four rounds from his guns rapidly. Similar to Shooting Magnum.	[Special Active: Bravery] Blasting Storm (Locked) Xiphos casts a spell circle that targets all on-screen enemies using the power of the EL. Similar to [Mod] Neil Sniping.
[Active] Fan Fire Xiphos fires a series of magical bullets in a wide fan shape. Similar to Arc Shot.	[Special Active: Strength] Dreamwind Surge Xiphos compresses Dreamwind currents onto his sword and fires it as a powerful stabbing bolt. Similar to Ejection Buster.
[Special Active: Bravery] Bullet Rain Xiphos jumps up and repeatedly fires bullets below him. Similar to the old version of Burning Punisher.	
[Passive] EL's Decision When using a [Special Active: Bravery] skill while Awakened, additional attacks will be applied based on the Awakening Stance: - Rage Awakening: A line of gemstones appears from above and drops downwards, dealing damage. All Skill Damage +13% for 10 seconds. - Serenity Awakening: A large gemstone appears behind you and flies forward, dealing damage. 1.1x Cooldown Acceleration for 10 seconds.	[Passive] Neon Cross (Locked) While Xiphos possesses 10 Cycle Magic Points, his Movement and Jump Speed are increased by +25%, and his Awakening Charge Speed is increased by +10%. While Xiphos possesses at least 1 Cycle Magic Point, his gun commands have a 70% chance to deal a Cycling EL attack on hit, which deals an additional bout of damage and has enhanced MP Recovery.
[Hyperactive] New Magic A storm of EL Energy floods through the area and explodes repeatedly. Similar to Efflorescence.	
Transcendence	
[Special Active: Tenacity] Dreamwind Assault Xiphos jumps up and fires a bullet diagonally downwards that explodes into a circular storm of Dreamy winds. Similar to Blast Arrow.	[Passive] Awakened Will: Arcane Diver The EL-based Attacks from EL-Aligned Gemstone, EL's Holy Water, and EL's Decision gain +100% Critical and Maximize. Maximum Mana increased to 400.

[Active] Lepidoptera Xiphos creates butterflies using EL Energy that quickly track enemies. Similar to Guided Arrow .	[Passive] Awakened One (Locked) Enhances the body even further. Physical and Magical Attack, Physical and Magical Defense, and HP are all increased by 10%.
[Special Active: Strength] Borealis Cyclone Xiphos rises up and creates a rotating storm of Dreamwind that plunges downwards. Similar to Electronic Fall .	[Passive] Final Memory (Locked) When Xiphos uses a [Special Active: Bravery] skill, he consumes every available point of Cycle Magic. Each point consumed will grant the skill +5% Magical Ignore Defense (maximum 50%).
[Special Active: Bravery] Fluttering Flintlock Xiphos uses magic and combines his two guns into a rifle, before firing a heart-shaped bullet that pierces enemies' minds, hearts, and souls alike. Similar to Penetrating Bullet .	

Combos

Combo	Description
	Backflip Gunfire After dashing and attacking with your sword, jump behind the enemy and fire a bullet into their backs. You execute the X input after any of the Z inputs.
	Diving Spell After firing two bullets from your gun, dive downwards and then create an exploding spell circle in front of you. You will be in Super Armour during the first Z.

Zenith Warlock

"We are ready to defeat you, no matter what it takes."

Background

A good-intentioned experiment had gone horribly wayward. Xiphos believed that if he turned his dreams and wishes into a physical output, the effects of EL Resonance could be warded off.

But he was wrong.

As time went on, the effects of the continued EL Resonance became clear. His hair turned white, his extremities became teal, and his eyes turned sky blue with rhomboids in their center. Rather than fight with his own aspirations, Xiphos forgot them, instead channeling the dreams and wishes of those around him, destroying his own memories and replacing them with the aspirations of others, causing Xiphos to lose the entirety of his identity, no longer referring to himself as "me", but as "us".

By the time the EL Masters discovered him, it was too late. There was no way to revert him to how he once was, having already lost all of himself to the power of the EL. Xiphos returned to the battlefield as the soldier of the Goddess' stone, who would enforce the will of the people and defend what was precious to them, having forgotten everything about who he once was...

Skill Tree

[Hyperactive] Army Energy bodies and afterimages of Elrian defenders appear and attack the enemies in front. Similar to Ancient Soul .	[Passive] Perilous Dive If Xiphos has 10 points of Cycle Magic, the next skill that consumes them has a high chance of creating two resonance attacks that come from EL's Decision .	[Passive] Togetherness While Xiphos is in a party, his own Critical, Maximize, and Critical Damage are increased by +15%. The whole party also gains +10% Boss Damage.
Master Class		
[Master Skill Stage 1] Swirling Storm Dreamy winds swirl around. Similar to Swirly .	[Master Skill Stage 2] Swirling Storm Dreamy winds swirl around and rise up. Similar to Swirly and	[Master Skill Stage 3] Swirling Storm Dreamy winds swirl around and rise up as resonant wings unfurl.
		[Master Skill Stage 4] Swirling Storm Dreamy winds swirl around and rise up as resonant wings unfurl.

	[Mod] It's Windy.	Similar to Swirly , [Mod] It's Windy , and Crows Wing .	Dreamwind spheres converge and explode. Similar to Swirly , [Mod] It's Windy , Crows Wing , and Event Horizon .
Force Mod Skills			
[Mod] Blasting Storm [Special Active: Bravery] Xiphos deploys a wind orb that explodes into a net of EL Energy. Similar to Dark Web but faster.	[Mod] Echoing Pulse [Special Active: Bravery] Xiphos deploys multiple spell circles in a line that turn into Eyes of Ishmael. Similar to [Mod] Befreiung Feld .		
[Mod] Borealis Cyclone [Special Active: Strength] Xiphos creates a rotating Dreamwind storm in front of him. Similar to Galaxias .	[Mod] Aurora Storm [Special Active: Strength] Xiphos generates an upward, storming column of EL Energy that attacks enemies. Similar to Entfernen .		
[Mod] Lepidoptera [Active] Xiphos unfurls butterfly wings made of EL Energy. Similar to Phoenix Wings .	[Mod] Heavenly Light [Special Active: Tenacity] Xiphos creates a column of light that slowly travels forward. Similar to the old version of [Mod] Electronic Fall .		
The three Mod Skills listed above are given upon advancement. The other four are obtained otherwise.	[Mod] Repeated Shots [Active] Xiphos creates a spell circle behind him that occasionally fires enhanced bullets. Similar to Energy Needles .		
[Mod] Blade Bullet: Psychic Storm [Special Active: Bravery] Xiphos summons twin Borealis Cyclones that converge on top of him. If this skill consumes 10 Cycle Points, summons two more cyclones, and the damage of each cyclone is doubled. Similar to Blood Storm (with Shade Illusion activated).	[Mod] Triple Shot: Dreaming Wind [Special Active: Strength] Xiphos fires three Dreamwind spheres that pierce through enemies. For 5 seconds after, Special Active: Bravery skills will not consume Cycle Points. Similar to Windhose .		

Combos

Combo	Description
   	Retreating Fire After slashing with a sword, rush backwards while firing three EL Energy projectiles before firing two bullets.

	El Energy Dive After jumping and slashing with the sword, fire three El Energy projectiles straight downwards at the ground before diving down in Super Armour.
	Double Jump A movement such as this is trivial to learn...

Speed	Slow	Average	Fast	
Attack Range	Short	Medium	Long	
Difficulty	Easy	Normal	Hard	

Clue Chaser (Fourth Path)

" I've got a lead, let's go! "

Background

The bounty hunter who hunts traces of his targets with heightened efficiency. With the need to find targets faster and take on more bounties, Xiphos began to use his magic to track targets and capture them more efficiently.

Skill Tree

[Active] Hard Knock Xiphos performs a brutal swing with his sword while in Super Armour. Similar to Chilling Edge .	[Special Active: Strength] Good Morning! Unleash powerful El Energy that wakes up opponents like the morning sun. Similar to Slice	[Passive] Private Eye All Skill's Magical Damage is converted to Physical Damage, and Physical Damage is increased.
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	and Dice with Obsidian Moon active and a larger hitbox.	When Xiphos casts a skill in Rage Awakening, he gains [Raging Body], increasing Damage Reduction by 0.2%. When Xiphos casts a skill in Serenity Awakening, he gains [Serene Heart], granting -0.2% MP Cost Reduction. Raging Body and Serene Heart cap at 100 stacks.
[Special Active: Tenacity] Wake Up! Xiphos makes a large cut with his sword that leaks morning light. Similar to Instant Opening .	[Special Active: Strength] Espresso/Depresso Shoot a melancholy bullet that creates coffee-based explosions wherever it hits. All Allies' Physical Attack will be increased by 20% for 10 seconds. Similar to [Mod] I'm Fine .	
[Active] Sleepy Shot Xiphos fires an energized bullet that leaves a lingering El Energy circle if it does not encounter an enemy. Similar to Ruhig .	[Special Active: Strength] Paper Shredder (Locked) An effective tool for clerical work, Xiphos unleashes waves of El Energy that deal damage to the targets ahead. Similar to Outburst .	
[Special Active: Tenacity] Coffee Shot Xiphos fires a coffee-infused bullet from his gun that turns into an energy beam. Similar to Serpent in the Dream .	[Special Active: Bravery] Diplomatic Force Xiphos presses the target for answers using a series of sword strikes. Similar to Merciless Revenge .	

Combos

Combo	Description
	Leaping Shot Perform three slashes before jumping backwards and firing a bullet.
	Repel Blast Perform a slash and then fire three bullets.

	Follow-Up Slash After firing three bullets, rush forward while delivering a slash attack.
	Double Jump Hey dads, check out what I can do!

Spellword Detective

"We've got 'em cornered, move in!"

Background

As Xiphos continued to travel, his body began reacting to the various energies he encountered. Looking deeper into the phenomenon, Xiphos discovered that he was of Rubenian descent, and thus had an enhanced ability to resonate with the EL. Wary of the Illuminous Phenomenon common to those who could resonate with the EL however, Xiphos rejected the power, only using the EL minimally in order to further enhance his tracking abilities.

But as he continued to hunt bounties, his motive changed. It became less about money and more about helping people find their personal justice, and Xiphos saw himself taking on increasingly difficult jobs. He decided that to secure people's happiness, he would take on the power of EL's Resonance even at the cost of his own self.

Skill Tree

[Special Active: Tenacity] Arraignment Projected blades rise up from the floor and let the targets know their crimes. Similar to Rage Cutter .	[Passive] Judge Critical and Maximize are permanently increased by +20%. Critical and Maximize are additionally increased by +20% when in Awakening. Max MP increased to 400.
[Special Active: Strength] Affogato Mocha	[Passive] Jury

Pour a mocha latte that gets topped with ice cream. Allies within the skill's range will gain +50% Awakening Gain. Similar to Holy Grail .	While in a party, Xiphos' gains 1 stack of [Jury Duty] per second, capping out at 50. At maximum stacks, [Jury Duty] is consumed, restoring +50% HP and MP to all party members.
[Active] Cross Attack Xiphos fires a bullet before dashing forward and hitting the enemy. Similar to Rising Shot combined with Ambush .	[Special Active: Bravery] Red Herring (Locked) Xiphos deploys a magical red fish that distracts the enemies by creating columns of watery El Energy. Consumes all Raging Body stacks to increase damage by up to +100%. Similar to [Mod] Kapow Punch but with increased horizontal range.
[Active] Morning Stretch Free 100 MP~! Similar to Meditation or Summon to Mind .	[Special Active: Strength] Energy Chasm Xiphos cuts up the air around him with his sword, unleashing blinding sunlight on his enemies. Similar to Totentanz or Shadow Fang .
[Special Active: Bravery] Interrogation Xiphos deploys a thought bubble and connects the clues together using red strings as the suspect is questioned in another room. Similar to Star Coaster .	
[Passive] Rage Unleashed The damage of Red Herring will Ignore 100% Physical Defense if it is the first skill cast after triggering a Rage Awakening.	[Passive] Executioner (Locked) Xiphos' Critical Damage is increased by +30% once he has accumulated 50 stacks of Raging Body or Serene Heart .
[Hyperactive] Order - Judgement Call on the power of El Resonance and summon a giant gavel that you bring down, delivering justice. Similar to Suppression - Pummel , but more dramatic.	
Transcendence	
[Special Active: Tenacity] Subpoena Xiphos fires a barrage of homing missiles from his gun that hound targets. Similar to Fee Fi Fo .	[Passive] Awakened Will: Spellsword Detective Xiphos gains +1 stack of Raging Body and Serene Heart every 2.5 seconds. The amount of Raging Body and Serene Heart that Xiphos gains per skill is increased from 1 to 3.
[Active] Peace of Mind Xiphos creates a sleepy shield that keeps him in Super Armour. The shield will shatter if it comes in contact with an enemy. Similar to Lost Child or Animosity .	[Passive] Awakened One (Locked) Enhances the body even further. Physical and Magical Attack, Physical and Magical Defense, and HP are all increased by 10%.
[Special Active: Strength] Latte Art Fire multiple bullets that explode and rain down coffee, creating a satisfying work of coffee art and lowering enemy Physical Defense by 10%. Similar to Rain of Fire .	[Passive] Serenity Honed (Locked) The cooldown of Investigation will be immediately reset if it is the first skill cast after triggering a Serenity Awakening.

[Special Active: Bravery] Investigation

I'm sending detectives and officers to the scene of crime. Everyone, move out! Consumes all **Serene Heart** stacks to boost damage by up to +100%. Similar to [Pursuit](#) with Obsidian Moon active.

Combos

Combo	Description
	Extra Bullet Xiphos' base XXX combo is extended and gains an extra hit.
	El Energy Onslaught Xiphos' base ZZZZ combo is altered. Rather than launching, the last hit will activate a flurry of energy slashes that fly forward while Xiphos maintains Super Armour.
	El Energy Rapid Fire After dashing behind the enemy and firing, Xiphos delivers a burst of three El Energy projectiles before throwing a projected sword.
	Coffee Spill After firing at the ground, throw three globs of solidified, cold coffee at the enemies.

Dominion Marshal

"Targets secured. Xiphos, moving out!"

Background

As he continued to secure people's happiness, Xiphos resonated with the EL more and more, slowly beginning to lose himself and everything he loved. Recognizing this as the Illuminous Phenomenon, Xiphos hesitated, but wanting to stay true to his fathers' teachings, Xiphos decided that sacrificing himself was a worthy price to pay to be a hero, and began to let himself freely resonate with the EL, almost completely losing his way upon contact with the Great EL.

However, he was discovered by the EL Masters, who saved him from himself and from the Illuminous Phenomenon, teaching him a way to resonate with the EL naturally. Xiphos continued to force his EL Resonance, but the people around him reminded him that he himself was just as important as the people he helped save. Xiphos found his own personal justice: Ipseity. Recognizing his own self-worth, Xiphos picked up his weapons and continued to walk down the road as the Dominion Marshal, the detective and judge put in place by the EL Masters who will deliver his own justice for the people of Elrios.

Skill Tree

[Hyperactive] Themis' Verdict Xiphos rises up and is blessed by the Goddess of imperial law, gaining the [Themis' Verdict] buff for 30 seconds. While Themis' Verdict is in effect, Red Herring and Investigation will not consume Raging Body or Serene Heart , and their maximum stack count is doubled. Similar to Great Villain Appearance .	[Passive] Judge's Dominion While Xiphos is in Rage Awakening, using a skill will lower the cooldowns of other skills on the skill bar by 1%.	[Passive] Court Marshal While Xiphos is in Serene Awakening, he deals Continuous Damage that is 0.5% of damage dealt for 3 seconds.	
Master Class			
[Master Skill Stage 1] Light Xiphos draws his blade and quickly strikes the	[Master Skill Stage 2] Light Xiphos draws his blade and quickly strikes the	[Master Skill Stage 3] Light Xiphos draws his blade and strikes the enemy,	[Master Skill Stage 4] Light Xiphos draws his blade and strikes the enemy

enemy. Similar to Supersonic Draw.	enemy before firing a heavy bullet from his gun. Similar to Supersonic Draw and Heavy Railgun.	before firing a heavy bullet from his gun and creating a rotating sunburst mirror. Similar to Supersonic Draw, Heavy Railgun, and Holy Declaration.	before firing a heavy bullet from his gun. A rotating sunburst appears, followed by a series of morning lights. Hyperactive Skill Cooldown is reduced by 10 seconds after casting. Similar to Supersonic Draw, Heavy Railgun, Holy Declaration, and New Moon's Shadow with Obsidian Moon activated.
Force Mod Skills			
[Mod] Interrogation [Special Active: Bravery] A ring of magnifying glasses appear and encircle Xiphos' workplace, dealing massive damage. Similar to Critical Strike, but the circles have much larger hitboxes that constantly cross the user, causing the focal point of damage to be right at the skill's center. Skill's casting speed is increased but overall damage is decreased.	[Mod] Diplomatic Force [Special Active: Bravery] Xiphos summons magical swords that fly up and strike downwards relentlessly. Similar to Rain of Chaos. Grants the skill vertical clearing and more consistent damage against small bosses.		
[Mod] Espresso/Depresso [Special Active: Strength] Xiphos summons a coffee cup that spins around and throws hot coffee everywhere. Enemies hit will be burned, and All Allies' Physical Attack will be increased by 20% for 10 seconds. Similar to Swirly. Skill is no longer a clearing skill and can't do significant damage, but it casts faster.	[Mod] Good Morning! [Special Active: Strength] Xiphos quickly creates a flash of sunlight, waking enemies up. Similar to The Hour Between Dog and Wolf. Faster cast, less range and damage.		
[Mod] Cross Attack [Active] Fire a bullet. If the bullet hits an enemy, it splits into multiple daggers that perform a returning strike. Similar to Split Light. Skill's form is completely changed.	[Mod] Arraignment [Special Active: Tenacity] A paperwad rolls forward until it reaches its address and explodes. Similar to U and I Punch. Skill gains clearing abilities. Also, he roll.		

The three Mod Skills listed above are given upon advancement. The other four are obtained otherwise.	[Mod] Morning Stretch [Active] Instantly resets the cooldowns of the skills in the Transcendence Slots. Similar to Chain Powder. Forget free MP, it's free Cooldown Reset hours.
[Mod] Blade Bullet: Morning Sun [Special Active: Bravery] Xiphos loads his gun with a sword that he shoots forward, creating a wave of explosions that destroys anything in the way. This skill generates stacks of Raging Body, Serene Heart, and Jury Duty per hit if used during Awakening. Similar to [Mod] Bloody Carnival.	[Mod] Triple Shot: Coffee Order [Special Active: Strength] Xiphos fires three bullets and hits them with the blade of his sword, turning them into boiling espresso shots that fly forwards. For 5 seconds after, Red Herring and Investigation will not consume Raging Body and Serene Heart. If used while Themis' Verdict is active, the skill extends its duration by 2 seconds, up to a maximum duration of 40 seconds. Similar to Viert · Werfen Speer.

Combos

Combo	Description
   	Triple Shot After dashing behind the enemy and firing at them, fire two more bullets.
   	Drowsy Dive After jumping up and performing a slash, create three spheres of EL Energy that descend downwards before diving down in Super Armour.

Speed	Slow	Average	Fast	
Attack Range	Short	Medium	Long	
Difficulty	Easy	Normal	Hard	
				Physical

Trivia

- **Xiphos'** job path in the Lore/Story would be the **Dominion Marshal** path.
 - Xiphos is already at his Second Job Advancement for the duration of his entire Story Quest, as it's implied through in-game flavour text that his Base Class and First Class Advancement are just alternate versions of his backstory, with only his Third Job Advancement happening during the Story Quest itself.
- Xiphos is of Rubenian descent, similarly to Elsword, Elesis, Hernia, and Solace. Because of this, Xiphos has a higher-than-average ability to resonate with the EL, as shown in all of his Third Job Advancements.
- Xiphos is the first mention of queer romance in Elsword, having been raised by two fathers after being orphaned as a child.
- Xiphos is the first character since Lu/Ciel to wield two distinct weapons as part of their Base Class, using both a sword and a gun. Together, the two are simply referred to as "Cross".
- Xiphos is named after a type of Greek sword. He wields a sword bearing a similarity to most xiphe as part of his Base Class.
- **Xiphos'** ranged attacks will deal Physical Damage at close range, similar to Chung, Ciel, Rose, and Zois.
- Xiphos joins the Elrios Defense Force during the events of **Celena's Bounties**.
- **Glave** acts as Xiphos' Master during the events of Master Road, as both of them have been all over the Elrios continent, and both of them are seen using both of their hands, implying ambidextrousness.
 - Xiphos has been inside of Henir's Time and Space to train on multiple occasions.
- Each of Xiphos' paths wears a different accessory on their head:
 - **Occult Armourer** wears a mask that resembles an ornate version of a medieval knight's helmet.
 - **Cleric General** wears a stereotypical nurse's cap.
 - **Zenith Warlock** wears circular sunglasses.
 - **Dominion Marshal** wears an array of hairclips, including one that looks like a monocle and/or magnifying glass.
- Each of Xiphos' utilizes their EL Resonance in a different manner:

- **Occult Armourer** uses his Resonance with the EL in order to bolster his projected weapon capabilities, elevating his abilities and increasing his overall proficiency with weapon creation and projection. He loses a part of his memories, but holds out and continues to fight, which is manageable due to only using EL Resonance for projection magic.
- **Cleric General** only uses his EL Resonance minimally due to his reliance on Nasod technology, only using it to aid in his medical work due to it granting him unprecedented levels of healing ability, later figuring out a way to channel the energy obtained from his EL Resonance through his Nasods.
- **Zenith Warlock** becomes overly reliant on his EL Resonance, using pure EL Energy to cast his magic. The repeated channeling of unaltered EL Energy causes his hair to develop white streaks very early on, with all of his hair turning white with turquoise streaks by his Third Job. His body also gains turquoise gradients due to exceeding the natural limitations of EL Resonance on his body, and his eyes permanently turn blue. Like [Genesis](#) and [Adrestia](#), his memories begin to fade rapidly, as well.
- **Dominion Marshal** works creatively with his EL Resonance, using his heightened magical abilities to aid in his investigative work hunting down bounties, channeling the power of the EL through his weapons only when called for. The only times he drops his weapons and relies solely on the power of the EL is during his Hyperactive and Master Skills. Though his memories begin to fade, he is saved by the EL Masters.
- Xiphos' **Rage** and **Serenity** techniques were taught to him by his fathers.
- Xiphos' **Occult Armourer** path is similar to [Richter](#), even being referenced in that path's *Raging Hunter* passive.
- Xiphos' **Cleric General** path is visually and conceptually similar to [Overmind](#) and [Avarice](#), but unlike them, his ulterior motives fade, and he develops a genuine appreciation for healing people.
- Xiphos' **Zenith Warlock** path directly reflects what happens in Elsword's [Genesis](#) path, losing his memories and becoming consumed by the EL, with the two even sharing similar EL Resonance passives. The passives *El-Aligned Gemstone*, *El's Holy Water*, and *El's Decision* are similar to [Resonance](#), [Thirst](#), and [Awakened Will: Sacred Templar](#) respectively.
- Xiphos' canonical path (**Dominion Marshal**) is closest to [Knight Emperor](#) in story.

- **Occult Armourer** and **Zenith Warlock** are the only two class paths to receive a special Awakening Form, as they are the two classes with the heaviest effects from El's Resonance. **Cleric General** and **Dominion Marshal** instead gain a change in eye colour during Awakening, with **Cleric General** only having the lower half of his eyes change colour, while **Dominion Marshal's** whole eyes change.