

Action	Level	Cooldown	Cast Time	Description
Key Strike	1	2.5s	2.5s	Deals unsuspected damage with a potency of 80.
<i>Do</i>	2	2.5s	2.5s	Restores target's HP Cure potency: 400
Bass Clef	4	5s	Instant	Increasing potency of attack spells by 10%, reducing potency of healing spells by 15%, but increasing the potency of songs used in battle by 5%. Effect ends upon reuse.
Earworm	6	2.5	2.5s	Deals unsuspected damage over time with a potency of 50. Additional Effect: Inflicts 10 more damage over time on target inflicted with sleep.
Battle Cry	8	120s	Instant	Increases self and nearby party members' critical hit ratio for 10s.
Strum	10	2.5s	2.5s	Restores own HP and HP of nearby party members with a potency of 300. Bass Clef Effect: Deals unsuspected damage to nearby enemies with a potency of 100.
Tuning	12	2.5s	1s	Removes a detrimental effect from a target. Additional effect: 10% chance next Tuning will affect multiple party members within range.
B Key Strike	15	2.5s	2.5s	Deals unsuspected damage with a potency of 40. Key Strike Combo: potency of 80
Heaven's Song	18	2.5s	8s	Resurrects target to a weakened state.
<i>Re</i>	22	2.5s	Instant	Restores target's HP

				Potency: 200 <i>Do Combo</i> : Potency of 300
Lullaby	26	60s	2.5s	Inflicts target with sleep for 30s. Cancels auto-attack upon execution.
Mystic Arpeggio	30	120s	Instant	MP refresh with a potency of 60 for 15s. Additional Effect: Stealth effect for 30s. Shares cast time with Vigor Arpeggio.
<i>Crescendo</i>	30	90s	Instant	Surrounds the area around the caster in an increasingly potent healing spell which restores own HP and the HP of anyone who enters at a rate of 40 each tick, for a maximum potency of 150. Duration: 15s. Bass Clef Effect: Deals unsuspected damage to enemies who enter with an increasing potency of 20, for a maximum potency of 300.
<i>Da Capo</i>	34	60s	2.5s	Resets the duration of detrimental effects dealt by you.
Voice of Valor	35	2.5s	3s	Casts a regen effect on yourself and nearby party members with a potency of 30 for 15s.
G Key Strike	38	60s	Instant	Deals unsuspected damage with a potency of 120. Combo Action: B Key Strike Combo Potency: 200 Combo Bonus: Increases damage dealt to target by 10% for 10s.
Vigor Arpeggio	40	120s	Instant	Creates a TP refresh shroud around target for 20s, while increasing the attack speed by 10% for 10s. Shares cast time with Mystic Arpeggio.

Eb Chord	42	60s	3s	Inflicts Vulnerability on target and nearby enemies for 6s.
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Chord	46	3s	Instant	Deals unsuspected damage to target and nearby enemies with a potency of 40. Combo Action: B Key Strike Combo Potency: 100 Additional effect: Bind 10s
Treble Clef	50	90s	Instant	Increases healing magic potency by 20% for 10s, while decreasing self generating enmity.
<i>Mi</i>	50	120s	3s	Restores HP and HP of nearby party members with a potency of 650.
Rhythmic Tempo	52	2.5s	2s	Increases target evasion for 30s. If target comes in contact with other party members, they will also acquire the effect.
Grave	54	60s	2.5s	Cast Heavy and Slow on target and nearby enemies for 10s.
Forte	56	120s	Instant	Ensures next spell cast is critical hit.
Cadenza	58	150s	2.5s	For 30s, grants a 10% chance after each regen effect heal that a random healing ability will have no cast time and no MP cost.
Metronome	60	300s	Instant	Cast a shroud on a target for 10s. If the target faints within the time window, Auto Raise will take effect and the target will be resurrected to a weakened state. Cannot be cast on self. Additional Effect: If target does not faint within the time window, HP will be restored with a

				potency of 400.
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