

NOTE: Skills listed are ideas, and might not be used.
Move Index (Blue = Suggestion, Green/Yellow = Learned)

Rift

AP cost: 1

MP cost: 6

Element: Earth

Modifier: 2x on primary hit, 1x on secondary hit(s)

Description: The user sends fast-moving energy flowing through the ground, ripping it up beneath the opponent. Once it hits the target, the attack will hit another random opponent for less damage.

Rift Rupture (LV2 Rift)

AP cost: 3

MP cost: 10

Element: Earth

Modifier: 3x on primary hit, 1.5x on secondary hit(s)

Description: The energy cast by the user becomes more violent and unpredictable, tearing up much of the battlefield. Once it hits the target, the attack will hit two random opponents for less damage. These secondary attacks cannot target the same opponent or the opponent that was just hit.

Rift Ripper (LV3 Rift)

AP cost: 4

MP cost: 16

Element: Earth

Modifier: 4x on primary hit, 2x on secondary hit(s)

Description: The energy cast by the user becomes dangerously volatile, devastating the battlefield. Once it hits the target, the attack will hit three random opponents for less damage. These secondary attacks cannot target the same opponent or the opponent who was just hit. Due to the explosive force of the attack, Rift Ripper can hit airborne targets.

Fragile Wall*

AP cost: 2

MP cost: 5

Element: Earth

Modifier: 0x

Description: Summons a stone barrier to defend one ally. The wall has 50% of the user's HP, and uses 75% of their CON as its own RES and 50% as its own SPR. The wall is immune to healing and all status effects, buffs and debuffs. While active, it will take attacks for the target and provide the party with a 10% RES boost.

Reinforced Wall (LV2 Fragile Wall)*

AP cost: 3

MP cost: 10

Element: Earth

Modifier: 0x

Description: The barrier now has 75% of the user's HP. The party receives a 20% RES boost when a wall is up. The wall takes 50% less damage from Wind attacks.

Iceberg Wall*

AP cost: 2

MP cost: 5

Element: Ice

Modifier: 0x

Description: Summons an icy barrier to defend one ally. The wall has 50% of the user's HP, and uses 75% of their CON as its own SPR and 50% as its own RES. The wall is immune to healing and all status effects, buffs and debuffs. While active, it will take attacks for the target and provide the party with a 10% SPR boost.

Glacial Wall (LV2 Iceberg Wall)*

AP cost: 3

MP cost: 10

Element: Ice

Modifier: 0x

Description: The barrier now has 75% of the user's HP. The party receives a 20% SPR boost when a wall is up. The wall takes 50% less damage from Ice attacks.

Glowing Wall

AP cost: 2

MP cost: 5

Element: Light

Description: Summons a blinding barrier to defend one ally. The wall has 70% of the user's HP, and uses 50% of their CON as its own SPR and 50% as its own RES. The wall is immune to healing and all status effects, buffs and debuffs. While active, enemies have an increased chance to attack the wall or the player it is defending.

Dazzling Wall (LV2 Glowing Wall)*

AP cost: 3

MP cost: 10

Element: Light

Description: The barrier now has 90% of the user's HP. Enemies are even more likely to target the wall. The wall takes 50% less damage from Light attacks.

Shadow Wall

AP cost: 2

MP cost: 5

Element: Dark

Description: Summons a murky barrier to defend one ally. The wall has 50% of the user's HP, and uses 50% of their CON as its own SPR and 50% as its own RES. The wall is immune to healing and all status effects, buffs and debuffs. While active, enemies will become less likely to target the wall or the player it is defending.

Illusionary Wall (LV2 Shadow Wall)*

AP cost: 3

MP cost: 10

Element: Dark

Description: The barrier now has 75% of the user's HP. Enemies are even less likely to target the wall. The wall takes 50% less damage from Dark attacks.

Volcanic Wall

AP cost: 2

MP cost: 5

Element: Fire

Description: Summons a blazing barrier to defend one ally. The wall has 50% of the user's HP, and uses 50% of their CON as its own SPR and 50% as its own RES. The wall is immune to healing and all status effects, buffs and debuffs. Each turn, the wall will fire a hot chunk of rock at a random enemy, which has a x1.5 modifier and lowers the target's RES by 20%.

Erupting Wall (LV2 Volcanic Wall)

AP cost: 3

MP cost: 10

Element: Fire

Description: The wall now has 60% of the user's HP. It will fire two rocks at random enemies each turn. The wall takes 50% less damage from Fire attacks.

*When a wall is active on a teammate, it must be destroyed before a new one can be summoned. For example, an Iceberg Wall cannot be summoned if a Fragile Wall is already on the field.

Sunlight Slam

AP cost: 1

MP cost: 6

Element: Light

Modifier: x1.25

Description: The user surrounds themselves in a bright light and rams into the opponent at high speed. It acts before other attacks, and has a 60% chance to Silence the target for two turns.

Solar Smash (LV2 Sunlight Slam)

AP cost: 2

MP cost: 10

Element: Light

Modifier: x1.25

Description: Now has a 100% chance to Silence and a 20% chance to Stagger. (Stagger: the next attack taken will have its modifier increased by 1.5.)

Soul Slash

AP cost: 2

MP cost: 8

Element: Dark

Modifier: x2

Description: With a heavy swing, the user digs their weapon into the target's chest. It restores the user's health by 50% of the damage done.

Shadow Slice (LV2 Soul Slash)

AP cost: 4

MP cost: 14

Element: Dark

Modifier: x3

Description: At the start of the turn, the user stands patiently and receives a x1.1 Defense Modifier. After all other participants have taken their turn, the user unleashes a brutal swing on one target, restoring their health by 50% of the damage done.

Toxic Trap

AP cost: 1

MP cost: 6

Element: Poison

Modifier: x1.2 per hit

Description: A wave of brambles and vines ensnare the enemy team and hits them three times each. Each hit has a 20% chance to Poison for three turns.

(Poison: 10% DOT every turn)

Cyclonic Cut

AP cost: 2

MP cost: 9

Element: Wind

Modifier: x1.4 per hit

Description: Moving their bladed weapon at high speed, the user creates sharp blades of wind to strike the enemy team three times each. Each hit has a 15% chance to Daze for three turns.

(Daze: Attacks from the victim have a 30% chance to miss.)

Arctic Assault

AP cost: 3

MP cost: 12

Element: Ice

Modifier: x1.6 per hit

Description: The user summons gigantic blades of frost that erupt underneath the enemy team, hitting them three times each. Each hit has a 15% chance to Freeze for two turns.

(Freeze: Cannot take a turn. Taking Fire damage will remove all stacks of Freeze.)

Crushing Blow

AP cost: 2

MP cost: 7

Element: None

Modifier: x2

Description: Damage modifier is doubled if the enemy has a status condition. Removes the condition on hit.

Taunt

AP cost: 2

MP cost: 6

Element: None

Modifier: x0

Description: The user provokes one target, causing them to attack the user instead of their intended target. This move has priority, and reduces the target's attack power by 20%.

Enrage

AP cost: 3

MP cost: 10

Element: None

Modifier: x0

Description: The user provokes one target, doubling their own base aggro and causing them to attack the user instead of their intended target. This move has priority, and reduces the target's attack power by 30%.

Heat Shield

AP cost: 1

MP cost: 7

Element: Fire

Modifier: x0

Description: The user deploys a thin, red-hot shield in front of one team member, raising their Resistance by x1.25. Additionally, their resistances to Fire and Water moves increase by 20%.

Magma Shield (LV2 Heat Shield)

AP cost: 3

MP cost: 12

Element: Fire

Modifier: x0

Description: The user deploys a thin, red-hot shield in front of their team, raising their Resistance by x1.2. Additionally, their resistances to Fire and Water moves increase by 15%.

Impregnable

AP cost: 3

MP cost: 8

Element: None

Modifier: x0

Description: Doubles aggro and decreases damage taken by 20% for three turns.

Heat Cleaver

AP cost: 4

MP cost: 18

Element: Fire

Modifier: x4

Description: Harnessing volcanic power, the user's weapon turns into a gigantic blade of pure heat. With an almighty slash, they ignore 50% of one target's base RES² and disregard any defensive buffs or modifiers they may have. Uses the user's RES in damage calculation instead of STR.

Ingentis

AP cost: 4

MP cost: 15MP. Can only be summoned once per battle.

Description: The user summons an ally onto the field in the form of a massive, bipedal monster formed out of tree roots and leaves, issuing it commands in battle.

Ingentis has its own stats, based on the player's, which are as follows:

HP: 80% of the user's max HP.

MP: Equal to user's base MP.

STR / MAG: User's base CON + level - 3

RES / SPR: User's base SPR + level - 3

DEX: User's level - 1

Ingentis also has an inherent 50% resistance to Earth and Poison, and a -100% weakness to Fire.

Ingentis has its own moves and a passive, which are as follows:

Arm Slam

MP cost: 5

Element: None

Modifier: x2.5

Description: A powerful slam with the user's forearm that hits one target.

Ancient Power

MP cost: 8

Element: Earth

Modifier: x1.25

Description: Hits all enemies with a barrage of magical stones. Boosts all teammate's RES by [user's level - 2] for 2 turns (does not stack).

Natural Barrage

MP cost: 8

Element: Poison

Modifier: x1.25

Description: Hits all enemies with a barrage of green orbs. Boosts all teammate's SPR by [user's level - 2] for 2 turns.

Nature's Blessing

AP Cost: 1

MP Cost: 8

Element: Light

Damage Modifier: 1.6x (0.8x if targeting every ally/enemy)

Description: An uplifting breeze wafts through the user's party, restoring their health and removing any ailments they have.

Loyalty [Passive]

Description: 30% chance to take damage for one ally in a turn with 20% damage reduction.

- Summoning Ingentis uses both the player's turn and Ingentis's turn.
- If the player dies while Ingentis is still on the field, Ingentis will unravel and leave the battle, and the move must be used again in order to summon him again.
- The user has to be able to command Ingentis. If the user is Silenced or otherwise unable to speak, Ingentis will default to using Arm Slam on a random target.

Useless Elemental Break Tree

Tier 1

Geyser

AP cost: 1

MP cost: 3

Element: Water

Modifier: 1.5x

Description: The user summons a violent geyser beneath one opponent's feet, lowering their RES by 20% for three turns.

Eruption

AP cost: 1

MP cost: 3

Element: Fire

Modifier: 1.5x

Description: The user summons a burst of lava underneath one opponent's feet, lowering their STR by 20% for three turns.

Jolt

AP cost: 1

MP cost: 3

Element: Thunder

Modifier: 1.5x

Description: The user summons a burst of electricity from the ground underneath one opponent, lowering their MAG by 20% for three turns.

Hail

AP cost: 1

MP cost: 3

Element: Ice

Modifier: 1.5x

Description: The user summons shards of ice from the ground underneath one opponent, lowering their SPR by 20% for three turns.

Tier 2

Scaldburst

AP cost: 2

MP cost: 6

Element: Water

Modifier: 2x

Description: The user summons a steaming tower of water underneath one opponent. Lowers RES by 40% for three turns.

Tephra

AP cost: 2

MP cost: 6

Element: Fire

Modifier: 2x

Description: The user summons a violent explosion of rock and lava underneath the opponent's feet. Lowers STR by 40% for three turns.

Lightning

AP cost: 2

MP cost: 6

Element: Thunder

Modifier: 2x

Description: The user summons a blast of electricity underneath one opponent's feet. Lowers MAG by 40% for three turns.

Avalanche

AP cost: 2

MP cost: 6

Element: Ice

Modifier: 2x

Description: The user summons huge chunks of ice from underneath one opponent's feet. Lowers SPR by 40% for three turns.

Tier 3

Spectrum

AP Cost: 4

MP Cost: 20

Element: Water / Ice / Fire / Thunder

Damage Modifier: 4x

Description: The user blasts the opponent with the power of nature. Can select one of four elements before attacking. Lowers the target's STR, RES, MAG and SPR by 30% for three turns.

Spectrum Blitz

AP Cost: 4

MP Cost: 36

Element: Water / Ice / Fire / Thunder

Damage Modifier: 6x

Description: Mastery over nature allows the user to annihilate one opponent with a barrage of elemental attacks. Lowers the target's STR, RES, MAG and SPR by 50% for three turns.

Passives

Farmer

CP cost: 100

Description: When receiving healing, the user heals their allies by 20% of the health gained. The following do *not* activate Farmer:

- Self healing (from draining moves or the user's own skills, but self-heal from items will activate it.)
- Area-of-effect healing (user must be sole recipient)
- Items without a static number (items recovering % of HP do not activate it)

Accelerated Actions

CP cost: 100

Description: User receives +1 AP with every level up, at the cost of 50% CP gained.

Steady Stance

CP cost: 100

Description: If the enemy strikes the user before their turn, +4 RES/SPR before damage calculation.

Revenge

CP cost: Granted by Avenger

Description: 25% chance to counter any attack with a Basic Attack. Increases the modifier for Basic Attacks by 1x for every failed activation, up to 5x. Resets if Basic Attack is used.

Inconspicuous Cover

CP cost: 100

Description: Greatly reduces the aggro of an ally if they have a wall in front of them. Does not apply to Glowing Wall. Stacks with Shadow Wall.

Earthen Connection

CP cost: 200

Description: Mastery over nature grants the user the following resistances:

- 25% Poison
- 25% Fire
- 25% Earth
- Immunity to Poison status

Additionally, any skills they use with these elements have their MP cost reduced by 20%.