

Classes	Base Weapon (Pick 1)	Tags	Move	HP B	Atk B	Skl B	Spd B	Def B	Res B	Total	HP G	Atk G	Skl G	Spd G	Def G	Res G	Total	Movement Type
Mercenary	Sword	Infantry	5	18	4	5	4	3	3	28	10	10	5	5	10	5	40	Infantry
Hunter	Lance	Infantry	5	20	3	4	3	6	2	28	10	5	10	5	10	5	40	Infantry
Fighter	Axe	Infantry	5	22	6	3	2	4	2	28	20	10	5	5	5	5	40	Infantry
Forester	Bow	Infantry	5	18	3	5	4	3	4	28	10	5	10	5	5	10	40	Infantry
Thief	Tool	Infantry, Thief	5	16	3	5	6	3	3	28	10	5	10	10	5	5	40	Thief
Naturalist	Natural	Infantry, Mage	5	18	5	6	4	2	2	28	10	10	5	10	5	5	40	Mage
Spiritualist	Divine	Infantry, Mage	5	16	3	4	5	2	6	28	10	5	5	10	5	10	40	Mage
Medic	Staff	Infantry, Mage	5	18	3	5	3	4	4	28	10	5	10	5	5	10	40	Mage
Scout	Sword, Lance, Axe, Bow, Staff	Mounted, Beast	6	20	3	4	3	4	2	26	10	5	5	5	10	5	35	Mounted
Patroller	Sword, Lance, Axe	Flying, Beast	6	16	3	3	6	2	4	26	10	5	5	5	5	10	35	Flying

Upon promotion, the character selects one major promotion bonus and one minor promotion bonus.

Sword	High HIT, Low MT			
Lance	Average HIT, Average MT			
Axe	Low HIT, High MT			
Bow	Average HIT, Average MT, 2 Ranged			
Tool	Varies strongly, can include things such as placing traps as well as standard attacks			
Natural	Each weapon varies in its element effect. Different effects will be effective against different types of foes.			
Divine	A la Dark and Light, with many weapons having unique properties.			
Staff	Normal staffy things			

Name	Description	Capabilities	Difficulty	For players...	Additional Bonus	Racial Ability
Human	Regular people for the most part.	Humans are capable of many different things, making them one of the most diverse races, at least in terms of how they will perform on the battlefield. They can do well in all sorts of roles, as their ability can be used many ways.	Easy	For players who would prefer to use the expansive item list to their advantage rather than gimmicks.	Humans receive +1 base point and +5% growths to distribute. (The stat calculator accounts for this.)	<p>The effect of consumables is multiplied by 1.25 times, and when you use a consumable, you may choose one of the following statuses to be affected by for 3 turns:</p> <p>Excited: The unit gains Atk/O Spd +2, but suffers Def/Res -1. Readied: The unit gains Def/Res/D Spd +2, but suffers Atk/O Spd -1. Relaxed: The unit restores 15% of their Max HP per turn. Rushed: The unit gains Move +1, but suffers -1 to all main stats except Max HP. Sluggish: The unit suffers Move -1, but gains +1 to all main stats except Max HP.</p> <p>Once a status is used, it can not be used again until either the next chapter or until all other statuses are used, at which point the list resets.</p>
Laguz	Furries.	Laguz tend to favor either offense or defense, depending on their weapon of choice. They tend to not be great support units due to their special abilities enhancing their combat.	Medium	For players who loved SoV's Combat Arts, and want to see what would happen in they could use them on Enemy Phase as well.	<p>A Laguz can select one of the following tags for their Laguz weapon to be effective against: Aquatic, Electric, Natural, Flaming.</p> <p>Avian Laguz that are not mounted have flying type movement.</p>	<p>Laguz units have a weakness that corresponds to their type, which can be either Beast or Avian. In addition, they gain a unique weapon based on their species. These weapons have special attributes and can be customized to some degree. You can select any set as any species, the names are just defaults. You can take set one even if you'd like to have a Hoof, or set three even if you'd like to have a Horn, for example.</p> <p>Laguz weapons have unique 'Stances' tied to them, which can be switched between as a free action during the unit's turn. These Stances change the way a Laguz unit performs during battle, in exchange for a small HP cost every time they participate in combat at the end of the round, even if they did not attack. This HP cost can kill the user. A new stance is unlocked at different levels. Stances carry over to the Enemy Phase but are automatically reset at the start of the next player phase.</p> <p>There are three sets of stances to choose from, which are listed on the 'Race Abilities in Full' tab. Each can be selected as either magical or physical.</p> <p>Examples: The user gets a bonus to a battle stat: Hit, Crit, or Avo. The user targets the opposite defensive stat. The user's attacks have extra range.</p>
Florkana	Plant people who grow and function like plants, including the ability to bear flowers and fruit, or photosynthesize. Make great use of various terrains.	Florkana tend to be either defensive or support units, due to their ability to make the most out of the terrain around them to a greater degree than members of the other races.	Medium	For players who love planning ahead, as well as taking advantage of the terrain to get the upper hand on foes.	<p>Florkana units can cross Forests for 1 movement. Land Florkana can cross Jungle for 2 movement. Flying-tagged Florkana gain effects from natural tiles.</p>	<p>Florkana units gain access to special effects when standing upon tiles, while other races only experience the usual Avoid and Damage Reduction bonuses. These effects are extremely varied and are different for most tiles. After receiving an effect, it lasts until you end your turn 3 times before wearing away. The effect can be stacked three times. The stacked effects can be any combination of effects, including duplicates.</p> <p>Once three turns have passed, a Florkana can "uproot" their bonuses for an additional 3 turns. While uprooted, an additional boost is gained for each different terrain you have uprooted. After 3 turns of being uprooted, the Florkana's effects are cleared, giving them a clean slate to put effects on. Uprooting is a free action, and it lasts for the remainder of the player phase and the following enemy phase, as well as the entire next two turns. New added while uprooted, and uprooting cannot be canceled.</p> <p>Examples: Plains grant +5 to Hit and Avo. Oceans increase the effects of buffs and debuffs. Villages give the user a small amount of money.</p>
Ayzer	Fish people who are excellent swimmers and are also, even though they live almost purely off it, able to filter, store, and use water in a large variety of ways.	Ayzer are well balanced, similarly to the humans. However, they do find themselves playing a frontline support role quite often, as their abilities allow for safe non-combat actions even on the front lines.	Medium	For players who like conserving resources to turn the tide of battle with singular powerful attacks, and helpful support abilities.	<p>Ayzer units can walk on River, Lake, and Sea tiles at a cost of 2 move each. Negates the -Avo from water tiles.</p>	<p>Ayzer units have a Water Meter that measures their internal water reserves. An Ayzer unit begins a battle with 0 Water, but gains 2 Water at the beginning of each turn for a maximum of 10 Water. This includes Turn 1. They can use their Water to perform powerful commands that devastate enemies and aid allies. If the user performs a double attack while using a water command, the water effect is applied to both attacks.</p> <p>Examples: For 2 Water, this unit removes all status effects and debuffs from themselves or an adjacent ally. For 3 Water, this unit's attack has -10 hit, but +25 crit. For 10 Water, this unit can refresh an adjacent unit.</p>

Name	Description	Capabilities	Difficulty	For players...	Additional Bonus	Racial Ability
Kano	Fire people who can carry lots of weight with their horns and multiple arms, as well as create fires instantaneously thanks to an internal furnace.	Kano are almost certainly best played as offense units. Their fire power allows them to plow through units like no other race can, though this does make them overall very poor defensive units.	Hard	For players who like rushing and and obliterating enemies with sheer force in a risk vs reward scenario.	Kano units can spend an action to light their current tile or an adjacent tile on fire. Kano receive bonuses from being on fire tiles.	<p>Kano units constantly keep track of their temperature in KSU. Kano Standard Units. This temperature ranges from 0 degrees (normal Kano living temperature) to above 50 degrees (dangerously close to overheating). The higher the temperature is, the more a Kano unit's Attack and Skill rise, and the more their Defense and Resistance drop. Basically, the higher the temperature rises over time, the more of a glass cannon this unit becomes. However, if their temperature rises too high, a Kano unit will take damage at the end of each turn, which has the potential to knock them out if they're not careful. Going above 50 KSU is life-threatening to the Kano.</p> <p>When the Stoke command is used as a free action, the unit's heat starts rising. Using this command grants a flat +10 heat. At the start of every Player Phase after the command is used, it increases. Heat increases at the following rate: +1, +3, +5, +7 and so on. Heat can be lowered using the Vent command. This free action decreases the internal temperature of a Kano unit. Venting always lowers heat by 10 units. In addition, however, it lowers the rate of heat increase by 4. So if a Kano's heat was previously rising at +5, it would be lowered to +1, then continue as normal. Venting also sets their current terrain on fire. These fire squares give Kano units bonuses during battle, but damage non-Kano units who stand upon them. Fire tiles deal 20% of a unit's Max HP in damage, unless the unit is a Kano. If the unit is a Kano, they receive a bonus of Hit/Crit +10. Fires last 3 turns, but if an Ayzer unit steps on the tile, it is removed at the start of the next PP automatically.</p>

Humans

The effect of Consumables is multiplied by 1.25, and when you use a consumable, you may choose one of the following statuses to be affected by for 3 turns:

Excited: The unit gains Atk/O Spd +2, but suffers Def/Res -1.

Readied: The unit gains Def/Res/D Spd +2, but suffers Atk/O Spd -1.

Relaxed: The unit restores 15% of their Max HP per turn.

Rushed: The unit gains Move +1, but suffers -1 to all main stats except Max HP.

Sluggish: The unit suffers Move -1, but gains +1 to all main stats except Max HP.

Once a status is used, it can not be used again until either the next chapter or until all other statuses are used, at which point it resets.

Laguz

Laguz units have a weakness that corresponds to their type, which can be either Beast or Flying (select one). In addition, they gain a unique weapon based on their species. These weapons have special attributes and can be customized to some degree. You can select any set as any species, the names are just defaults. You can take set one even if you'd like to have a Hoof, or set three even if you'd like to have a Horn, for example.

Laguz weapons have unique 'Stances' tied to them, which can be switched between as a free action during the unit's turn. These Stances change the way a Laguz unit performs during battle, in exchange for a small HP cost every time they participate in combat at the end of the round, even if they did not attack. This HP cost can kill the user. A new stance is unlocked at different levels. Stances carry over to the Enemy Phase but are automatically reset at the start of the next player phase.

There are three sets of stances to choose from, which are listed below. Each can be selected as either magical or physical.

Set 1	Name	HP Cost	Might Bonus	Hit Bonus	Crit Bonus	Effect
Level 5	Pounce	2	2	5	20	Has a high crit rate.
Level 10	Beastfoe	3	3	15	0	Effective against Beast units.
Level 15	Bone Crusher	5	4	10	0	This unit has their Crit Rate increased by (Crit - Target's Crit).
Level 20	Puncture	8	5	5	0	The target cannot counter if the user's speed is higher.
Level 25	Double Bite	12	3	15	0	Hits twice.
Level 30	Megafang	15	12	30	10	None
Set 2	Name	HP Cost	Might Bonus	Hit Bonus	Crit Bonus	Effect
Level 5	Scaredy Cat	2		1	10	0 Avoid +20.
Level 10	Beastfoe	3	3	3	15	0 Effective against Beast units.
Level 15	Pin Down	5	4	4	10	0 This unit has their Avoid increased by (Avoid - Target's Avoid).
Level 20	Pressurized	8	5	5	5	0 The target cannot counter if the user's skill is higher.
Level 25	Roar	12	1	1	40	0 Halves the target's hit rate.
Level 30	Megaclaw	15	12	12	30	10 None
Set 3	Name	HP Cost	Might Bonus	Hit Bonus	Crit Bonus	Effect
Level 5	Switcheroo	2	2	2	5	0 Targets alternate defensive stat.
Level 10	Featherfoe	3	3	3	15	0 Effective against Feathered units.
Level 15	Feather Flurry	5	4	4	10	0 1 - 2 Range.
Level 20	Shuttle Loop	8	5	5	5	0 The target cannot counter if the user's speed is higher.
Level 25	Feather Launch	12	6	6	5	0 3 Range.
Level 30	Feather Storm	15	10	10	20	10 1 - 2 Range.

Florkana

Florkana units gain access to special effects when standing upon tiles, while other races only experience the usual Avoid and Damage Reduction bonuses. These effects are extremely varied and are different for most tiles. After receiving an effect, it lasts until you end your turn 3 times before wearing away. The effect can be stacked three times. The stacked effects can be any combination of effects, including duplicates.

Once three turns have passed, a Florkana can "uproot" their bonuses for an additional 3 turns. While uprooted, an additional boost is gained for each different terrain you have uprooted. After 3 turns of being uprooted, the Florkana's effects are cleared, giving them a clean slate to put effects on. Uprooting is a free action, and it lasts for the remainder of the player phase and the following enemy phase, as well as the entire next two turns. New terrains cannot be loaded while uprooted, and uprooting cannot be canceled.

Ayzer

Ayzer units have a Water Meter that measures their internal water reserves. An Ayzer unit begins a battle with 0 Water, but gains 2 Water at the beginning of each turn for a maximum of 10 Water. This includes Turn 1. They can use their Water to perform powerful commands that devastate enemies and aid allies. If the user performs a double attack while using a water command, the water effect is applied to both attacks.

Name	Point Cost	Water Effect
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Attack	0	Attacks an enemy.
Backwash	2	Restores the user or an adjacent unit of all debuffs and negative statuses.
Gamble	3	Attacks an enemy with -10 hit, but also +25 crit.
Rinse	4	Restores 40% of the target's Max HP. Target can be the user or an adjacent unit.
Hose Down	5	Attacks an enemy while ignoring their positive terrain effects.
Supersoaker	6	Lowers all stats of an adjacent unit or the user by 5, excluding HP and Move, until the following PP starts.
Hydropower	7	Attacks an enemy without suffering retaliation.
High Tide	8	Raises all stats of an adjacent unit or the user by 5, excluding HP and Move, until the following PP starts.
Absorption	9	Attacks an enemy normally, but the user heals 70% of the damage dealt.
Revitalize	10	Refreshes the user or an adjacent unit.

Kano

Kano units constantly keep track of their temperature in KSU, Kano Standard Units. This temperature ranges from 0 degrees (normal Kano living temperature) to above 50 degrees (dangerously close to overheating). The higher the temperature is, the more a Kano unit's Attack and Skill rise, and the more their Defense and Resistance drop. Basically, the higher the temperature rises over time, the more of a glass cannon this unit becomes. However, if their temperature rises too high, a Kano unit will take damage at the end of each turn, which has the potential to knock them out if they're not careful. Going above 50 KSU is life-threatening to the Kano.

When the Stoke command is used as a free action, the unit's heat starts rising. Using this command grants a flat +10 heat. At the start of every Player Phase after the command is used, it increases. Heat increases at the following rate: +1, +3, +5, +7 and so on. Heat can be lowered using the Vent command. This free action decreases the internal temperature of a Kano unit. Venting always lowers heat by 10 units. In addition, however, it lowers the rate of heat increase by 4. So if a Kano's heat was previously rising at +5, it would be lowered to +1, then continue as normal. Venting also sets their current terrain on fire. These fire squares give Kano units bonuses during battle, but damage non-Kano units who stand upon them. Fire tiles deal 20% of a unit's Max HP in damage, unless the unit is a Kano. If the unit is a Kano, they receive a bonus of Hit/Crit +10. Fires last 3 turns, but if an Ayzer unit steps on the tile, it is removed at the start of the next PP automatically.

Temperature	Stat Changes	Damage Taken						
0	None	0						
01 - 04	+1 Atk/Skl; -1 Def/Res	1						
05 - 09	+2 Atk/Skl; -2 Def/Res	2						
10 - 14	+3 Atk/Skl; -3 Def/Res	3						
15 - 19	+4 Atk/Skl; -4 Def/Res	5						
20 - 24	+5 Atk/Skl; -5 Def/Res	7						
25 - 29	+6 Atk/Skl; -6 Def/Res	10						
30 - 34	+7 Atk/Skl; -7 Def/Res	15						
35 - 39	+8 Atk/Skl; -8 Def/Res	20						
40 - 44	+9 Atk/Skl; -9 Def/Res	25						
45 - 49	+10 Atk/Skl; -10 Def/Res	50						
50 -	+12 Atk/Skl; -12 Def/Res	99						

Name	Effect
Ecologist	Can move onto forests as if they were plains. The terrain bonus used is that of forests. Does nothing for Florkana.
Oceanographer	Can move onto water tiles as if they were forests. The terrain bonus used is that of the water tile. Does nothing for Ayzer.
Geographer	{Activate} Attack while ignoring the terrain bonus of either self or target. Cooldown: 3 turns.
Zoologist	Can reveal the special traits of one monster that will appear on an upcoming map, or can use an action to discover the weaknesses of a monster within 5 tiles.
Anthropologist	When spending an action to Search, it is more likely to find a manmade item. Searching is more likely to succeed even if used consecutively.
Environmentalist	When spending an action to Search, it is more likely to find a natural item. Searching is more likely to succeed even if used consecutively.
Brewer	Can spend an action to create a potion using any natural items, such as flowers or herbs. These are one use, cost one item each, and heal 15 HP.
Cheerleader	When the user ends their turn next to an ally, that ally gains Excited for three turns. (Choose one ally if multiple are adjacent.)
Strategist	When the user ends their turn next to an ally, that ally gains Shielded for three turns. (Choose one ally if multiple are adjacent.)
Veteran	When the user ends their turn next to an ally, that ally gains Enforced for three turns. (Choose one ally if multiple are adjacent.)
Paladin	This unit does not take stat penalties from rescuing an allied unit.
Saboteur	Can use an action to inflict one of the following statuses on an adjacent unit: Poisoned, Mocked, Frozen, Distracted.
Pickpocket	Can open an adjacent door or chest without the appropriate Tool.
Stealthy	{Activate} Attack without being countered. Cooldown: 4 turns.
Resourceful	The user can switch their equipped weapon at the end of their phase.
Talented	No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.
Sympathetic	When healing an ally with a healing staff, the ally gains +10 avoid and crit evade until next PP.
Compassionate	When healing an ally with a healing staff, the ally gains +20 hit until next PP.
Selfless	If a healable ally is 1 tile too far away for a 1 range staff to function, the user can move to that tile, but they must use their action to heal said ally.
Human Heritage	Concentrated is added to the list of consumable status effects.
Laguz Heritage	After combat in which the user dealt effective damage, they restore 20% of their Max HP.
Florkana Heritage	Choose a fruit or flower consumable item. After every map, the user receives one of these. Skl% chance to get two. Stacks up to 3 drops.
Ayzer Heritage	{Activate} As an action up to twice per map, the user can create a 1-use Mineral Water or Pure Water that cannot be sold.
Kano Heritage	When equipping an item with a gear cost of 3, treat it as if its cost was 2.
Dancer	As an action, allow an adjacent unit to move again. NPC only.
Dunce	No special properties.

Name	Duration	Considered...	Effect
Poisoned	5	Negative	The unit takes damage equal to 15% of Max HP each turn.
Burned	3	Negative	The unit suffers -6 Atk.
Distracted	3	Negative	The unit suffers -6 Skl.
Frozen	3	Negative	The unit suffers -6 Spd.
Vulnerable	3	Negative	The unit suffers -4 Def.
Cursed	3	Negative	The unit suffers -4 Res.
Mocked	3	Negative	The unit's trait does nothing.
Silenced	2	Negative	The unit is unable to use magical weapons, staves, and cannot talk to other units.
Asleep	1	Negative	The unit cannot move or act.
Paralyzed	1	Negative	The unit cannot move.
Nervous	1	Negative	The unit cannot act.
Rushed	3	Mixed	The unit gains Move +1, but suffers -1 to all main stats except Max HP.
Sluggish	3	Mixed	The unit suffers Move -1, but gains +1 to all main stats except Max HP.
Excited	3	Mixed	The unit gains Atk/O Spd +2, but suffers Def/Res -1.
Readied	3	Mixed	The unit gains Def/Res/D Spd +2, but suffers Atk/O Spd -1.
Relaxed	3	Positive	The unit restores 15% of their Max HP per turn.
Shielded	3	Positive	The unit gains +4 Def.
Enforced	3	Positive	The unit gains +4 Res.
Concentrated	3	Positive	The unit gains +6 Skl.
Quickened	3	Positive	The unit gains +6 Spd.
Encouraged	3	Positive	The unit gains Avo, Crit Eva, Hit and Crit +5.

Name	Category	Offense Type	Uses [1]	Worth	Mt	Hit	Crit	Avo	Eva	Ospd	Dspd	Range	HP	Atk	Skl	Spd	Def	Res	Effectiveness	Effect	Description
Bronze Sword	Sword	Physical	-	10	2	105	0	0	0	0	0	1	0	0	0	0	0	0			
Iron Sword	Sword	Physical	-	20	4	95	0	0	0	0	0	1	0	0	0	0	0	0			
Steel Sword	Sword	Physical	-	40	7	90	0	0	0	-2	0	1	0	0	0	0	0	0			
Silver Sword	Sword	Physical	-	60	11	95	0	-10	-10	0	0	1	0	0	0	0	0	0			
Cobalt Sword	Sword	Physical	-	120	16	90	0	0	0	0	-3	1	0	0	0	0	0	0			
Bronze Spellsword	Sword	Magical	-	10	2	105	0	0	0	0	0	1	0	0	0	0	0	0			
Iron Spellsword	Sword	Magical	-	20	4	95	0	0	0	0	0	1	0	0	0	0	0	0			
Steel Spellsword	Sword	Magical	-	40	7	90	0	0	0	-2	0	1	0	0	0	0	0	0			
Silver Spellsword	Sword	Magical	-	60	11	95	0	-10	-10	0	0	1	0	0	0	0	0	0			
Cobalt Spellsword	Sword	Magical	-	120	16	90	0	0	0	0	-3	1	0	0	0	0	0	0			
Wing Clipper	Sword	Physical	-	20	5	75	0	0	0	-1	-1	1	0	0	0	0	0	0	Feathered		
Wing Spellclipper	Sword	Magical	-	20	5	75	0	0	0	-1	-1	1	0	0	0	0	0	0	Feathered		
Bronze Lance	Lance	Physical	-	10	4	95	0	0	0	0	0	1	0	0	0	0	0	0			
Iron Lance	Lance	Physical	-	20	6	85	0	0	0	0	0	1	0	0	0	0	0	0			
Steel Lance	Lance	Physical	-	40	9	80	0	0	0	-2	0	1	0	0	0	0	0	0			
Silver Lance	Lance	Physical	-	60	13	85	0	-10	-10	0	0	1	0	0	0	0	0	0			
Cobalt Lance	Lance	Physical	-	120	18	80	0	0	0	0	-3	1	0	0	0	0	0	0			
Bronze Spellance	Lance	Magical	-	10	4	95	0	0	0	0	0	1	0	0	0	0	0	0			
Iron Spellance	Lance	Magical	-	20	6	85	0	0	0	0	0	1	0	0	0	0	0	0			
Steel Spellance	Lance	Magical	-	40	9	80	0	0	0	-2	0	1	0	0	0	0	0	0			
Silver Spellance	Lance	Magical	-	60	13	85	0	-10	-10	0	0	1	0	0	0	0	0	0			
Cobalt Spellance	Lance	Magical	-	120	18	80	0	0	0	0	-3	1	0	0	0	0	0	0			
Beast Slayer	Lance	Physical	-	20	7	65	0	0	0	-1	-1	1	0	0	0	0	0	0	Beast		
Beast Spellslayer	Lance	Magical	-	20	7	65	0	0	0	-1	-1	1	0	0	0	0	0	0	Beast		
Bronze Axe	Axe	Physical	-	10	6	85	0	0	0	0	0	1	0	0	0	0	0	0			
Iron Axe	Axe	Physical	-	20	8	75	0	0	0	0	0	1	0	0	0	0	0	0			
Steel Axe	Axe	Physical	-	40	11	70	0	0	0	-2	0	1	0	0	0	0	0	0			
Silver Axe	Axe	Physical	-	60	15	75	0	-10	-10	0	0	1	0	0	0	0	0	0			
Cobalt Axe	Axe	Physical	-	120	20	70	0	0	0	0	-3	1	0	0	0	0	0	0			
Bronze Spellaxe	Axe	Magical	-	10	6	85	0	0	0	0	0	1	0	0	0	0	0	0			
Iron Spellaxe	Axe	Magical	-	20	8	75	0	0	0	0	0	1	0	0	0	0	0	0			
Steel Spellaxe	Axe	Magical	-	40	11	70	0	0	0	-2	0	1	0	0	0	0	0	0			
Silver Spellaxe	Axe	Magical	-	60	15	75	0	-10	-10	0	0	1	0	0	0	0	0	0			
Cobalt Spellaxe	Axe	Magical	-	120	20	70	0	0	0	0	-3	1	0	0	0	0	0	0			
Mage Mallet	Axe	Physical	-	20	9	55	0	0	0	-1	-1	1	0	0	0	0	0	0	Mage		
Mage Spellmallet	Axe	Magical	-	20	9	55	0	0	0	-1	-1	1	0	0	0	0	0	0	Mage		
Bronze Bow	Bow	Physical	-	10	5	100	5	0	0	0	0	2	0	0	0	0	0	0	Flying		
Iron Bow	Bow	Physical	-	20	7	90	5	0	0	0	0	2	0	0	0	0	0	0	Flying		
Steel Bow	Bow	Physical	-	40	10	85	5	0	0	-2	0	2	0	0	0	0	0	0	Flying		
Silver Bow	Bow	Physical	-	60	14	90	5	-10	-10	0	0	2	0	0	0	0	0	0	Flying		
Cobalt Bow	Bow	Physical	-	120	19	85	5	0	0	0	-3	2	0	0	0	0	0	0	Flying		
Bronze Spellbow	Bow	Magical	-	10	5	100	5	0	0	0	0	2	0	0	0	0	0	0	Flying		
Iron Spellbow	Bow	Magical	-	20	7	90	5	0	0	0	0	2	0	0	0	0	0	0	Flying		
Steel Spellbow	Bow	Magical	-	40	10	85	5	0	0	-2	0	2	0	0	0	0	0	0	Flying		
Silver Spellbow	Bow	Magical	-	60	14	90	5	-10	-10	0	0	2	0	0	0	0	0	0	Flying		
Cobalt Spellbow	Bow	Magical	-	120	19	85	5	0	0	0	-3	2	0	0	0	0	0	0	Flying		
Longbow	Bow	Physical	-	20	7	80	5	0	0	0	0	3	0	0	0	0	0	0	Flying		
Longspellbow	Bow	Magical	-	20	7	80	5	0	0	0	0	3	0	0	0	0	0	0	Flying		
Bronze Knife	Tool	Physical	-	10	2	85	0	0	0	0	0	1-2	0	0	0	0	0	0			
Iron Knife	Tool	Physical	-	20	4	75	0	0	0	0	0	1-2	0	0	0	0	0	0			
Steel Knife	Tool	Physical	-	40	7	70	0	0	0	-2	0	1-2	0	0	0	0	0	0			
Silver Knife	Tool	Physical	-	60	11	75	0	-10	-10	0	0	1-2	0	0	0	0	0	0			
Cobalt Spellknife	Tool	Physical	-	120	16	70	0	0	0	0	-3	1-2	0	0	0	0	0	0			
Bronze Spellknife	Tool	Magical	-	10	2	85	0	0	0	0	0	1-2	0	0	0	0	0	0			
Iron Spellknife	Tool	Magical	-	20	4	75	0	0	0	0	0	1-2	0	0	0	0	0	0			
Steel Spellknife	Tool	Magical	-	40	7	70	0	0	0	-2	0	1-2	0	0	0	0	0	0			
Silver Spellknife	Tool	Magical	-	60	11	75	0	-10	-10	0	0	1-2	0	0	0	0	0	0			
Cobalt Spellknife	Tool	Magical	-	120	16	70	0	0	0	0	-3	1-2	0	0	0	0	0	0			
Lockpick	Tool	Physical	-	5	1	100	0	0	0	0	0	1	0	0	0	0	0	0			Can be used to open an adjacent door or chest.
Shoe Horn	Tool	Physical	-	30	4	80	0	0	0	0	0	1	0	0	0	0	0	0			Can be used to discard an equipment item from an adjacent unit as long as this unit has higher Spd than their Skl.
Poison Trap	Trap	Physical	-	25	2	80	0	0	0	0	0	1	0	0	0	0	0	0			Can be used to place a trap that inflicts poison on an adjacent tile. Inflicts poison when counterattacking.
Burn Trap	Trap	Physical	-	25	1	85	0	0	0	0	0	1	0	0	0	0	0	0			Can be used to place a trap that inflicts burned on an adjacent tile. Inflicts burn when counterattacking.
Paralyze Trap	Trap	Physical	-	25	3	75	0	0	0	0	0	1	0	0	0	0	0	0			Can be used to place a trap that inflicts paralyzed on an adjacent tile. Inflicts paralyze when counterattacking.
Drizzle	Natural	Magical	-	10	3	80	0	0	0	0	0	1-2	0	0	0	0	0	0			
Fluffy Snow	Natural	Magical	-	20	5	70	0	0	0	0	0	1-2	0	0	0	0	0	0			
Thunder Shock	Natural	Magical	-	40	8	65	0	0	0	-2	0	1-2	0	0	0	0	0	0			
Waterfall	Natural	Magical	-	60	12	70	0	-10	-10	0	0	1-2	0	0	0	0	0	0			
Forest Fire	Natural	Magical	-	120	17	65	0	0	0	0	-3	1-2	0	0	0	0	0	0			
Petal Scatter	Natural	Physical	-	10	3	80	0	0	0	0	0	1-2	0	0	0	0	0	0			
Leaf Blade	Natural	Physical	-	20	5	70	0	0	0	0	0	1-2	0	0	0	0	0	0			
Boulder Roll	Natural	Physical	-	40	8	65	0	0	0	-2	0	1-2	0	0	0	0	0	0			
Fallen Tree	Natural	Physical	-	60	12	70	0	-10	-10	0	0	1-2	0	0	0	0	0	0			
Earthquake	Natural	Physical	-	120	17	65	0	0	0	0	-3	1-2	0	0	0	0	0	0			
Extinguish	Natural	Magical	-	30	5	60	0	0	0	0	0	1-2	0	0	0	0	0	0	Flaming		
Conduct	Natural	Magical	-	30	5	60	0	0	0	0	0	1-2	0	0	0	0	0	0	Electric		
Infestation	Natural	Magical	-	30	5	60	0	0	0	0	0	1-2	0	0	0	0	0	0	Natural		
Dry Up	Natural	Magical	-	30	5	60	0	0	0	0	0	1-2	0	0	0	0	0	0	Aquatic		
Glimmer	Divine	Magical	-	10	4	80	0	0	0	0	0	1-2	0	0	0	0	0	0			
Light	Divine	Magical	-	20	6	65	0	0	0	0	0	1-2	0	0	0	0	0	0			
Flash	Divine	Magical	-	40	9	60	0	0	0	-2	0	1-2	0	0	0	0	0	0			
Beam	Divine	Magical	-	60	13	65	0	-10	-10	0	0	1-2	0	0	0	0	0	0			
Heavenly Ray	Divine	Magical	-	120	18	60	0	0	0	0	-3	1-2	0	0	0	0	0	0			
Dim	Divine	Physical	-	10	4	80	0	0	0	0	0	1-2	0	0	0	0	0	0			
Dark	Divine	Physical	-	20	6	65	0	0	0	0	0	1-2	0	0	0	0	0	0			
Emptiness	Divine	Physical	-	40	9	60	0	0	0	-2	0	1-2	0	0	0	0	0	0			
Void	Divine	Physical	-	60	13	65	0	-10	-10	0	0	1-2	0	0	0	0	0	0			
Black Hole	Divine	Physical	-	120	18	60	0	0	0	0	-3	1-2	0	0	0	0	0	0			
Nosferatu	Divine	Magical	-	30	3	75	0	0	0	-99	0	1-2	0	0	0	0	0	0			Restore 1/3 of damage dealt in HP. Cannot double.
Hex	Divine	Magical	-																		

Name	Category	Offense Type	Uses (I)	Worth	Mt	Hit	Crit	Avo	Eva	Ospd	DSPd	Range	HP	Atk	Skl	Spd	Def	Res	Effectiveness	Effect	Description
Balance	Staff	Magical	-	30	0	0	0	0	0	0	0	2	0	0	0	0	0	0		Removes all mixed statuses from a unit at 2 range.	
Fang	Laguz	Physical	-	0	5	85	0	0	0	0	0	1	0	0	0	0	0	0		Every 5 levels, Mt +1.	
Spellfang	Laguz	Magical	-	0	5	85	0	0	0	0	0	1	0	0	0	0	0	0		Every 5 levels, Mt +1.	
Claw	Laguz	Physical	-	0	3	95	0	0	0	0	0	1	0	0	0	0	0	0		Every 5 levels, Mt +1.	
Spellclaw	Laguz	Magical	-	0	3	95	0	0	0	0	0	1	0	0	0	0	0	0		Every 5 levels, Mt +1.	
Talon	Laguz	Physical	-	0	4	90	0	0	0	0	0	1	0	0	0	0	0	0		Every 5 levels, Mt +1.	
Spelltalon	Laguz	Magical	-	0	4	90	0	0	0	0	0	1	0	0	0	0	0	0		Every 5 levels, Mt +1.	
Fingerless Gloves	Gear	-	1	20	-	-	-	-	-	-	-	-	2	-	-	-	-	-		Grants 2 Atk.	
Classy Monocle	Gear	-	1	20	-	-	-	-	-	-	-	-	-	2	-	-	-	-		Grants 2 Skl.	
Running Shoes	Gear	-	1	20	-	-	-	-	-	-	-	-	-	-	-	2	-	-		Grants 2 Spd.	
Leather Shield	Gear	-	1	20	-	-	-	-	-	-	-	-	-	-	-	-	2	-		Grants 2 Def.	
Mini Rune	Gear	-	1	20	-	-	-	-	-	-	-	-	-	-	-	-	-	2		Grants 2 Res.	
Dragon Scale	Gear	-	1	15	-	-	5	-	-	-	-	-	-	-	-	-	-	-		Grants +5 Crit.	
Dragon Fang	Gear	-	1	15	-	-	-	-	5	-	-	-	-	-	-	-	-	-		Grants +5 Eva.	
Argezan Banner	Gear	-	1	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-		Once per map, can be activated to gain Encouraged.	
Natural Potion	Consumable	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-		Heals 15 HP. Crafted by a Brewer.	
Herb	Consumable	-	5	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-		Heals 10 HP.	
Vulnerary	Consumable	-	3	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-		Heals 20 HP.	
Health Potion	Consumable	-	2	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-		Heals 35 HP.	
Elixir	Consumable	-	1	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-		Heals all HP.	
Tomato	Consumable	-	1	5	-	-	-	10	-	-	-	-	-	-	-	-	-	-		Grants +10 Avo for three turns.	
Blorange	Consumable	-	2	5	-	-	-	-	-	-	-	-	-	2	-	-	-	-		Grants +2 Skl for three turns.	
Sugar Cookie	Consumable	-	2	5	-	-	-	-	-	-	-	-	-	-	2	-	-	-		Grants +2 Spd for three turns.	
Mineral Water	Consumable	-	3	25	-	-	-	-	-	-	-	-	-	-	-	-	5	-		Grants +5 Def for three turns.	
Pure Water	Consumable	-	3	25	-	-	-	-	-	-	-	-	-	-	-	-	-	5		Grants +5 Res for three turns.	
Rusty Token	Item	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-		Sells for the entire worth.	

Mythic RE Theorybuilder by MappyPK and AlanaEclogia

Please refer to the application guide for any information that is not clear.

Making a Copy

Right click on the tab 'Template Calculator.' Click 'Duplicate.'

Rename your tab to '[Discord Name]'. Set protections to only yourself and spreadsheet owner.

Maximum 2 tabs per person. If you are done with a tab, please delete it. Only keep tabs you plan to use in an app.

Filling out the Fields

Section 1

Select the options of your choice from each dropdown.

If a dropdown is next to a cell with only "-" listed, it is not applicable for your character. Leave it blank.

The only cell that should be edited aside from those with dropdowns is the one next to "Name."

The two cells below "Trait" show trait effects for the Trait(s) you select.

Section 2

Only fill out the cells that start blank and in light pink.

For bases, the maximum investment is 9 for Humans and 8 for all other races.

The maximum investment into any base stat is 4. HP investments are automatically doubled. 4x2 is valid for HP.

The minimum investment into any base stat is 0.

For growths, the maximum investment is 230 for Humans and 225 for all other races.

The maximum investment into any growth is 50. HP investments are automatically doubled. 50x2 is valid for HP.

You may not have more than three stats invested with 50 growth points.

The minimum investment into any growth is 10. The minimum for HP is 10x2.

Section 3

Nothing needs to be filled out in this section. It is merely here to guide you to your stats over time.

The campaign uses universal, milestone based EXP. This means level 40 will be reached near the end.

Class		Name		Offense Type		Base Weapon	
Race		Major Promo		Minor Promo		-	
Trait		-		-			

-

-

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	0	0	0	0	0	0	
Base Invested							0/8
Total Base	0	0	0	0	0	0	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	0	0	0	0	0	0	
Base Invested							0/225
Total Base	0	0	0	0	0	0	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	0	0	0	0	0	0
Level 20	0	0	0	0	0	0
Level 40	0	0	0	0	0	0

Class		Name		Offense Type		Base Weapon	
Race		Major Promo		Minor Promo		-	
Trait		-		-			

-

-

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	0	0	0	0	0	0	
Base Invested							0/8
Total Base	0	0	0	0	0	0	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	0	0	0	0	0	0	
Base Invested							0/225
Total Base	0	0	0	0	0	0	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	0	0	0	0	0	0
Level 20	0	0	0	0	0	0
Level 40	0	0	0	0	0	0

Class	Forester	Name	Leor	Offense Type	Physical	Base Weapon	Bow
Race	Kano	Major Promo	Axe	Minor Promo	Second Trait	Promo Trait	Resourceful
Trait	Talented	-		-			

Talented: No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.

Resourceful: The user can switch their equipped weapon at the end of their phase.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	3	5	4	3	4	
Base Invested	4	4					8/8
Total Base	26	7	5	4	3	4	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	5	10	
Base Invested	50	50	50	10	35	30	225/225
Total Base	110	55	60	15	40	40	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	31	9	8	4	5	6	
Level 20	48	18	17	7	11	12	
Level 40	70	29	29	10	19	20	

Class	Medic	Name	Mikhail	Offense Type	Physical	Base Weapon	Staff
Race	Ayzer	Major Promo	Sword	Minor Promo	Second Trait	Promo Trait	Strategist
Trait	Veteran	-		-			

Veteran: When the user ends their turn next to an ally, that ally gains Enforced for three turns. (Choose one ally if multiple are adjacent.)

Strategist: When the user ends their turn next to an ally, that ally gains Shielded for three turns. (Choose one ally if multiple are adjacent.)

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	3	5	3	4	4	
Base Invested		1	1		4	2	8/8
Total Base	18	4	6	3	8	6	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	5	10	
Base Invested	50	35	30	10	50	50	225/225
Total Base	110	40	40	15	55	60	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	23	6	8	3	10	9
Level 20	40	12	14	6	19	18
Level 40	62	20	22	9	30	30

Class	Fighter	Name	Luxovious	Offense Type	Physical	Base Weapon	Axe
Race	Laguz	Major Promo	2 extra base poi	Minor Promo	12 avo	-	Cheerleader
Trait	Geographer	Laguz Weapon	Claw	Laguz Stance	Set 2		

Geographer: {Activate} Attack while ignoring the terrain bonus of either self or target. Cooldown: 3 turns.

Cheerleader: When the user ends their turn next to an ally, that ally gains Excited for three turns. (Choose one ally if multiple are adjacent.)

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	22	6	3	2	4	2	
Base Invested		4			4		8/8
Total Base	22	10	3	6	4	2	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	20	10	5	5	5	5	
Base Invested	35	50	30	50	30	30	225/225
Total Base	90	60	35	55	35	35	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	26	13	4	8	5	3	
Level 20	40	22	10	17	11	9	
Level 40	58	34	17	28	18	16	

Class	Medic	Name	Hachi	Offense Type	Physical	Base Weapon	Staff
Race	Laguz	Major Promo	2 extra base poi	Minor Promo	Second Trait	Promo Trait	Paladin
Trait	Cheerleader	Laguz Weapon	Claw	Laguz Stance	Set 1		

Cheerleader: When the user ends their turn next to an ally, that ally gains Excited for three turns. (Choose one ally if multiple are adjacent.)

Paladin: This unit does not take stat penalties from rescuing an allied unit.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	3	5	3	4	4	
Base Invested	0	0	0	0	4	4	8/8
Total Base	18	3	5	3	8	8	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	5	10	
Base Invested	35	45	30	15	50	50	225/225
Total Base	80	50	40	20	55	60	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	22	5	7	4	10	11
Level 20	34	13	13	7	19	20
Level 40	50	23	21	11	30	32

Class	Medic	Name	Hachi	Offense Type	Physical	Base Weapon	Staff
Race	Human	Major Promo	Sword	Minor Promo	Second Trait	Promo Trait	Paladin
Trait	Cheerleader	-	N/A	-	N/A		

Cheerleader: When the user ends their turn next to an ally, that ally gains Excited for three turns. (Choose one ally if multiple are adjacent.)

Paladin: This unit does not take stat penalties from rescuing an allied unit.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	3	5	3	4	4	
Base Invested	1	0	0	0	4	4	9/9
Total Base	20	3	5	3	8	8	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	5	10	
Base Invested	40	45	30	15	50	50	230/230
Total Base	90	50	40	20	55	60	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	24	5	7	4	10	11
Level 20	38	13	13	7	19	20
Level 40	56	23	21	11	30	32

Class	Spiritualist	Name		Offense Type	Magical	Base Weapon	Divine
Race	Ayzer	Major Promo	Lance	Minor Promo	Second Trait	Promo Trait	Talented
Trait	Cheerleader	-		-			

Cheerleader: When the user ends their turn next to an ally, that ally gains Excited for three turns. (Choose one ally if multiple are adjacent.)

Talented: No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	16	3	4	5	2	6	
Base Invested	2	1			2	2	8/8
Total Base	20	4	4	7	4	7	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	5	10	5	10	
Base Invested	50	45	15	40	35	40	225/225
Total Base	110	50	20	50	40	50	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	25	6	5	9	6	9
Level 20	42	14	8	17	12	17
Level 40	64	24	12	27	20	27

Class	Naturalist	Name	Akiza	Offense Type	Magical	Base Weapon	Natural
Race	Ayzer	Major Promo	Lance	Minor Promo	Second Trait	Promo Trait	Talented
Trait	Cheerleader	-		-			

Cheerleader: When the user ends their turn next to an ally, that ally gains Excited for three turns. (Choose one ally if multiple are adjacent.)

Talented: No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	5	6	4	2	2	
Base Invested	2	1			2	2	8/8
Total Base	22	6	6	6	4	3	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	10	5	10	5	5	
Base Invested	50	35	20	40	40	40	225/225
Total Base	110	45	25	50	45	45	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	27	8	7	8	6	5	
Level 20	44	15	11	16	13	12	
Level 40	66	24	16	26	22	21	

Class	Fighter	Name	Ganix	Offense Type	Physical	Base Weapon	Axe
Race	Kano	Major Promo	2 extra base poi	Minor Promo	Second Trait	Promo Trait	Geographer
Trait	Cheerleader	-		-			

Cheerleader: When the user ends their turn next to an ally, that ally gains Excited for three turns. (Choose one ally if multiple are adjacent.)

Geographer: [Activate] Attack while ignoring the terrain bonus of either self or target. Cooldown: 3 turns.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	22	6	3	2	4	2	
Base Invested	4	1	0	3	0	0	8/8
Total Base	30	7	3	5	4	2	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	20	10	5	5	5	5	
Base Invested	50	40	30	45	45	15	225/225
Total Base	120	50	35	50	50	20	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	36	9	4	7	6	3	
Level 20	54	17	10	15	14	6	
Level 40	78	27	17	25	24	10	

Class	Hunter	Name	Taino	Offense Type	Physical	Base Weapon	Lance
Race	Ayzer	Major Promo	Bow	Minor Promo	6 crit	-	
Trait	Stealthy	-		-			

Stealthy: [Activate] Attack without being countered. Cooldown: 4 turns.

-

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	20	3	4	3	6	2	
Base Invested			4			4	8/8
Total Base	20	3	8	3	6	6	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	10	5	
Base Invested	25	35	45	35	40	45	225/225
Total Base	60	40	55	40	50	50	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	23	5	10	5	8	8	
Level 20	32	11	19	11	16	16	
Level 40	44	19	30	19	26	26	

Class	Scout	Name	Hydorin	Offense Type	Physical	Base Weapon	Lance
Race	Ayzer	Major Promo	2 extra base poi	Minor Promo	6 hit, 6 avo	-	
Trait	Ecologist	-		-			

Ecologist: Can move onto forests as if they were plains. The terrain bonus used is that of forests. Does nothing for Florkana.

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 6
Class Base	20	3	4	4	3	4	2
Base Invested	2	1	1	1	1	1	2
Total Base	24	4	5	5	4	5	4

GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	5	5	5	10	5
Base Invested	35	40	40	40	35	35	40
Total Base	80	45	45	45	40	45	45

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	28	6	7	7	6	7	6
Level 20	40	13	14	14	12	14	13
Level 40	56	22	23	23	20	23	22

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225/225

Class	Thief	Name	Pippin	Offense Type	Physical	Base Weapon	Tool
Race	Florkana	Major Promo	2 extra base poi	Minor Promo	12 avo	-	
Trait	Stealthy	-		-			

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	16		3	5	6	3	3
Base Invested	1		1	1	3	2	0
Total Base	18		4	6	9	5	3
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10		5	10	10	5	5
Base Invested	30		40	40	50	45	20
Total Base	70		45	50	60	50	25

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	21		6	8	12	7	4
Level 20	32		13	16	21	15	8
Level 40	46		22	26	33	25	13

Class	Hunter	Name		Offense Type	Physical	Base Weapon	Lance
Race	Florkana	Major Promo	2 extra base poi	Minor Promo	Second Trait	Promo Trait	Florkana Heritage
Trait	Talented	-		-			

Talented: No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.

Florkana Heritage: Choose a fruit or flower consumable item. After every map, the user receives one of these. Skl% chance to get two. Stacks up to 3 drops.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	20	3	4	3	6	2	
Base Invested	3	2	1			2	8/8
Total Base	26	5	5	3	6	4	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	10	5	
Base Invested	50	50	50	15	30	30	225/225
Total Base	110	55	60	20	40	35	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	31	7	8	4	8	5
Level 20	48	16	17	7	14	11
Level 40	70	27	29	11	22	18

Class	Forester	Name		Offense Type	Physical	Base Weapon	Bow
Race	Kano	Major Promo	Divine	Minor Promo	Second Trait	Promo Trait	Resourceful
Trait	Stealthy	-	N/A	-	N/A		

Stealthy: [Activate] Attack without being countered. Cooldown: 4 turns.

Resourceful: The user can switch their equipped weapon at the end of their phase.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	3	5	4	3	4	
Base Invested	4	3	1	0	0	0	8/8
Total Base	26	6	6	4	3	4	

GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	5	10	
Base Invested	50	45	40	35	30	25	225/225
Total Base	110	50	50	40	35	35	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	31	8	8	6	4	5	
Level 20	48	16	16	12	10	11	
Level 40	70	26	26	20	17	18	

Class	Thief	Name		Offense Type	Physical	Base Weapon	Tool
Race	Ayzer	Major Promo	Flying mount (+	Minor Promo	Second Trait	Promo Trait	Stealthy
Trait	Resourceful	-	N/A	-	N/A		

Resourceful: The user can switch their equipped weapon at the end of their phase.

Stealthy: {Activate} Attack without being countered. Cooldown: 4 turns.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	16	3	5	6	3	3	
Base Invested	4	0	0	4	0	0	8/8
Total Base	24	3	5	10	3	3	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	10	5	5	
Base Invested	45	10	40	40	45	45	225/225
Total Base	100	15	50	50	50	50	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	29	3	7	12	5	5
Level 20	44	6	15	20	13	13
Level 40	64	9	25	30	23	23

Class	Scout	Name	Wedge Bartlett	Offense Type	Physical	Base Weapon	Bow
Race	Human	Major Promo	Sword	Minor Promo	Second Trait	Promo Trait	Resourceful
Trait	Talented	-	N/A	-	N/A		

Talented: No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.

Resourceful: The user can switch their equipped weapon at the end of their phase.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 6
Class Base	20	3	4	3	4	2	
Base Invested	0	3	2	3	1	1	10/9
Total Base	20	6	6	6	5	3	

GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	5	5	10	5	
Base Invested	40	50	50	50	20	20	230/230
Total Base	90	55	55	55	30	25	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	24	8	8	8	6	4	
Level 20	38	17	17	17	11	8	
Level 40	56	28	28	28	17	13	

Class	Fighter	Name		Offense Type	Physical	Base Weapon	Axe
Race	Human	Major Promo	2 extra base poi	Minor Promo	6 hit, 6 avo	-	
Trait	Oceanographer	-		-			

Oceanographer: Can move onto water tiles as if they were forests. The terrain bonus used is that of the water tile. Does nothing for Ayzer.

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	22	6	3	2	4	2	
Base Invested	3	2	0	3	1	0	9/9
Total Base	28	8	3	5	5	2	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	20	10	5	5	5	5	
Base Invested	40	45	40	50	35	20	230/230
Total Base	100	55	45	55	40	25	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	33	10	5	7	7	3	
Level 20	48	19	12	16	13	7	
Level 40	68	30	21	27	21	12	

Class	Hunter	Name		Offense Type	Physical	Base Weapon	Lance
Race	Florkana	Major Promo	2 extra base poi	Minor Promo	Second Trait	Promo Trait	Florkana Heritage
Trait	Saboteur	-		-			

Saboteur: Can use an action to inflict one of the following statuses on an adjacent unit: Poisoned, Mocked, Frozen, Distracted.

Florkana Heritage: Choose a fruit or flower consumable item. After every map, the user receives one of these. Skl% chance to get two. Stacks up to 3 drops.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	20	3	4	3	6	2	
Base Invested							0/8
Total Base	20	3	4	3	6	2	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	10	5	
Base Invested							0/225
Total Base	10	5	10	5	10	5	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	20	3	4	3	6	2	
Level 20	22	4	6	4	8	3	
Level 40	24	5	8	5	10	4	

Class		Name		Offense Type		Base Weapon	
Race		Major Promo		Minor Promo		-	
Trait		-		-			

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	0	0	0	0	0	0	
Base Invested							0/8
Total Base	0	0	0	0	0	0	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	0	0	0	0	0	0	
Base Invested							0/225
Total Base	0	0	0	0	0	0	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	0	0	0	0	0	0
Level 20	0	0	0	0	0	0
Level 40	0	0	0	0	0	0

Class	Hunter	Name	M	Offense Type	Physical	Base Weapon	Lance
Race	Florkana	Major Promo	2 extra base poi	Minor Promo	Second Trait	Promo Trait	Florkana Heritage
Trait	Saboteur	-		-			

Saboteur: Can use an action to inflict one of the following statuses on an adjacent unit: Poisoned, Mocked, Frozen, Distracted.

Florkana Heritage: Choose a fruit or flower consumable item. After every map, the user receives one of these. Skl% chance to get two. Stacks up to 3 drops.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	20	3	4	3	6	2	
Base Invested							0/8
Total Base	20	3	4	3	6	2	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	10	5	
Base Invested							0/225
Total Base	10	5	10	5	10	5	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	20	3	4	3	6	2	
Level 20	22	4	6	4	8	3	
Level 40	24	5	8	5	10	4	

Class	Thief	Name		Offense Type	Physical	Base Weapon	Tool
Race	Human	Major Promo	2 extra base poi	Minor Promo	3 eva, 3 crit	-	Human Heritage
Trait	Stealthy	-	N/A	-	N/A		

Stealthy: [Activate] Attack without being countered. Cooldown: 4 turns.

Human Heritage: Concentrated is added to the list of consumable status effects.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	16	3	5	6	3	3	
Base Invested	1	2	2	2	1	1	9/9
Total Base	18	5	7	8	4	4	

GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	10	5	5	
Base Invested	35	40	45	40	35	35	230/230
Total Base	80	45	55	50	40	40	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	22	7	9	10	6	6	
Level 20	34	14	18	18	12	12	
Level 40	50	23	29	28	20	20	

Class	Thief	Name		Offense Type	Magical	Base Weapon	Tool
Race	Florkana	Major Promo	Staff	Minor Promo	Second Trait	Promo Trait	Florkana Heritage
Trait	Resourceful	-	N/A	-	N/A		

Resourceful: The user can switch their equipped weapon at the end of their phase.

Florkana Heritage: Choose a fruit or flower consumable item. After every map, the user receives one of these. Skl% chance to get two. Stacks up to 3 drops.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	16	3	5	6	3	3	
Base Invested	0	2	0	0	3	3	8/8
Total Base	16	5	5	6	6	6	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	10	5	5	
Base Invested	40	40	35	20	45	45	225/225
Total Base	90	45	45	30	50	50	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	20	7	7	7	8	8
Level 20	34	14	14	12	16	16
Level 40	52	23	23	18	26	26

Class	Naturalist	Name	Jericho & Doria	Offense Type	Magical	Base Weapon	Natural
Race	Kano	Major Promo	Staff	Minor Promo	8 hit, 2 crit	-	
Trait	Veteran	-		-			

Veteran: When the user ends their turn next to an ally, that ally gains Enforced for three turns. (Choose one ally if multiple are adjacent.)

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	5	6	4	2	2	
Base Invested	1	4	0	0	1	2	8/8
Total Base	20	9	6	4	3	4	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	10	5	10	5	5	
Base Invested	45	50	25	15	40	50	225/225
Total Base	100	60	30	25	45	55	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	25	12	7	5	5	6	
Level 20	40	21	12	9	12	15	
Level 40	60	33	18	14	21	26	

Class	Thief	Name	Dezio	Offense Type	Physical	Base Weapon	Tool
Race	Human	Major Promo	2 extra base poi	Minor Promo	6 crit	-	
Trait	Stealthy	-		-			

Stealthy: [Activate] Attack without being countered. Cooldown: 4 turns.

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	16	3	5	6	3	3	
Base Invested	1	2	2	2	1	1	9/9
Total Base	18	5	7	8	4	4	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	10	5	5	
Base Invested	35	40	45	40	35	35	230/230
Total Base	80	45	55	50	40	40	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	22	7	9	10	6	6
Level 20	34	14	18	18	12	12
Level 40	50	23	29	28	20	20

Class	Spiritualist	Name	Kat	Offense Type	Magical	Base Weapon	Divine
Race	Laguz	Major Promo	Sword	Minor Promo	12 avo	-	
Trait	Talented	Laguz Weapon	Claw	Laguz Stance	Set 2		

Talented: No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	16	3	4	5	2	6	
Base Invested		1	1	4	2		8/8
Total Base	16	4	5	9	4	6	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	5	10	5	10	
Base Invested	40	35	40	50	30	30	225/225
Total Base	90	40	45	60	35	40	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	20	6	7	12	5	8	
Level 20	34	12	14	21	11	14	
Level 40	52	20	23	33	18	22	

Class	Hunter	Name	Olaf Ivarr	Offense Type	Physical	Base Weapon	Lance
Race	Florkana	Major Promo	Ground mount	Minor Promo	12 hit	-	
Trait	Brewer	-	N/A	-	N/A		

Brewer: Can spend an action to create a potion using any natural items, such as flowers or herbs. These are one use, cost one item each, and heal 15 HP.

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	20	3	4	3	6	2	
Base Invested	2	2	2	1	1	0	8/8
Total Base	24	5	6	4	7	2	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	10	5	
Base Invested	35	45	40	35	50	20	225/225
Total Base	80	50	50	40	60	25	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	28	7	8	6	10	3	
Level 20	40	15	16	12	19	7	
Level 40	56	25	26	20	31	12	

Class	Hunter	Name		Offense Type	Physical	Base Weapon	Lance
Race	Ayzer	Major Promo	Staff	Minor Promo	Second Trait	Promo Trait	Cheerleader
Trait	Resourceful	-		-			

Resourceful: The user can switch their equipped weapon at the end of their phase.

Cheerleader: When the user ends their turn next to an ally, that ally gains Excited for three turns. (Choose one ally if multiple are adjacent.)

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	20	3	4	3	6	2	
Base Invested		2		4	2		8/8
Total Base	20	5	4	7	8	2	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	10	5	
Base Invested	50	35	25	45	50	20	225/225
Total Base	110	40	35	50	60	25	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	25	7	5	9	11	3	
Level 20	42	13	11	17	20	7	
Level 40	64	21	18	27	32	12	

Class	Scout	Name		Offense Type	Magical	Base Weapon	Sword
Race	Human	Major Promo	Staff	Minor Promo		-	
Trait	Talented	-	N/A	-	N/A		

Talented: No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 6
Class Base	20	3	4	3	4	2	
Base Invested							0/9
Total Base	20	3	4	3	4	2	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	5	5	10	5	
Base Invested							0/230
Total Base	10	5	5	5	10	5	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	20	3	4	3	4	2	
Level 20	22	4	5	4	6	3	
Level 40	24	5	6	5	8	4	

Class	Naturalist	Name		Offense Type	Physical	Base Weapon	Natural
Race	Kano	Major Promo	Bow	Minor Promo	Second Trait	Promo Trait	Talented
Trait	Cheerleader	-		-			

Cheerleader: When the user ends their turn next to an ally, that ally gains Excited for three turns. (Choose one ally if multiple are adjacent.)

Talented: No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	5	6	4	2	2	
Base Invested	1	2	1	2	1	1	8/8
Total Base	20	7	7	6	3	3	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	10	5	10	5	5	
Base Invested	45	35	45	40	30	30	225/225
Total Base	100	45	50	50	35	35	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	25	9	9	8	4	4
Level 20	40	16	17	16	10	10
Level 40	60	25	27	26	17	17

Class	Forester	Name	Davyn of Hleseyn	Offense Type	Physical	Base Weapon	Bow
Race	Laguz	Major Promo	Natural	Minor Promo	Second Trait	Promo Trait	Talented
Trait	Laguz Heritage	Laguz Weapon	Claw	Laguz Stance	Set 3		

Laguz Heritage: After combat in which the user dealt effective damage, they restore 20% of their Max HP.

Talented: No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	3	5	4	3	4	
Base Invested	4	1	0	0	2	1	8/8
Total Base	26	4	5	4	5	5	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	5	10	
Base Invested	50	50	20	10	50	45	225/225
Total Base	110	55	30	15	55	55	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	31	6	6	4	7	7
Level 20	48	15	11	7	16	16
Level 40	70	26	17	10	27	27

Class	Spiritualist	Name	Aean	Offense Type	Magical	Base Weapon	Divine
Race	Ayzer	Major Promo	Flying mount (+	Minor Promo	12 hit	-	
Trait	Talented	-		-			

Talented: No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	16	3	4	5	2	6	
Base Invested	0	4	0	4	0	0	8/8
Total Base	16	7	4	9	2	6	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	5	10	5	10	
Base Invested	50	50	45	50	15	15	225/225
Total Base	110	55	50	60	20	25	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	21	9	6	12	3	7
Level 20	38	18	14	21	6	11
Level 40	60	29	24	33	10	16

Class	Forester	Name	Akon	Offense Type	Physical	Base Weapon	Bow
Race	Ayzer	Major Promo	Axe	Minor Promo	Second Trait	Promo Trait	Veteran
Trait	Stealthy	-		-			

Stealthy: [Activate] Attack without being countered. Cooldown: 4 turns.

Veteran: When the user ends their turn next to an ally, that ally gains Enforced for three turns. (Choose one ally if multiple are adjacent.)

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	3	5	4	3	4	
Base Invested	1	2			3	2	8/8
Total Base	20	5	5	7	3	6	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	5	10	
Base Invested	30	45	35	50	20	45	225/225
Total Base	70	50	45	55	25	55	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	23	7	7	9	4	8	
Level 20	34	15	14	18	8	17	
Level 40	48	25	23	29	13	28	

Class	Mercenary	Name	Marciane Velez	Offense Type	Physical	Base Weapon	Sword
Race	Human	Major Promo	Staff	Minor Promo	Second Trait	Promo Trait	Selfless
Trait	Ecologist	-		-			

Ecologist: Can move onto forests as if they were plains. The terrain bonus used is that of forests. Does nothing for Florkana.

Selfless: If a healable ally is 1 tile too far away for a 1 range staff to function, the user can move to that tile, but they must use their action to heal said ally.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	4	5	4	3	3	
Base Invested	2	2			1	3	9/9
Total Base	22	6	5	5	6	4	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	10	5	5	10	5	
Base Invested	45	40	30	30	40	45	230/230
Total Base	100	50	35	35	50	50	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	27	8	6	6	8	6	
Level 20	42	16	12	12	16	14	
Level 40	62	26	19	19	26	24	

Class	Naturalist	Name	Garcia	Offense Type	Magical	Base Weapon	Natural
Race	Laguz	Major Promo	Bow	Minor Promo	12 avo	-	
Trait	Environmental	Laguz Weapon	Talon	Laguz Stance	Set 2		

Environmentalist: When spending an action to Search, it is more likely to find a natural item. Searching is more likely to succeed even if used consecutively.

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	5	6	4	2	2	
Base Invested	1	1		4	1	1	8/8
Total Base	20	6	6	8	3	3	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	10	5	10	5	5	
Base Invested	45	40	35	50	20	35	225/225
Total Base	100	50	40	60	25	40	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	25	8	8	11	4	5
Level 20	40	16	14	20	8	11
Level 40	60	26	22	32	13	19

Class	Scout	Name	Juan Carlos Ferr	Offense Type	Magical	Base Weapon	Staff
Race	Human	Major Promo	Natural	Minor Promo	Second Trait	Promo Trait	Compassionate
Trait	Zoologist	-	N/A	-	N/A		

Zoologist: Can reveal the special traits of one monster that will appear on an upcoming map, or can use an action to discover the weaknesses of a monster within 5 tiles.

Compassionate: When healing an ally with a healing staff, the ally gains +20 hit until next PP.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 6
Class Base	20	3	4	3	4	2	
Base Invested	4	1	1		1	2	9/9
Total Base	28	4	5	3	5	4	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	5	5	10	5	
Base Invested	50	40	40	30	30	40	230/230
Total Base	110	45	45	35	40	45	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	33	6	7	4	7	6	
Level 20	50	13	14	10	13	13	
Level 40	72	22	23	17	21	22	

Class	Hunter	Name	Carlo Brisaboa	Offense Type	Physical	Base Weapon	Lance
Race	Ayzer	Major Promo	Bow	Minor Promo	6 hit, 6 avo	-	
Trait	Ayzer Heritage	-		-			

Ayzer Heritage: {Activate} As an action up to twice per map, the user can create a 1-use Mineral Water or Pure Water that cannot be sold.

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	20	3	4	3	6	2	
Base Invested	2	3	1	0	2		8/8
Total Base	24	6	5	3	8	2	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	10	5	
Base Invested	50	45	35	20	50	25	225/225
Total Base	110	50	45	25	60	30	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	29	8	7	4	11	3	
Level 20	46	16	14	8	20	8	
Level 40	68	26	23	13	32	14	

Class	Mercenary	Name	Roldan Grosó	Offense Type	Physical	Base Weapon	Sword
Race	Laguz	Major Promo	Natural	Minor Promo	12 avo	-	
Trait	Talented	Laguz Weapon	Fang	Laguz Stance	Set 1		

Talented: No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	4	5	4	3	3	
Base Invested	1	2	0	4	1		8/8
Total Base	20	6	5	8	4	3	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	10	5	5	10	5	
Base Invested	35	40	35	50	30	35	225/225
Total Base	80	50	40	55	40	40	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	24	8	7	10	6	5	
Level 20	36	16	13	19	12	11	
Level 40	52	26	21	30	20	19	

Class	Fighter	Name		Offense Type		Base Weapon	Axe
Race	Kano	Major Promo	Axe	Minor Promo	Second Trait	Promo Trait	Strategist
Trait	Kano Heritage	-	N/A	-			

Kano Heritage: When equipping an item with a gear cost of 3, treat it as if its cost was 2.

Strategist: When the user ends their turn next to an ally, that ally gains Shielded for three turns. (Choose one ally if multiple are adjacent.)

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	22	6	3	2	4	2	
Base Invested	4				2	2	8/8
Total Base	30	6	3	2	6	4	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	20	10	5	5	5	5	
Base Invested	50	20	20	35	50	50	225/225
Total Base	120	30	25	40	55	55	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	36	7	4	4	8	6	
Level 20	54	12	8	10	17	15	
Level 40	78	18	13	18	28	26	

Class	Medic	Name		Offense Type	Physical	Base Weapon	Staff
Race	Laguz	Major Promo	2 extra base poi	Minor Promo	Second Trait	Promo Trait	Compassionate
Trait	Sympathetic	Laguz Weapon	Talon	Laguz Stance	Set 3		

Sympathetic: When healing an ally with a healing staff, the ally gains +10 avoid and crit evade until next PP.

Compassionate: When healing an ally with a healing staff, the ally gains +20 hit until next PP.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	3	5	3	4	4	
Base Invested	1	3	2	0	1	1	8/8
Total Base	20	6	7	3	5	5	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	5	10	
Base Invested	45	50	35	10	45	40	225/225
Total Base	100	55	45	15	50	50	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	25	8	9	3	7	7
Level 20	40	17	16	6	15	15
Level 40	60	28	25	9	25	25

Class	Scout	Name		Offense Type	Physical	Base Weapon	Staff
Race	Laguz	Major Promo	2 extra base poi	Minor Promo	Second Trait	Promo Trait	Compassionate
Trait	Sympathetic	Laguz Weapon	Fang	Laguz Stance	Set 1		

Sympathetic: When healing an ally with a healing staff, the ally gains +10 avoid and crit evade until next PP.

Compassionate: When healing an ally with a healing staff, the ally gains +20 hit until next PP.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 6
Class Base	20	3	4	3	4	2	
Base Invested	0	3	3	0	1	1	8/8
Total Base	20	6	7	3	5	3	

GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	5	5	10	5	
Base Invested	45	50	35	10	40	45	225/225
Total Base	100	55	40	15	50	50	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	25	8	9	3	7	5	
Level 20	40	17	15	6	15	13	
Level 40	60	28	23	9	25	23	

Class	Forester	Name		Offense Type	Physical	Base Weapon	Bow
Race	Ayzer	Major Promo	Axe	Minor Promo	Second Trait	Promo Trait	Talented
Trait	Geographer	-		-			

Geographer: {Activate} Attack while ignoring the terrain bonus of either self or target. Cooldown: 3 turns.

Talented: No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	3	5	4	3	4	
Base Invested	1	2	1	4			8/8
Total Base	20	5	6	8	3	4	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	5	10	
Base Invested	25	50	45	55	25	25	225/225
Total Base	60	55	55	60	30	35	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	23	7	8	11	4	5
Level 20	32	16	17	20	9	11
Level 40	44	27	28	32	15	18

Class	Spiritualist	Name		Offense Type	Magical	Base Weapon	Divine
Race	Human	Major Promo	Flying mount (+	Minor Promo	Second Trait	Promo Trait	Resourceful
Trait	Brewer	-		-			

Brewer: Can spend an action to create a potion using any natural items, such as flowers or herbs. These are one use, cost one item each, and heal 15 HP.

Resourceful: The user can switch their equipped weapon at the end of their phase.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	16	3	4	5	2	6	
Base Invested	1	1	2	2	1	2	9/9
Total Base	18	4	6	7	3	8	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	5	10	5	10	
Base Invested	50	25	40	45	20	50	230/230
Total Base	110	30	45	55	25	60	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	23	5	8	9	4	11	
Level 20	40	10	15	18	8	20	
Level 40	62	16	24	29	13	32	

Class	Hunter	Name		Offense Type	Magical	Base Weapon	Lance
Race	Kano	Major Promo	Ground mount	Minor Promo	8 avo, 2 eva	-	
Trait	Anthropologist	-		-			

Anthropologist: When spending an action to Search, it is more likely to find a manmade item. Searching is more likely to succeed even if used consecutively.

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	20	3	4	3	6	2	
Base Invested	4	1	1	1	1	0	8/8
Total Base	28	4	5	4	7	2	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	10	5	
Base Invested	50	50	35	35	50	5	225/225
Total Base	110	55	45	40	60	10	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	33	6	7	6	10	2	
Level 20	50	15	14	12	19	4	
Level 40	72	26	23	20	31	6	

Class	Fighter	Name	Biggins	Offense Type	Magical	Base Weapon	Axe
Race	Laguz	Major Promo	2 extra base poi	Minor Promo	Second Trait	Promo Trait	Laguz Heritage
Trait	Zoologist	Laguz Weapon	Claw	Laguz Stance	Set 3		

Zoologist: Can reveal the special traits of one monster that will appear on an upcoming map, or can use an action to discover the weaknesses of a monster within 5 tiles.

Laguz Heritage: After combat in which the user dealt effective damage, they restore 20% of their Max HP.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	22	6	3	2	4	2	
Base Invested	4	4					8/8
Total Base	30	10	3	2	4	2	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	20	10	5	5	5	5	
Base Invested	50	50	50	20	50	5	225/225
Total Base	120	60	55	25	55	10	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	36	13	5	3	6	2	
Level 20	54	22	14	7	15	4	
Level 40	78	34	25	12	26	6	

Class	Naturalist	Name	Lecroze	Offense Type	Magical	Base Weapon	Natural
Race	Laguz	Major Promo	Bow	Minor Promo	Second Trait	Promo Trait	Laguz Heritage
Trait	Zoologist	Laguz Weapon	Claw	Laguz Stance	Set 1		

Zoologist: Can reveal the special traits of one monster that will appear on an upcoming map, or can use an action to discover the weaknesses of a monster within 5 tiles.

Laguz Heritage: After combat in which the user dealt effective damage, they restore 20% of their Max HP.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	5	6	4	2	2	
Base Invested	1	4			2	1	0
Total Base	20	9	6	6	3	2	8/8
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	10	5	10	5	5	
Base Invested	45	50	35	40	45	10	225/225
Total Base	100	60	40	50	50	15	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	25	12	8	8	5	2	
Level 20	40	21	14	16	13	5	
Level 40	60	33	22	26	23	8	

Class	Patroller	Name	Aletris	Offense Type	Physical	Base Weapon	Axe
Race	Florkana	Major Promo	Natural	Minor Promo	Second Trait	Promo Trait	Talented
Trait	Resourceful	-		-			

Resourceful: The user can switch their equipped weapon at the end of their phase.

Talented: No penalty for using a weapon that does not match the original's offense type, meaning they can use both physical and magical weapons.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 6
Class Base	16	3	3	6	2	4	
Base Invested	2		2	4			8/8
Total Base	20	3	5	10	2	4	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	5	5	5	10	
Base Invested	50	45	45	50	20	15	225/225
Total Base	110	50	50	55	25	25	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	25	5	7	12	3	5	
Level 20	42	13	15	21	7	9	
Level 40	64	23	25	32	12	14	

Class	Thief	Name	Leitso	Offense Type	Physical	Base Weapon	Tool
Race	Kano	Major Promo	Staff	Minor Promo	Second Trait	Promo Trait	Brewer
Trait	Saboteur	-		-			

Saboteur: Can use an action to inflict one of the following statuses on an adjacent unit: Poisoned, Mocked, Frozen, Distracted.

Brewer: Can spend an action to create a potion using any natural items, such as flowers or herbs. These are one use, cost one item each, and heal 15 HP.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	16	3	5	6	3	3	
Base Invested	4				2	2	8/8
Total Base	24	3	5	6	5	5	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	10	5	5	
Base Invested	45	30	25	25	50	50	225/225
Total Base	100	35	35	35	55	55	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	29	4	6	7	7	7
Level 20	44	10	12	13	16	16
Level 40	64	17	19	20	27	27

Class	Medic	Name	Nokh	Offense Type	Physical	Base Weapon	Staff
Race	Laguz	Major Promo	2 extra base poi	Minor Promo	12 avo	-	
Trait	Compassionate	Laguz Weapon	Fang	Laguz Stance	Set 2		

Compassionate: When healing an ally with a healing staff, the ally gains +20 hit until next PP.

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	3	5	3	4	4	
Base Invested		4		4			8/8
Total Base	18	7	5	7	4	4	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	5	10	
Base Invested	50	50	40	50	15	20	225/225
Total Base	110	55	50	55	20	30	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	23	9	7	9	5	5	
Level 20	40	18	15	18	8	10	
Level 40	62	29	25	29	12	16	

Class	Thief	Name		Offense Type	Physical	Base Weapon	Tool
Race	Florkana	Major Promo	Staff	Minor Promo	Second Trait	Promo Trait	Selfless
Trait	Saboteur	-	N/A	-			

Saboteur: Can use an action to inflict one of the following statuses on an adjacent unit: Poisoned, Mocked, Frozen, Distracted.

Selfless: If a healable ally is 1 tile too far away for a 1 range staff to function, the user can move to that tile, but they must use their action to heal said ally.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	16	3	5	6	3	3	
Base Invested	0	0	0	4	2	2	8/8
Total Base	16	3	5	10	5	5	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	10	5	5	
Base Invested	30	25	30	50	45	45	225/225
Total Base	70	30	40	60	50	50	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	19	4	7	13	7	7
Level 20	30	9	13	22	15	15
Level 40	44	15	21	34	25	25

Class	Naturalist	Name		Offense Type	Magical	Base Weapon	Natural
Race	Florkana	Major Promo	2 extra base poi	Minor Promo	Second Trait	Promo Trait	Stealthy
Trait	Oceanographer	-	N/A	-	N/A		

Oceanographer: Can move onto water tiles as if they were forests. The terrain bonus used is that of the water tile. Does nothing for Ayzer.

Stealthy: {Activate} Attack without being countered. Cooldown: 4 turns.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	18	5	6	4	2	2	
Base Invested	4	4	0	0	0	0	8/8
Total Base	26	9	6	4	2	2	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	10	5	10	5	5	
Base Invested	45	50	50	50	15	15	225/225
Total Base	100	60	55	60	20	20	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	31	12	8	7	3	3	
Level 20	46	21	17	16	6	6	
Level 40	66	33	28	28	10	10	

Class	Hunter	Name	Sabe	Offense Type	Magical	Base Weapon	Lance
Race	Laguz	Major Promo	2 extra base poi	Minor Promo	6 crit	-	
Trait	Veteran	Laguz Weapon	Fang	Laguz Stance	Set 1		

Veteran: When the user ends their turn next to an ally, that ally gains Enforced for three turns. (Choose one ally if multiple are adjacent.)

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	20	3	4	3	6	2	
Base Invested	0	4	4	0	0	0	8/8
Total Base	20	7	8	3	6	2	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	10	5	10	5	
Base Invested	50	50	50	10	30	35	225/225
Total Base	110	55	60	15	40	40	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	25	9	11	3	8	4	
Level 20	42	18	20	6	14	10	
Level 40	64	29	32	9	22	18	

Class	Spiritualist	Name	Micaela Margen	Offense Type	Magical	Base Weapon	Divine
Race	Human	Major Promo	Flying mount (+	Minor Promo	6 crit	-	
Trait	Zoologist	-		-			

Zoologist: Can reveal the special traits of one monster that will appear on an upcoming map, or can use an action to discover the weaknesses of a monster within 5 tiles.

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BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 5
Class Base	16	3	4	5	2	6	
Base Invested		4	3	2			9/9
Total Base	16	7	7	7	2	6	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	5	10	5	10	
Base Invested	35	50	50	45	25	25	230/230
Total Base	80	55	55	55	30	35	

STATS	HP	Atk	Skl	Spd	Def	Res
Level 5	20	9	9	9	3	7
Level 20	32	18	18	18	8	13
Level 40	48	29	29	29	14	20

Class	Patroller	Name	Vanja Beck	Offense Type	Physical	Base Weapon	Sword
Race	Kano	Major Promo	Staff	Minor Promo	Second Trait	Promo Trait	Resourceful
Trait	Zoologist	-		-			

Zoologist: Can reveal the special traits of one monster that will appear on an upcoming map, or can use an action to discover the weaknesses of a monster within 5 tiles.

Resourceful: The user can switch their equipped weapon at the end of their phase.

BASE STATS	HP	Atk	Skl	Spd	Def	Res	Move = 6
Class Base	16	3	3	6	2	4	
Base Invested	2	4			2		8/8
Total Base	20	7	3	6	4	4	
GROWTHS	HP	Atk	Skl	Spd	Def	Res	
Class Base	10	5	5	5	5	10	
Base Invested	40	50	50	30	40	15	225/225
Total Base	90	55	55	35	45	25	

STATS	HP	Atk	Skl	Spd	Def	Res	
Level 5	24	9	5	7	6	5	
Level 20	38	18	14	13	13	9	
Level 40	56	29	25	20	22	14	

[1] For Gear, indicates how many slots it takes.