

| Arcanist | |
|---------------|--|
| Physick (SwA) | Roll to heal a single target. |
| Drain (SwA) | Deal 3 Flat damage to a single target and heals you for 1 Flat HP. |
| Reform (RA) | Reform any roll you have just made. |

| Astrologian | | |
|-------------|-------------|--|
| 0-200 | The Bole | Aly gets a 2 HP Shield. |
| 201-300 | The Balance | Aly's next attack has +2 damage. |
| 301-400 | The Spear | Aly's next attack has +2 damage and counts as a True Strike. |
| 401-500 | The Arrow | Aly can make a Basic Attack on their next turn as a Free Action. |
| 501-600 | The Ewer | Reduces an ally's CDs by 1. |
| 601-700 | The Spire | Aly has +50 on next roll. |
| 701-800 | The Lord | Aly gets +3 dmg to next attack. |
| 801-900 | The Lady | Aly gets +3 to next healing on them. |
| 901-950 | The Chariot | Heals 1 ally to full. |
| 950+ | The Fated | Grants all allies haste this turn. |

| Dragon | |
|------------------|--|
| High Jump (SIA) | Take to the skies, becoming untargetable. At the start of your next turn, you land, making a single target attack that deals Raw Damage. |
| Mirage Dive (RA) | Make a single target attack. |
| Nastrond (SIA) | Make an attack with +2 damage on up to 5 targets in a 15 yalm line in front of you. |
| Stardiver (SwA) | Make a True Strike on up to 5 targets that inflict Elemental Waxing (Fire) for 3 turns. |

| Sage | |
|-----------------------------------|---|
| Eukrasia Chart | |
| Basic Attack -> Eukrasian Dosis | Make a single target Basic Attack that applies Dosis (an Unspecified DoT that deals 1 damage per turn and lasts 3 turns). Whenever this DoT deals damage, the target you have marked with Kardis is healed for 1 Flat HP. |
| Basic Heal -> Eukrasian Prognosis | Make a single target Basic Heal with +100 to the roll and the target gains a 2 HP Shield. |
| Kardia -> Soteria | You gain 3 stacks of Soteria. Whenever you trigger Kardis, one stack is removed and the target is healed for an extra 1 Flat HP. |
| Haima -> Panhaima | Up to 5 allies each gain a 1 HP Shield and 2 stacks of Haimation, which lasts 3 turns. Whenever this ally does not have a Shield, one stack of Haimation is consumed and they gain a new 1 HP Shield. When the duration of Haimation ends, the ally afflicted by it is healed for an amount equal to the number of stacks of Haimation that remain on them. |

| Bard | |
|--------------------------|--|
| Songs (SwA) | |
| Might's Ballad | All allies get +20 to all MP rolls. |
| Army's Peon | All allies get +50 to all STR/DEX rolls. |
| Wanderer's Minuet | Grants 1 stack of "Requiem" per turn this song is sung. |
| Foe Requiem | All allies receive +1 healing and deal +1 damage. At the end of each of your turns, you lose one stack of "Requiem". If you have no more stacks of "Requiem", it automatically switches to another Song. |
| Troubadour Effects (SwA) | |
| Mage's Ballad | Grants +1 to all magic damage. |
| Army's Peon | Grants +1 to all physical damage. |
| Wanderer's Minuet | Grants 1 additional stack per turn sung. |
| Foe Requiem | Extends duration by one turn. |

| Geomancer | |
|-----------|--|
| 0-200 | Volcanic Inferno (Fire) |
| 201-400 | Icy Tundra (Ice) |
| 401-500 | Levin Plains (Lightning) |
| 501-600 | Windy Meadows (Wind) |
| 601-700 | Arid Desert (Earth) |
| 701-800 | Swampy Deluge (Water) |
| 801-900 | White Auratic Sea (Light) |
| 901-949 | Black Auratic Sea (Dark) |
| 950+ | Blessing of the Earth (All allies gains +100 HC and +1 damage and healing) |

| Rune Knight | |
|--------------------|---|
| Enchant Rune | |
| Fire: Ignis | Deal Fire Damage & Inflict Elemental Waning (Fire). |
| Ice: Gelus | Deal Ice Damage & Inflict Elemental Waning (Ice). |
| Lightning: Sulpor | Deal Levin Damage & Inflict Elemental Waning (Lightning). |
| Wind: Flabra | Deal Wind Damage & Inflict Elemental Waning (Wind). |
| Earth: Tellus | Deal Earth Damage & Inflict Elemental Waning (Earth). |
| Water: Unda | Deal Water Damage & Inflict Elemental Waning (Water). |
| Light: Lux | Deal Light Damage & Inflict Elemental Waning (Light). |
| Dark: Tenebrae | Deal Dark Damage & Inflict Elemental Waning (Dark). |
| Unspecified: Royle | Deal Unspecified Damage & Inflict Elemental Waning (Unspecified). |

| Riftcaller | |
|----------------------|---|
| Contract Summon Type | Summon Passive |
| Malee | For the next two turns, every attack you make, your Minion makes an attack with a +50 to hit. These attacks can copy your attack's elemental aspect. Pact effect: Your first successful attack each round causes your Minion to attack an additional time. |
| Defensive | For the next two turns, you gain +50 HC. If an attack misses you, your Minion attacks back at a +0 to hit. Pact effect: The first time you are attacked each round, your Minion will counter with a True Strike. |
| Ranged | For the next two turns, your Minion locks onto an ally and rolls to heal them at the end of your turn with no bonuses. They cannot change targets until resummoned. Pact effect: The first time you heal a single target each round, your Minion also rolls to heal them. |

| Black Mage | |
|-----------------|---|
| Unravel Balance | |
| Fire | Grants Elemental Waxing (Fire) to Fire attacks. |
| Thunder | Grants Elemental Waxing (Lightning) to Lightning/Levin attacks. |
| Blizzard | Grants Elemental Waxing (Ice) to Ice attacks. |

| Blue Mage | |
|----------------|--|
| Slap | Make an attack that costs +2 damage and generates 1 Action Point. Costs 0 action points. |
| Bomb Toss | Make an attack that hits up to 3 targets. If the Raw Roll for this attack is 950+, those hit are also afflicted with Daze. Costs 2 Action Points. |
| Mighty Guard | Become untargetable, immune to Negative Status Effects, and immune to damage for 1 turn. If used consecutively, instead only reduces damage taken by half for one turn. Costs 2 Action Points. |
| White Wind | Up to two targets are healed equal to 1/2 your Current HP (max 6 HP). Costs 4 Action Points. |
| Triple Trident | Make three Basic Attacks at +2 damage each. Costs 4 Action Points. |
| Bad Breath | SpMake a Raw Roll. Up to three targets in a 15 yalm frontal cone suffer a number of Negative Status Effects based on this roll. Each tier inflicts all previous tiers. (See Chart Below). Costs 4 Action Points. |
| 1000 Needles | Inflict up to 15 Flat damage, spread between any number of foes within midle range of you. Cannot exceed 7 damage on a single target. Costs 7 Action Points. |

| Bad Breath Chart | |
|------------------|-----------|
| 1-200 | Poison |
| 201-400 | Blind |
| 401-600 | Paralyze |
| 601-800 | Silence |
| 801-1000 | Confusion |

| Dancer | |
|---------------|------------------------------|
| Dance Partner | |
| 1-400 | Aly gains +50 to all rolls. |
| 401-800 | Aly gains +100 to all rolls. |
| 801-950 | Aly gains +150 to all rolls. |
| 951-1000 | Aly gains +200 to all rolls. |

| Mammeter | |
|-------------------|---|
| Mammeter Passives | |
| King | You and your Mammeter gain +100 HC. |
| Bishop | You and your Mammeter have +1 to healing. |
| Queen | You and your Mammeter deal +1 damage. |
| Command (SwA) | |
| King | Use the Defender - Shoulder to Shoulder action. |
| Bishop | Roll to heal one target. |
| Queen | Single target attack with +2 damage. |
| Grace (RA) | |
| King | Use the Defender - Blink action. |
| Bishop | Apply Regen to one target and heal them for 2 Flat HP. |
| Queen | AOE attack with no penalty to roll, up to 3 targets. |
| Decree (SIA) | |
| King | You and your Mammeter are immune to damage for 2 turns. |
| Bishop | Reduces damage taken by -1 and increases healing received by +1 on two targets for three turns. |
| Queen | The next 3 attacks made by you and your Mammeter that would miss are True Strikes instead. |

| Transfigurst | | |
|-----------------------|-------------------------------------|--|
| Form | Raze (SIA) | Restore (SwA) |
| Attacker (MP/STR/DEX) | Make a Basic Attack with +2 damage. | Roll to heal yourself and cleanse one Negative Status Effect you have. |
| Defender (DEF/EVA) | Provoke a single target | Roll to heal a target and give them Regen. |

| Thief | |
|--------------|---|
| Puffer T0-T5 | |
| 0-100 | Weak Vigor Potion (SwA) 2 Flat HP heal on any target). |
| 101-150 | Pouch of coins (You gain 1 Commendation) |
| 151-250 | Throwing Dagger (SwA) Make a ranged DEX attack. |
| 251-350 | Antidote (SwA) Cleanse 1 Negative Status Effect from any target. |
| 351-450 | Chunk of Armor (You gain +25 to your HC for two rounds) |
| 451-500 | Failed attempt to steal enemy weapon (Enemy disarmed for one round, -100 to their attacks) |
| 501-650 | Strength Tonic (You gain +1 damage to your next attack) |
| 651-750 | Written Battle Tactics (Automatically Scan the target) |
| 751-850 | Smoke Bomb (SwA) Inflicts up to 5 targets with Blind, requires a successful attack roll but does no damage, +200 to your next Hide roll. |
| 851-950 | Fine Alcohol (You gain a +50 bonus to STR/DEX, but -50 to your offense rolls when using the weapon, enemy may steal back their weapon on a successful attack roll against you.) |
| 951+ | |

| Puffer T6+ | |
|------------|---|
| 0-100 | Vigor Potion (SwA) 3 Flat HP heal + Regen on any target). |
| 101-150 | Holly Coin Pouch (You gain 2 Commendations) |

| Scholar | |
|---------------------|---|
| Advanced Aetherflow | |
| Lustrate (SIA/SwA) | Heal a single target for 6 Flat HP (May be used as a Swift Action, but only heals for 4 Flat HP) |
| Indomibility (SIA) | Heal all allies for 2 Flat HP |
| Energy Drain (SIA) | Deal 4 Flat damage to a single target and heal one target for 3 Flat HP |
| Sacred Soil (SIA) | Up to 5 targets take -1 damage from all sources for 3 rounds. Requires two stacks of Advanced Aetherflow. |

| Summoner | |
|---------------------------|--|
| Egi Assault | |
| Defensive | Wall: The first 2 damage you take each round is taken by your current Egi instead. Lasts 3 turns. |
| Ranged | Vortex: Your Egi makes a single target attack that deals no damage but applies Bleed and Poison if successful. |
| Melee | Strike: +3 damage to your Egi's next successful attack. |
| Enhanced Aetherflow (SIA) | |
| Fester | Make a single target attack with +1 damage. If the target is afflicted by both Bleed and Poison, deals +2 damage instead. |
| Painfare | Make an attack on up to 3 targets. |
| Bane | Spread a single Negative Status Effect from one target to others, up to 3 additional targets. |
| Trance | |
| Trance of Rites | A single target Basic Attack that counts as a True Strike. You can add +2 damage to this Basic Attack, but doing so immediately ends the Trance. |
| Trance of Calatrophes | A Basic Attack that heals all allies for 1 Flat HP if successful. You can make a Basic Attack that heals all allies for 2 Flat HP if successful instead, but doing so immediately ends the Trance. |
| Egi Enkindle | |
| Fire | Your Egi makes an attack on up to three targets that deals no damage but applies Elemental Waxing (Fire) if successful. |
| Earth | Your Egi applies a 3 HP Shield to one target. |
| Wind | Your Egi deals 1 Flat damage to 3 targets, then pull them towards you or pushes them away from you (they move for 2 seconds in the chosen direction). |
| Water | Your Egi applies Regen on up to 3 targets. |
| Lightning | Your Egi makes an attack on up to three targets that deals no damage but applies Elemental Waxing (Lightning) if successful. |
| Ice | Your Egi makes an attack on up to three targets that deals no damage but applies Blind if successful. |
| Dark | Your Egi makes an attack on up to three targets that deals no damage but applies Blind if successful. |
| Light | Your Egi applies Stoneskin on up to 3 targets. |
| Unspecified | Your Egi makes a single target attack with +2 Unspecified damage. |

| Beastmaster | | | | |
|---|---|----|---------|----------------------------|
| Nature's Bounty (Pick Two) | | | | |
| Bravery, Faith, Libra, Stoneskin, Shell, Protect, Haste, Inspired | | | | |
| Beast Type | Cost | HP | ATK Mod | Max Mod |
| Small | 2 points | 3 | 50 | Your attacks and heals +50 |
| Medium | 3 points | 5 | 100 | Your attacks +100 |
| Large | 4 points | 7 | 150 | Your HC +100 |
| Epic | 5 points | 10 | 200 | All your rolls +100 |
| Beast Type: Untamed Spirit Effect | | | | |
| Small | Distract your opponent, causing their next attack until you to miss. | | | |
| Medium | Deal 1 Flat damage to 1 target, also lowers their HC by 100 until the end of your next turn. | | | |
| Large | Afflict a Negative Status Effect on up to 3 targets (See Chart). | | | |
| Epic | Deal 3 Flat damage and afflict a single target with one Negative Status Effect (See Chart). You may split the damage across multiple targets. | | | |
| Beast Type | Power Move | | | |
| Small | Deals +1 damage & 4 Status Effects | | | |
| Medium | Deals +2 damage & 3 Status Effects | | | |
| Large | Deals +3 damage & 2 Status Effects | | | |
| Epic | Deals +5 damage & 1 Status Effect | | | |
| Beast Type: Beast Negative Status Effects: | | | | |
| Beastkin | Bleed, Daze, Knockdown | | | |
| Cloudkin | Elemental Waxing (Water), Elemental Waning (Water), Elemental Waxing (Wind), Elemental Waning (Wind), Confuse | | | |
| Scalekin | Burn, Bleed, Knockdown | | | |
| Seedkin | Poison, Sleep, Bleed, Confuse | | | |
| Vilekin | Poison, Bleed, Paralyze | | | |
| Wavekin | Elemental Waxing (Water), Elemental Waning (Water), Paralyze, Silence | | | |
| Chimera | All Available to Others | | | |
| Dragon | All Available to Others | | | |

| Chemist | | |
|---------|---|--|
| Roll | Negative Effect | Positive Effect |
| 0-200 | Bind | Bravery, Faith, or Libra |
| 201-400 | Addle, Silence, or Paralyze | 2 HP Shield |
| 401-500 | Poison or Bleed | Vanish or Reflect |
| 501-600 | Slow | Inspired |
| 601-700 | Knockdown | Hidden |
| 701-800 | Disable | Grant ally 2 extra secs movement next turn |
| 801-900 | (+1 elemental, non-Unspecified damage taken (3 turns) | Stoneskin |

| Pets and Summons (Arcanist, Summoner, Mammeter) | | | |
|---|-----|----|----------------|
| Pet Role | HC | HP | Bonuses |
| Melee | 300 | 10 | STR +50 |
| Ranged | 250 | 8 | DEX or MP +100 |
| Defensive | 400 | 12 | ATK -50 |

| Green Mage | | | |
|--------------------------|---|--------------------------|---|
| Buffs | | Debuffs | |
| Bravery [3] | Grants one target +100 to STR rolls | Blind [3] | 50% chance to hit (Odd number hit, even miss) |
| Faith [3] | Grants one target +100 to MP rolls | Bind [3] | Target cannot move |
| Haste [1][6 CD] | Allows for two actions in a single turn. | Confusion [3] | 50% chance to attack ally or foe (Odd Foe, Even Ally) |
| 2 HP Shield [3] | Target gains a 2 HP Shield. (5) | Curse [3] | Prevents LIMIT BREAKS |
| Inspired [3] | Inspired by ally +2 damage. | Disable [1][6 CD] | Cuts target's HC in half. |
| Reflect [1][6 CD] | Bounces attacks back at the caster for one turn. | Frenzy [3] | Gain +100 to ATK rolls, 50% hit ally or foe. |
| Regen [2] | Heals +1 HP per round. | Oil [2] | +2 to Fire DMG taken |
| Stoneskin [3] | Class's 1 status effect only partly, prevents more. | Paralyze [3] | Prevents STR Attacks |
| Vanish [1][6 CD] | Negates attacks for 1 round. | Silence [3] | Prevents MP Attacks |
| Protect [3] | Take 1 less damage from physical attacks. | Sleep [3] | Sleeps target, wake upon being attacked -100 HC |
| Shell [3] | Take 1 less damage from magical attacks. | Sap (NPC) [3] | Prevents healing for 3 rounds. |

| Neutral Status Effects | |
|------------------------|--|
| Hidden | Untargetable, opposed INV every turn, fail unshrouted. |
| Spread | Spread 1 status effect amongst 3 targets |

| Reaper | |
|----------------------------|--|
| Avatar Abilities: | |
| Guliotine | Make a Basic Attack with +1 damage. Uses 1 Voidtouched Stack. |
| Gibbet | Until the start of your next turn, you take -1 damage from all sources. Uses 1 Voidtouched Stack. |
| Gluttony | Make a Basic Attack with +1 damage. You are healed equal to half the damage it deals. Uses 2 Voidtouched Stacks. |
| Enshroud Abilities: | |
| Unveiled Guliotine | Make two Basic Attacks with +1 damage. Uses 2 Voidtouched Stacks. |
| Unveiled Gibbet | Until the start of your next turn, attacks against you deal half the damage, rounded down. Uses 3 Voidtouched Stacks. |
| Unveiled Gluttony | Make a Basic Attack that heals you equal to the damage dealt. If successful, the target is also afflicted with Elemental Waxing (Dark). Uses 2 Voidtouched Stacks. |

| Machinist | | |
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| Gadget | Gadget Effect | Tinker Effect |
| Targeting Goggles | +50 to Attack rolls | Your next attack this turn counts as a True Strike. |
| Reactive Armor | +50 to HC | Become untargetable for the next attack made against you this turn. |
| Experimental Compounds | +1 to healing received | Roll to heal yourself. |
| Gel Packs | -1 damage taken | Create a 3 HP Shield upon yourself. |

| Samurai | |
|-----------------------------|---|
| Sen and Ability | Effect |
| 1: Higanbana | Make a single target attack. If successful, the target is inflicted with the effect "Higanbana" - Suffer 1 damage every turn for 6 turns. |
| 2: Hisatsur: Shinten | Make two single target Basic Attacks with +1 damage. |
| 3-4: Tenka Goken | Make an attack with +2 damage on up to 3 (if 3 Sen is spent) or 5 (if 4 Sen is spent) targets. |
| 5: Midare Setsugekka | Make a single target attack with +5 damage. |

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| 151-250 | Leystone Grenade (SWA) Make a DEX+MP attack on up to 5 targets. |
| 251-350 | Reflex Booster (You gain a +50 bonus to your DEX and HC for two rounds) |
| 351-450 | Pouch of Coated Daggers (SWA) Your next successful attack inflicts Paralyze or Ailide.) |
| 451-550 | Written Battle Tactics (Automatically scans the target) |
| 551-650 | Pouch of Mysterious White Powder (SWA) Inflicts one target with Fearful Blotter.) |
| 651-750 | Vial of Vile Liquid (SWA) Inflicts one target with Poison and Sap for two rounds, requires a successful attack roll but deals no damage. |
| 751-850 | Unknown Script (Adds +100 to any target's next attack roll) |
| 851-950 | Enhanced Strength Tonic (You gain +1 damage for three rounds) |
| 951+ | Ethereal Key (777) Can only be received once. |

| Time Mage | | |
|----------------------------|--|--|
| Hour | Active | Passive |
| Halone: 1st Hour | Driven by the Fury, gain +1 to damage and +100 to attack rolls. | Make two True Strikes, or make an ally's next two attacks count as True Strikes. |
| Menphina: 2nd hour | Cared by the Lover, attacks against you are at -100. | Afflict up to two targets with Slow and reduce their HC and bonus to hit by 100 for one turn. |
| Thallak: 3rd Hour | Taught by the Scholar, gain +150 to MP. | Grant up to two targets the effect "foresight" - you automatically dodge/block the next attack made against you. |
| Nymel: 4th Hour | Garbed by the Spinner, gain +150 to HC. | Reverse up to two target's HP to the HP value they had at the start of their last turn. |
| Lymleam: 5th Hour | Guided by the Navigator, gain an additional second of movement. | Warp space around two allies, switching their positions and increasing their next attack or heal by +200 and any damage or healing by +2. |
| Oschom: 6th Hour | Freed by the Wanderer, at start or end of this turn, reduce all your CDs by one turn. | Grant up to two targets the effect "Boost" - You move just above the ground, increasing your movement by one second and HC by +100 for 3 turns. |
| Byregod: 7th Hour | Forged by the Builder, being damage taken by 1. | Grant up to two targets Haste. |
| Rhalgr: 8th Hour | Powered by the Destroyer, gain +150 to HC. | Crush an enemy with gravity, make a STR + MP attack with +4 damage if the target is above 50% HP or +2 otherwise. |
| Azamal: 9th Hour | Balanced by the Warden, gain +100 to your rolls. | Summon a specter of an ally to make two single target Basic Attacks or Basic Heals using their stats. |
| Nald'eth: 10th Hour | Paid by the Trader, automatically damage an enemy equal to half the damage they deal to you. | Inflict an enemy with Countdown for 3 turns, a 3 damage DOT status effect that does 1 additional damage for each turn it is active. |
| Nophica: 11th Hour | Tended by the Matron, gain +1 to healing and +100 to healing rolls. | Grant one target the effect Undo for 3 turns, a Regen-like status effect that does 1 more healing for each turn it is active and starts by healing 3 HP. |
| Althyk: 12th Hour | Seasoned by the Keeper, the next ability used this turn has no CD (Does not work on OPL/OPC abilities) | Select an ally ID to repeat the SA + SWA from their last turn, using the same rolls and targets. (Does not work on OPL/OPC abilities) |

| Ninja | | | | |
|---------------------------|---------------|--|----------------------|---|
| Sign | Ability | Ninjutsu Effect | Taijutsu | Taijutsu Effect |
| Ten, Chi, or Jin | Fume Shuriken | Make a single target True Strike. | N/A | N/A |
| Ten/Jin -> Chi | Raiton | Make a single target Lightning-expected attack with +2 damage. | Fleeting Raju | Close the distance between you and a target, making a single target Levin-expected attack with +1 damage on them. |
| Chi/Jen -> Ten | Katon | Make a Fire-expected attack with +1 damage on up to 5 targets. | Hellfog Medium | Make a Fire-expected attack on up to 5 targets that inflicts Elemental Waxing (Fire) if successful. |
| Chi/Ten -> Jin | Huyton | Make a single target Ice-expected attack with +1 damage that inflicts Slow if successful. | Hyosho Ranryu | A single target takes 2 Flat Ice-expected damage and is inflicted with Elemental Waxing (Ice). |
| Ten/Jin -> Ten/Jin -> Chi | Doton | Make an attack on up to 5 targets in melee range that inflicts Elemental Waxing (Earth) if successful. | Hollow Nozuchi | When Doton's Elemental Waxing (Earth) effect ticks, enemies afflicted have -50 to attack rolls for one round. |
| Chi/Jin -> Chi/Jin -> Ten | Huton | Grant yourself Haste and +50 to hit on your next turn. | Phantom Kamatachi | Extend your +50 to 2 turns instead of 1. |
| Chi/Ten -> Chi/Ten -> Jin | Suiton | Make a single target Water-expected attack and grant yourself Hidden if successful. | Dream Within A Dream | Grant yourself Haste and +50 to hit on your next turn. |

| Monk Spiritual Fist: | | |
|--------------------------|----------------------|---|
| Chakra Combo | Ability Name | Effect |
| 3 Chakra: 1 Type | Elixir Field | Make a True Strike on up to 5 targets in melee range. Grants 1 Lunar Chakra. |
| 3 Chakra: 2 Types | Celestial Revelation | Make a single target True Strike with +1 damage. Grants either 1 Solar or Lunar Chakra (your choice). |
| 3 Chakra: 3 Types | Rising Phoenix | Make a single target attack that deals Raw Damage. Grants Solar Chakra. |
| 5 Chakra: 5 Types | Phantom Rush | Make three single target True Strikes. |

| Aether Manipulator | |
|-----------------------------|--|
| Redirection Effects: | |
| Number | Effect |
| 1 | You move one target to a spot within 2 seconds of movement of their current location. |
| 2 | You may redirect a single attack in a single designated direction in a straight line with a width of 2 yinms and a length of 10 yinms. Attacks directed in this fashion will hit whatever targets are in the line. This line must be pointed at a target it can hit, and it cannot be the one making the attack. |
| 3 | You may switch your position with that of another ally. The next time that ally would take damage from an attack, you take the damage instead. |

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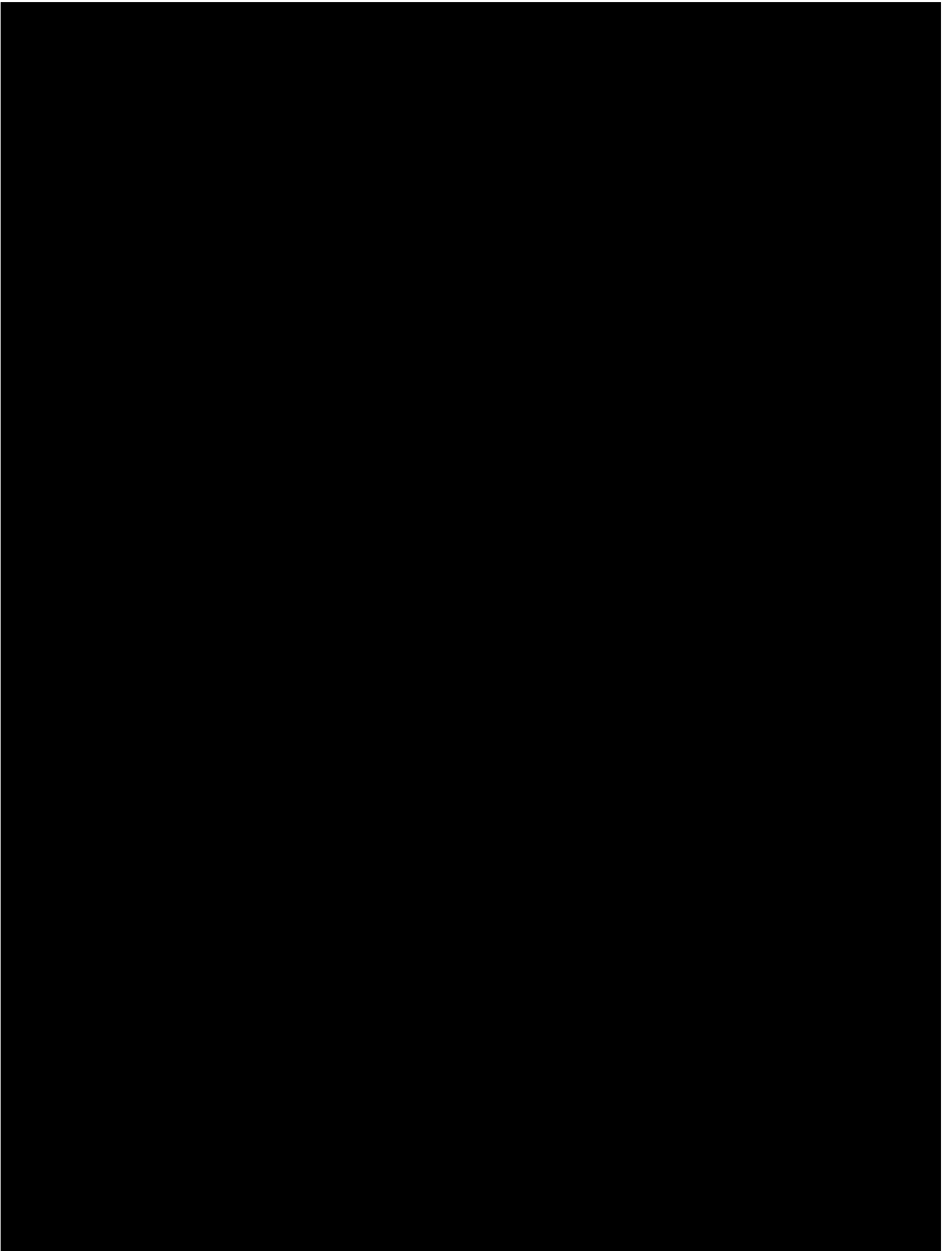
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| 901-949 | Winded | Grant ally 1 extra SWA next turn |
| 950+ | Haste (all allies) | |

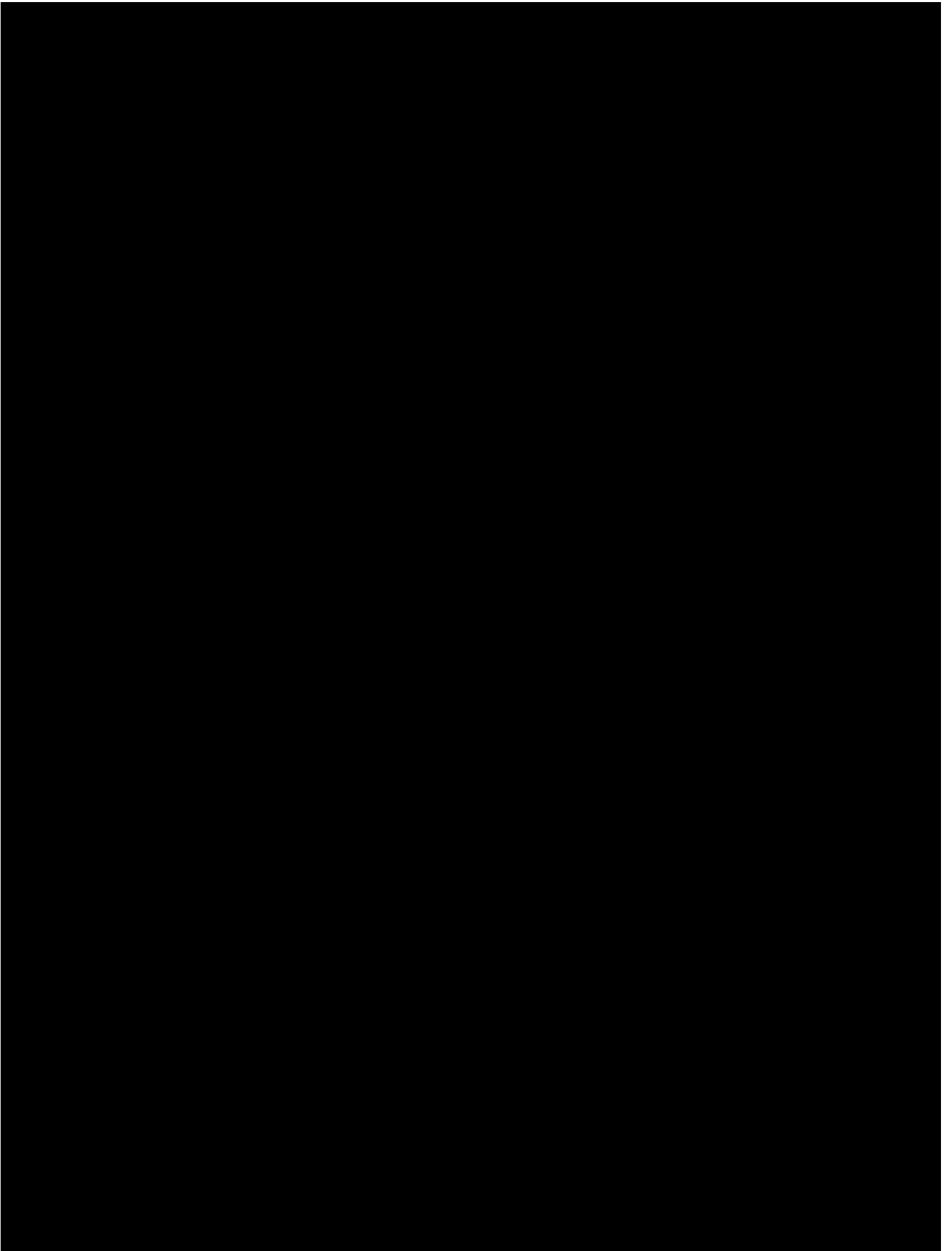
| Gambler / Chance | | |
|---------------------|-------------------------|---|
| Take A Chance Chart | | |
| 0-100 | That's Not Good | Applies Haste to all enemies |
| 101-200 | Myisidan Rabbit | Until the end of your next turn, when sinners (ally and enemy) fails to hit with an attack roll the Myisidan Rabbit deals 2 Flat damage to them. For AOE attack rolls, every target fails to hit activates this effect. |
| 201-300 | 3 Card Monte | Pick 2 allies. They may each make one Basic Attack immediately. |
| 301-400 | Prismatic Flash | All allies and enemies suffer -150 to their rolls for one round. |
| 401-500 | Chocobo Stampede | If even, all enemies take 4 Flat damage. If odd, all allies take 4 Flat damage. |
| 501-600 | Joker's Death | You are immediately reduced to -3 HP. |
| 601-700 | Loaded Dice | The next time you use your Luck Points to add an ally you may spend them as though you had extra Luck Points equal to half the last number in the roll that triggered this effect, rounded up. |
| 701-800 | Joker's Doom | You gain Inspired, Shell, Protect, and Stoneskin, but also a two turn Doom that cannot be cleansed or removed. |
| 801-900 | Royal Flush | Immediately make another Take a Chance roll. If you get Royal Flush again, you may immediately make 3 single target attacks that deal Raw Damage. |
| 901-949 | Lucky Break | Applies Regen and a 1 HP Shield to everyone on the field (including enemies). |
| 950 | Jackpot! | Applies Haste to all allies & deals 3 Flat damage to all opponents on the field. |

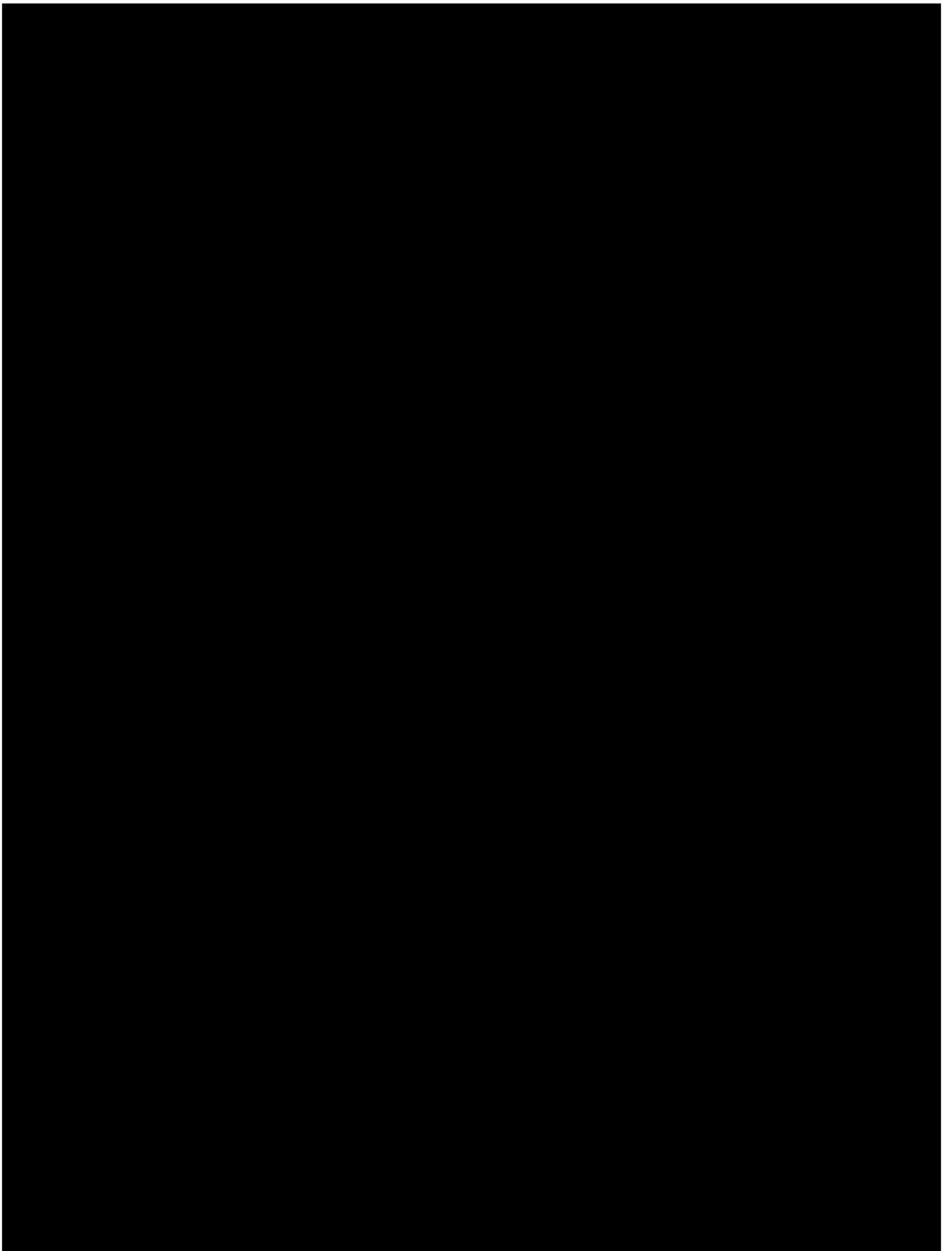
| Elementalist | | |
|------------------|---|---|
| Element | Bolt | Burst |
| Lightning | Discharge: Make a single target Lightning-expected attack and inflict Daze if successful. | Thunderclap: Make a Lightning-expected attack on up to three enemies and inflict Paralyze if successful. |
| Fire | Fire Whip: Make a single target Fire-expected attack and inflict Elemental Waxing (Fire) if successful. | White Flame: Up to three targets take 1 Flat Fire-expected damage, but are healed for 2 Flat HP at the start of their next two turns. |
| Earth | Earth Heal: Roll to heal a single target and grant them Stoneskin. | Heavy Dust: Make an Earth-expected attack on up to three enemies and inflict Bind if successful. |
| Ice | Ice Knife: Make a single target Ice-expected attack and inflict Daze if successful. | Chicotee: Make an Ice-expected attack on up to three enemies and inflict Silence if successful. |
| Water | Sliprain: Make a single target Water-expected attack and inflict Sleep if successful. | Downpour: Make a Water-expected attack on up to three enemies and inflict Elemental Waxing (Water) if successful. |
| Wind | Shining Air: Make a single target Wind-expected attack and inflict Blind if successful. | Miasmic Wind: Make a Wind-expected attack on up to three enemies and inflict Poison if successful. |

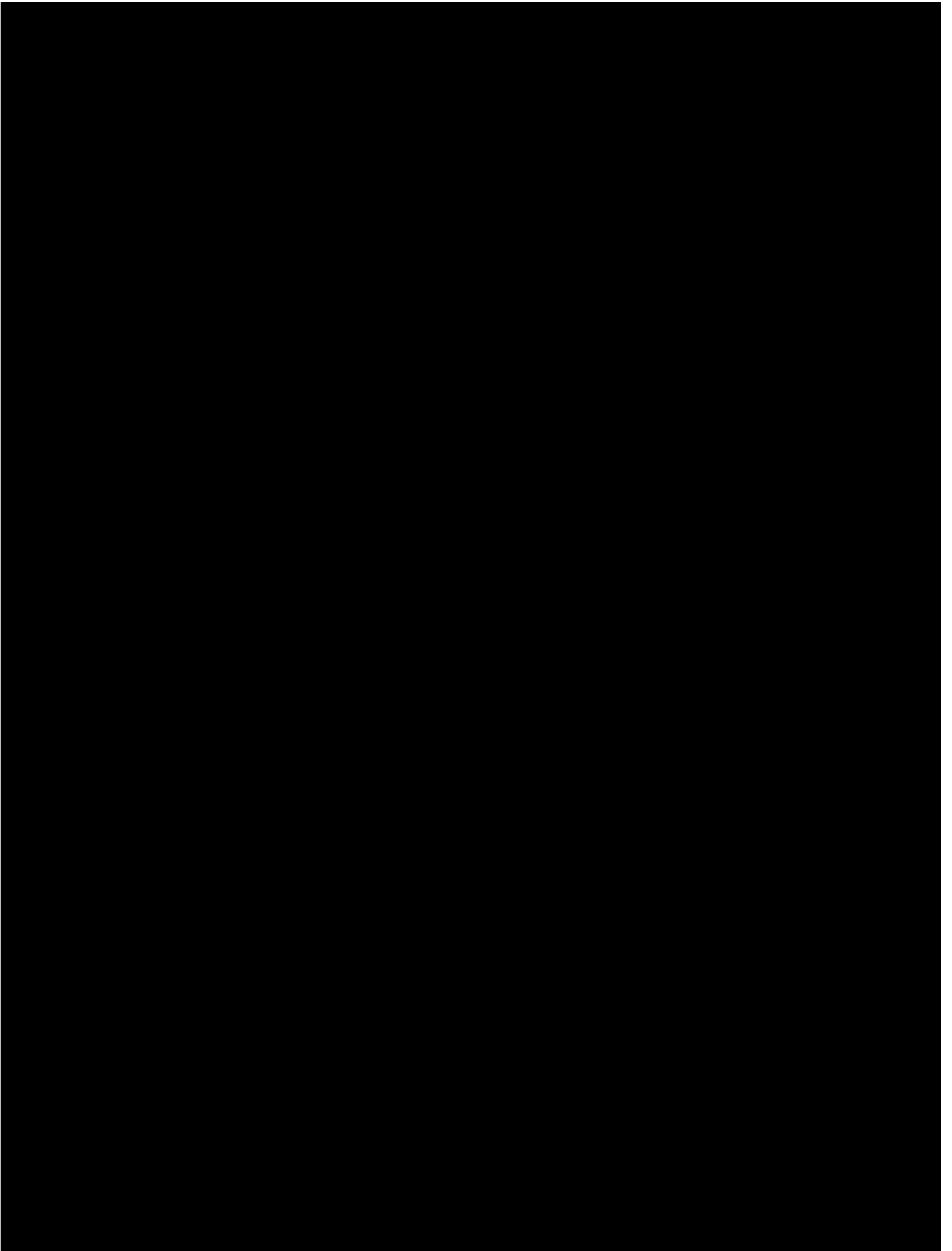
| White Mage | | |
|------------------|----------------------|---|
| Lily Cost | Ability Name | Effect |
| 1 Lily | Affatus Solace (SA) | Make a single target Basic Heal and roll with Advantage. |
| 2 Lilies | Affatus Rapture (SA) | Spread 8 HP worth of healing among 3 targets. Each target must be healed for at least 1 HP in this way. |
| 3 Lilies | Affatus Mastery (SA) | Deal 8 Raw Damage to a single target. |

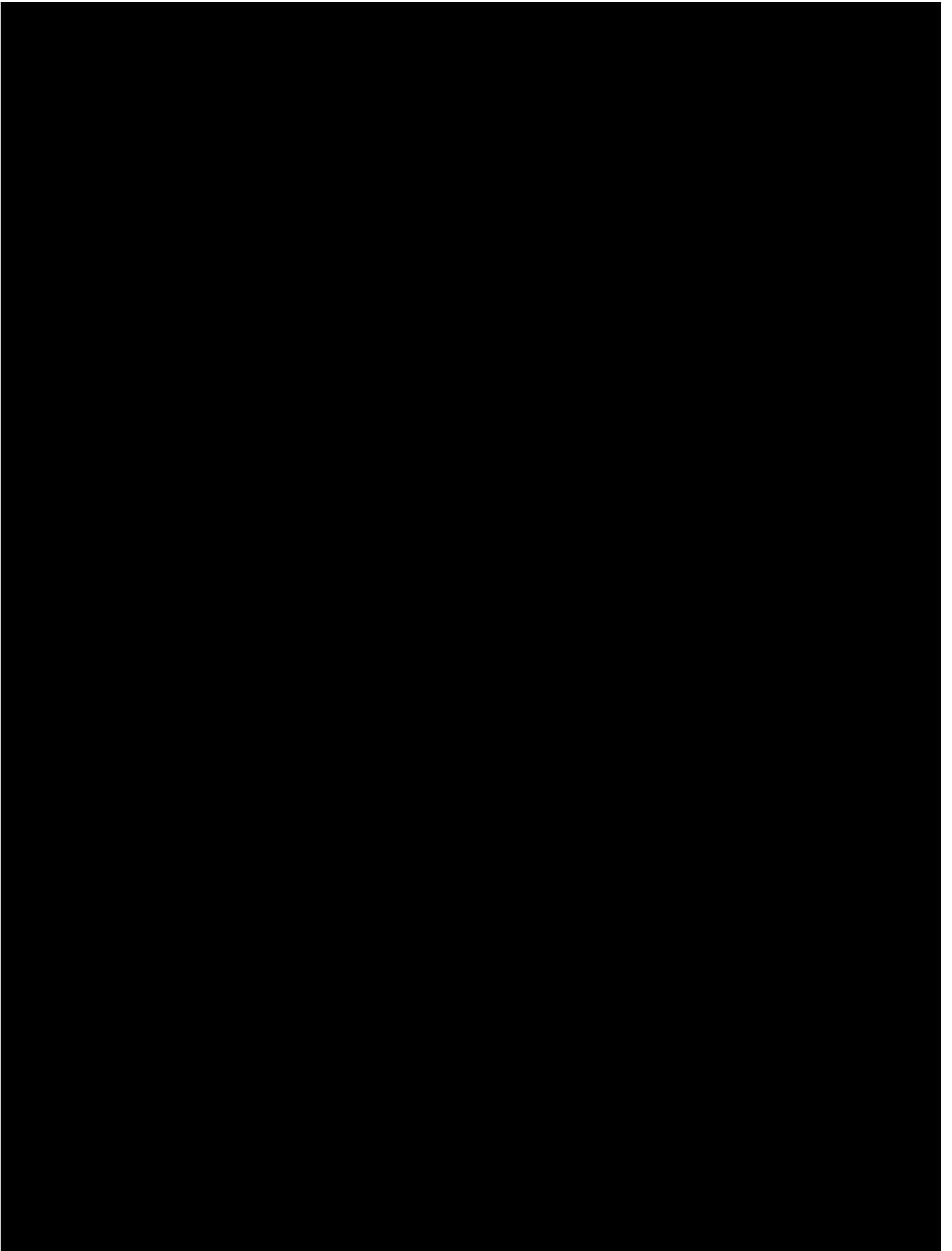
| Type | Effect |
|---------|--|
| Support | Allies standing on this Tarrach take -1 damage from all sources. The first time they take damage while standing on this Tarrach, they are healed for 2 Flat HP. |
| Move | Pick a direction as you place this Tarrach. Any target that stands on or moves over this Tarrach is forced to move for one second in the chosen direction. This effect only works once on each target. |

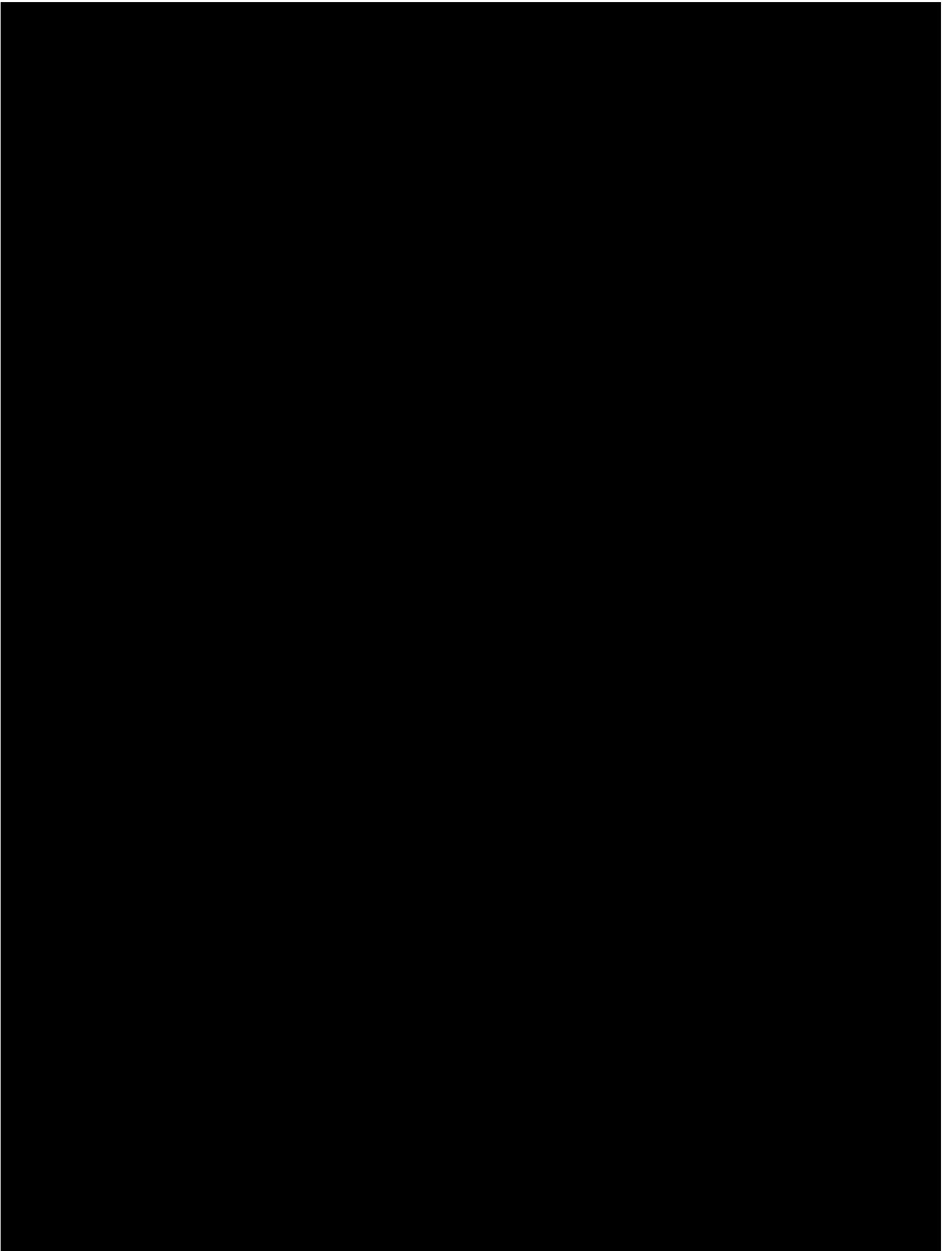


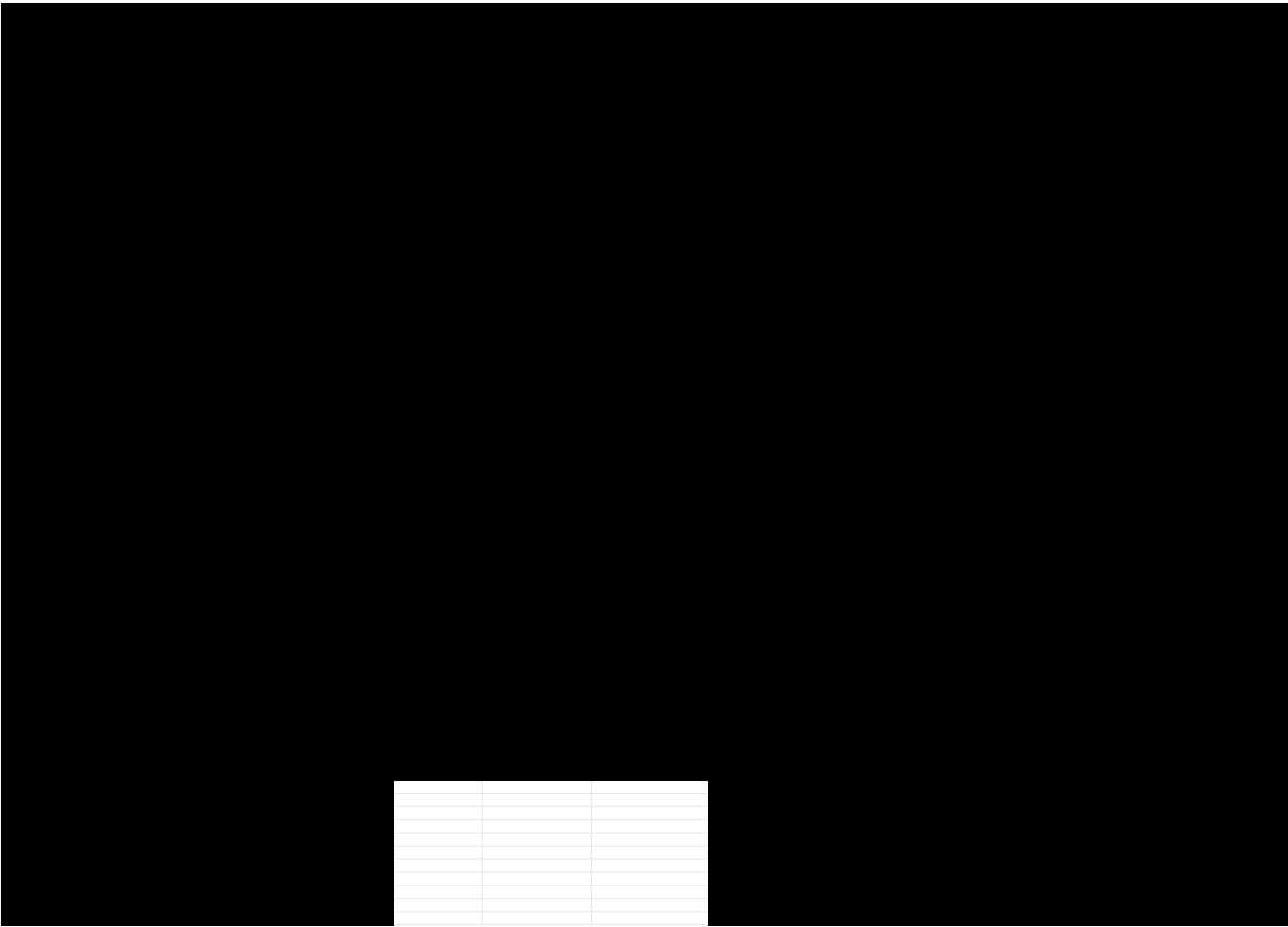












| Attack Damage [STR/DEX/MP - Hit Class] | | Healing Potency [W/ Appropriate Stat] | | Consciousness [K/O] | |
|--|-------|---------------------------------------|-------|---------------------|--------------------|
| 1-200 | -1 HP | 1-200 | +1 HP | 0 HP | Injury + Winded |
| 201-600 | -2 HP | 201-600 | +2 HP | -3 HP | Disabled/Knockout |
| 601-800 | -3 HP | 601-800 | +3 HP | -5 HP | Severe Injury |
| 801-1000 | -4 HP | 801-1000 | +4 HP | -7 HP | Removed from Scene |
| 1000+ | -5 HP | 1000+ | +5 HP | Winded [5] | - 100 to all rolls |

| | |
|--------------------------|---|
| Stalwart Barrier [Tanks] | (Reaction) Shields allies from a single instance of DMG |
| Miracle Weapon | ATK roll of 4+ raw damage. SINGLE target |
| Forbidden Chant | ATK roll of 4+ raw damage to up to 5 enemies. |
| Touch of Life [Healers] | (Reaction) Grants all allies +3 HP, revives KO'd allies to +1, removes 1 status effect. |

| | |
|----------------------|--|
| ULTIMATE BARRIER [2] | (Reaction) Complete immunity for the entire party to both damage and status effects for 2 turns. |
| ULTIMATE MIRACLE | (Reaction) Grants all allies +9 HP, revives KO'd allies to +3 HP, removes all negative status effects. |
| ULTIMATE ATTACK | Each party member above -3 HP executes 1 attack on enemy for 4 DMG, enemies beneath T3 = auto-KO'd. |

| Positive Status Effects: | | Negative Status Effects: | |
|--------------------------------|--|--------------------------------|--|
| Bravery [3] | Grants one target +100 to STR rolls | Addle [3] | Prevents DEX rolls. |
| Dedication (PA) | Decreases the amount needed to roll a Limit Break from 950 to 900 | Bar(?) [Barfire, BarAero, ect] | Prevents the casting of abilities, status effects, or elements. |
| Faith [3] | Grants one target +100 to MP rolls | Bind [3] | Target cannot move |
| Haste [1][3 CD] | Allows for two standard actions in a single turn. | Bleed [3] | Deals 1 DMG per round (Unaspected), Can Stack up to 3 Times. |
| Hidden | You are untargetable, but enemies will INV check every turn. If you fail your check, you become unshrouded. | Blind [3] | 50% chance to hit (Even number hit, odd miss) |
| Inspired [3] | Inspired by ally, +2 damage. | Confusion [3] | Whenever you attack an enemy or heal an ally, make an END roll. If you roll under 500, then your attack will hit the ally closest to you instead, and your heal will be used on the enemy closest to you instead. |
| Multi-target | Up to 5 targets, -50 per added target, -100 per added target if healing. | Curse [3] | Prevents LIMIT BREAKS |
| Nul(?) [Nulfire, Nulaero, ect] | Grants immunity to a type of damage or status effect. | Daze [1] | Cannot use standard actions. |
| Protect [3] | Take 1 less damage from physical attacks | Disable [1] (6 CD) | Cuts target's HC in half. |
| Regen [3] | Heals 1 HP per round. | Elemental Affliction[3] | The chosen element deals DoT (Damage Over Time). |
| Reflect [1][6 CD] | Bounces attacks back at the caster for one turn | Elemental Weakness[3] | Gives a weakness of an element onto a target. Damage of the afflicted element deals an additional +1 damage on top of its usual damage. |
| Shell [3] | Take 1 less damage from magical attacks. | Frenzy [3] | Gain +2 damage but -100 to attack rolls. For the duration, you may only use your STR, Swd, and RA to either attempt to deal damage or enhance your own damage. (You cannot use your actions to heal, defend, etc.) |
| Shield [3] | Grants temporary Hit Point Shield | Knockdown | Knocks to ground, 1 turn to return to feet [6] |
| Spread | Spread a single status effect to 3 targets. | Oil [3] | Take +2 DMG from Fire-aspected attacks. |
| Stoneskin [3] | Clear 1 status negative affect from the target and prevent the next applied. | Paralyze [3] | Prevents STR rolls |
| Trance [3] | (Special) +4 damage. | Poison [3] | Deals 1 DMG per round (Unaspected). |
| Vanish [1] | You temporarily cease to exist. You are immune to everything, cannot be targeted or affected by anything, and cannot act until your next turn. | Silence [3] | Prevents MP rolls. |
| Libra [3] | Increases DEX rolls by +100 | Sleep [3] | Sleeps target, wake upon being struck. -100 HC |
| Break [NPC] [X] | NPC Status Effects: | Unshrouded [6] | Recently spotted, -400 rolls to stealth again |
| Disease [NPC] [3] | Petrification after timer reaches 0 | Winded [5] | - 100 to all rolls |
| Doom [NPC] [X] | Max HP reduced to 4. | | |
| Fear [NPC] [3] | Reduced to -1 HP after timer reaches 0. Cannot be removed normally, but cleansing effects raise the timer by 1. | | |
| Mini [NPC] [3] | Target cannot move or act | | |
| Reverse [NPC] [2] | Halves all rolls, shrinks target. | | |
| Sap [NPC] [3] | Reverses status effects. [7] | | |
| Slow [NPC] [CD3] | Prevents healing for 3 rounds. | | |
| Stop [NPC] [CD3] | Your movement is halved, and you cannot use SwA or RA for 1 round. | | |
| | Prevent all actions for a turn. | | |

- Original Character Sheet by: Emeric Moreaux
- GM notes, player roll sheets, and CONSTANT edits by Joyful Song of CORET (Mateus)
- Idea for SCMN ability / fixing Limit breaks -- Doctor "JoJo" Beary
- Restructured Combat System -- Louinaut Lafayette
- Original breaker of system so we can hotfix things -- Chiaki Okada
- 6.0.0 Remork of the Sheet/Damage Calculator by Davian West
- Public Version of System + Sheet generated by Joyful Song

Need to find something? It's as simple as CTRL+F (or Command+)

Endurance(ENI)

| General Perks | Recover | (RA): Make an END roll. If it is 700+ you may cleanse a single Negative Status Effect from yourself. |
|-----------------|----------------|--|
| Defender Perks | Defense Up | (PA): You take -1 damage from the first attack made against you each round. |
| | Rampart | (SwA): You gain a shield with HP equal to your END Tier which lasts for 1 round. [5 turn CD] |
| | Still Standing | (PA): When you are reduced to half your HP, gain +1 to the next heal that is cast upon you and receive -1 damage from the next attack made against you. [5 turn CD] |
| | Resilient Soul | (PA): Your body can withstand the harshest punishments, granting you Max HP beyond what any other Archetype offers. |
| Assailant Perks | Accuracy Up | (PA): Your first Basic Attack each round gains +50 to hit. |
| | Bloodbath | (SwA): For the next 2 turns, heal yourself for 1 Flat HP on each successful attack you make. [5 turn CD] |
| | Relentless | (PA): On your turn, when you would otherwise be unable to act due to an ability or status effect (like Fear) you may choose to make a Basic Attack on a single target. (Does not affect Silence, Paralyze, or Adde). |
| | Revenge | (PA): When an enemy does 4 or more damage to you in one round, your next attack against that enemy counts as a True Strike with +1 damage. |
| Healer Perks | Healing Up | (PA): Your first heal each round gains +1 healing. |
| | Prolong | (SwA): On your next heal, gain +X bonus to healing where X is half the amount of your last heal. [4 turn CD] |
| | Surecast | (PA): On your turn, when you would otherwise be unable to act due to an ability or status effect (like Fear) you may choose to make a Basic Heal on a single target. (Does not affect Silence, Paralyze, or Adde). |
| | Relinquish | (SwA): Sacrifice your own HP in increments of 1 to add +1 to your next heal, capping at 6 HP spent/+6 to heal. Your next heal cannot target yourself. The target(s) of this heal also have their Max HP increased by 2 for 3 rounds. [4 turn CD] |
| Support Perks | Support Up | (PA): Whenever you use the Help ability you may use it on two targets instead of one. |
| | Preparation | (SwA): The target of this ability (cannot be yourself) receives an extra +X HP the next time they are healed by another target (cannot be yourself). [3 turn CD] If your END Tier is 1 or 2, X=2. If your END Tier is 3 or 4, X=3. If your END Tier is 5, X=4. |
| | Shared Vigor | (SwA): One target has the same Max HP as you for 3 rounds. This does not restore their HP. [5 turn CD] |
| | Reawakening | (SwA): Cleanse Winded and up to two Negative Status Effects from a single target (cannot target yourself) and they make their next three rolls with Advantage. [4 turn CD] |

Dexterity(DEX)

| General Perks | Second Chance | (RA): Activate only after you missed with an attack that required a roll. Reroll that attack. [6 turn CD] |
|----------------|------------------|---|
| | DEX Multi-Target | (PA): Whenever you make a (not specifically "single target") DEX-based Basic Attack or Basic Heal, you may choose up to 5 targets before rolling. Once the damage or healing is determined by the roll, you must split the damage or healing among all chosen targets as evenly as possible. Initial damage is rolled against only a single target's HC, but you cannot apply damage split this way to a chosen target if your roll did not surpass their HC. |
| | Agility Mastery | (PA): Activate at the start or end of any one of your turns. Immediately move up to one second in any direction. [OPC] |
| Defender Perks | Saw That Coming | (PA): Your HC is increased by +100 against the first attack made against you by each enemy in a combat encounter. |
| | Quick Maneuver | (SIA): Use both the Dash and Defend actions. For every second you move this turn, you gain +25 HC until the start of your next turn. [5 turn CD] |

Strength(STR)

| General Perks | Tougher Stuff | (SwA): Make a STR roll. If it is 700+, you may cleanse a Negative Status Effect from yourself. [6 turn CD] |
|-----------------|--------------------|---|
| | STR Multi-Target | (PA): Whenever you make a (not specifically "single target") STR-based Basic Attack or Basic Heal, you may choose up to 5 targets before rolling. Once the damage or healing is determined by the roll, you must split the damage or healing among all chosen targets as evenly as possible. Initial damage is rolled against only a single target's HC, but you cannot apply damage split this way to a chosen target if your roll did not surpass their HC. |
| | Resistance Mastery | (PA): You gain an extra +100 to your Tougher Stuff rolls. |
| Defender Perks | Defensive Training | (PA): When you use the Defend ability, it grants you an extra +50 HC. |
| | Heavyweight | (SwA): You gain the effect "Heavy", reducing your movement speed by 1 second per turn but granting you immunity to Slow, Bind, Knockdown, and any knockback effects and increasing your HC by 50 for 2 turns. [5 turn CD] |
| | Bulwark | (SIA): On either this turn or your next, you lose your Movement Action. You use the Defend action, and until the end of your next turn whenever an ally in melee range of you is attacked you can take up to 2 damage from that attack in their stead. Damage taken on behalf of allies in this way cannot be reduced. [4 turn CD] |
| | Perpetual Protect | (PA): You permanently gain the Positive Status Effect "Protect". If you would be granted Protect by some other ability, item, or effect, you may give an ally within melee range of you Protect instead. |
| | Immovable Fortress | (PA): You may use the Defend, Tougher Stuff, Heavyweight, or Bulwark abilities by giving up your Movement Action on your turn (cooldowns still apply). |
| Assailant Perks | Focused | (PA): When you use the Concentrate ability, instead of gaining +1 damage, you gain +1 damage and +50 to hit on your next attack. If your STR is Tier 5, this increases to +1 damage and +100 to hit. |
| | Leg Sweep | (MA): Make a single target melee Basic Attack. If your STR Tier is 1 or 2, this attack cannot deal more than 1 damage. If your STR Tier is 3 or 4, this attack cannot deal more than 2 damage. If your STR Tier is 5, this attack cannot deal more than 3 damage. [3 turn CD] |
| | Empowered Blow | (SIA): Make a single target melee Basic Attack with +1 damage. If this attack gains a bonus from the Concentrate ability, it gains an additional +1 damage and counts as a True Strike. [5 turn CD] |
| | Double-Down | (PA): Activate at the start of any of your turns. Use the Concentrate ability without using an action. [OPC] |
| | Fury Forged | (PA): You may use the Concentrate ability as a Reaction or by giving up your Movement Action on your turn, and you may use the Concentrate ability without using an action at the end of any turn in which you dealt damage. |
| Healer Perks | Healing Stockpile | (PA/SwA) (to use): You begin each Level with a number of consumable items equal to your STR Tier that either heal one target for 2 Flat HP or cleanse one Negative Status Effect from one target. At Tier 5, this effect is upgraded to: either heal one target for 3 Flat HP, cleanse two Negative Status Effects from any target, or heal one target for 2 Flat HP and cleanse one Negative Status Effect on them. |
| | Thickening Agent | (PA): The target of your Stockpile items also gains a 1 HP Shield. [2 turn CD] |
| | Alter Terrain | (RA): Grants one target a 3 HP Shield. If this target moves, the Shield is immediately lost. [5 turn CD] |
| | Double Dosage | (PA): When using one of your Stockpile items, you may use two at the same time instead of one. Each of these can affect a different target. |
| | Sundries Galore | (PA): The total number of Stockpile items you begin each Level with is now 8. |
| Support Perks | Support Stockpile | (PA/SwA) (to use): You begin each Level with a number of consumable items equal to your STR Tier that either grant a target (not yourself) +2 damage/healing for two rounds or cleanse one Negative Status Effect from one target. At Tier 5 STR, this effect is upgraded to: either grant a target (not yourself) +3 damage/healing for two rounds, cleanse two Negative Status Effects from any target, or grant a target (not yourself) +2 damage/healing for two rounds and cleanse one Negative Status Effect on them. |
| | Something Extra | (PA) Whenever you use the Help ability, you may use one of your Stockpile items at the same time. Stockpile items used in this way can only target those being targeted by your Help ability. |
| | Momentous Effort | (SwA/RA) Move an ally within melee range (cannot be yourself) up to 10 yalms away. This may be used as a Reaction to negate a single attack against that target. If the attack negated is an AoE you have no HC against this attack. [6 turn CD] |
| | Toughen Up | (SwA): The target of this ability (cannot be yourself) gains the effect "Tough" - if you would be unable to act normally during one of your turns (due to effects such as Frenzy or Daze), you may instead act as normal. "Tough" is removed once this effect has been triggered. [6 turn CD] |
| | Special Delivery | (PA): Activate at the start of any of your turns. Immediately use one of your Stockpile items without spending your Swift Action. [Twice per Level] |

Defense/Evasion (DEF/EVA)

| General Perks | Inner Guard | Every Tier, your Hit Class (HC) increases according to archetype. |
|-----------------|----------------------|---|
| | Defend | (SIA): You gain +100 HC and take -1 damage from all sources until the start of your next turn. |
| Defender Perks | Provoke | (SIA): All enemies within melee range of you must target only you with their next action or face a -100 modifier to rolls for each tier of DEF/EVA you have. This is not a status effect and does not require a roll to apply. [4 turn CD] |
| | Shoulder to Shoulder | (SwA): Link yourself to an ally with less Max HP or HC than you, taking half of all damage directed at them. If both their Max HP and HC are less than yours, the damage you take on their behalf is reduced by -1. Lasts 2 turns. [5 turn CD] |
| | Guardian's Gift | (PA) If you would gain HC greater than the HC cap allows (500 HC), you may "give" any excess HC you would gain to an ally within melee range of you. The HC given this way lasts only one round. |
| | Defender's Blink | (RA): Dive between an ally and incoming damage and make a Raw Roll. If the roll is 700+, negate the damage. Otherwise, take the damage intended for them. [7 turn CD] |
| | Stoic Heart | (PA): Given your stalwart fortitude your hit class exceeds that capable by others at 600 HC. |
| Assailant Perks | Best Defense | (PA): Whenever you use the Defend ability, you also use the Concentrate ability at the same time. |
| | Good Offense | (SIA): Make a single target Basic Attack with up to +500 to hit. For every +100 added to this attack's roll, you lose 100 HC until the start of your next turn. You cannot spend more HC than you have in this way. [4 turn CD] |
| | Reversal | (SwA): Use the Defend ability. If you are successfully attacked before the start of your next turn, your next attack against the attacker will gain +100 to hit. [OPC] |
| | Assailant's Blink | (RA): Move between an ally and incoming damage, taking whatever damage they would have taken in their stead. You gain a damage bonus to your next attack equal to the damage that ally would have taken (up to +3). [OPC] |
| | Bend and Break | (MA): You take 1/2 damage from the next successful attack made against you and then immediately make an attack that deals Raw Damage against the attacks. [6 turn CD] |
| Healer Perks | Hallowed Bastion | (PA): Whenever you use the Defend ability, you gain +1 to your next heal. |
| | Guarded Heal | (SIA): Make a single target Basic Heal and then use the Defend ability. [4 turn CD] |
| | Union | (SwA): Choose a single target (cannot be yourself). For three rounds, you and the chosen target gain the effect "Union." - Whenever you directly heal another target (not yourself) that has the effect "Union," they are healed for an additional 2 Flat HP. [6 turn CD] |
| | Healer's Blink | (RA): Move between an ally and incoming damage, taking whatever damage they would have taken in their stead. You gain a bonus to your next heal equal to the damage that ally would have taken (up to +3). [OPC] |
| | Aetheric Transfer | (RA): Negate all damage you would take from a single attack, then heal a single target equal to the damage you would have taken. [6 turn CD] |
| Support Perks | Dirge | (SwA): The willing target of this ability (cannot target yourself) gains +50 HC for each tier of DEF/EVA you have and is less likely to be targeted by enemy attacks (DM discretion) for one round. Cannot coexist with Provoke and similar effects. [4 turn CD] |
| | Forewarning | (PA): Instead of its normal effects, you may use your Help ability to allow a willing target (cannot target yourself) to immediately use the Defend ability. |
| | Servente | (SIA): The willing target of this ability (cannot target yourself) immediately uses Provoke (DEF/EVA - Defender Perks) whether or not they inherently have this ability, and ignoring its CD if they do. [4 turn CD] |
| | Supporter's Blink | (RA): Move between an ally and incoming damage, taking whatever damage they would have taken in their stead. They gain a bonus to their next attack or heal equal to the damage they would have taken (up to +3). [OPC] |

| | |
|------------------------------|--|
| Distraction | When using Charisma to create a distraction or divert attention you may gain +100 to that roll. [OPL] |
| Social Trickery | When trying to disguise yourself or convince someone that you're someone else, you may gain +100 to Charisma. |
| Silver Tongue | Add +100 to your CHA roll when speaking to an NPC. [Once Per Level] |
| Collected Countenance | (SwA in combat): With soothing mannerisms, you gain +100 to Charisma to calm down another character. Alternatively you can use this ability to remove Fear, Berserk, or Confusion from another character. [OPL] |
| People's Person | Your allies help with your persuasion, making you more convincing. Grant a +50 to CHA per willing ally in the party to either yourself or an ally (max +300). The allies used as part of this perk must be taking part of the conversation or be close enough to do so. [OPL] |
| Smooth Negotiator | Knowing your way around people, you can quickly fix any social blunders from yourself or an ally. You may reroll a CHA check made by yourself or an ally. [OPL] |
| Lead by Example | Your charismatic presence inspires your teammates. You gain 3 stacks of PRsence at the start of a Level. When out of combat, you may remove a stack of PRsence to give a party member +50 to their next roll. This must be used BEFORE they make their check. Party members can only receive PRsence from the same ally once per level. [PA] |

| | |
|-----------------------------|---|
| Thoughtful | When recalling information from prior experience, you may use this ability to add an additional +100 to your next Reason roll. [OPL] |
| Well-Read | Even if you aren't a master of the subject, you're well-read enough to help figure it out. When rolling a RSN check that you don't have a specialty in, you gain +100 to the roll. Alternatively you can grant this +100 to another player using their General Specialty in a RSN roll. [OPL] |
| Critical Thinking | Many situations require more than your senses or guile. You may use this ability to grant half your base Reason bonus to a non-combat roll of your choice. This cannot stack with other abilities or items. [OPL] |
| Research Assistance | If someone is making a roll using a Specialty in which you are also proficient, you can grant them an additional +50 to that roll, twice per level. |
| Group Analysis | Many heads are better than one! Grant +50 to Reason per willing member of the party to either yourself or an ally when trying to put your heads together over a problem (max +300). They must be reasonably close-by or actively assisting with the analysis. [OPL] |
| Scholarly Pursuits | You gain two additional Specialties |
| Masterful Researcher | When you or another player are making a non-combat roll where they have Advantage, you can assist them, making that player roll three times and take the highest result instead of twice. [OPL] |

WHEN COPY PASTING TO THE COMBAT TRACKER, SELECT A THROUGH J, DO NOT COPY THE FULL ROW FROM THE NUMBER ON THE LEFT OR PASTING WILL OVERWRITE THE TURN TRACKER AND LOOK HORRIBLE.

| Name | Current HP | HP Total | Hit Class | Job | Positive Status Effects | Negative Status Effects | Roll Bonuses | Echo? | Gearsets |
|------------------------------|------------|----------|-----------|-----|---|-----------------------------|--------------|---|----------|
| Generic Stats: | | | | | | | | | |
| SMALL GENERIC BEASTS | | | | | | | | | |
| Generic Beastkin (Small) | 3 | 3 | 3 | 300 | Beastkin (Bleed/Daze/Knockdown) Cloudkin (Elemental Waxing (Water)/Elemental Waxing (Water)/Elemental Waxing (Wind)/Elemental Waxing (Wind) (Confuse)) | Owner has +50 to atk/heal | +50 to hit | Wild Hunt: Deals +1 damage & 4 Status Effects | |
| Generic Cloudkin (Small) | 3 | 3 | 3 | 300 | Seedkin (Poison/Sleep/Bleed/Confuse) | Owner has +50 to atk/heal | +50 to hit | Wild Hunt: Deals +1 damage & 4 Status Effects | |
| Generic Seedkin (Small) | 3 | 3 | 3 | 300 | Viekin (Poison/Bleed/Paralyze) | Owner has +50 to atk/heal | +50 to hit | Wild Hunt: Deals +1 damage & 4 Status Effects | |
| Generic Viekin (Small) | 3 | 3 | 3 | 300 | Wavekin (Elemental Waxing) | Owner has +50 to atk/heal | +50 to hit | Wild Hunt: Deals +1 damage & 4 Status Effects | |
| Generic Wavekin (Small) | 3 | 3 | 3 | 300 | Chimera (All available to others.) | Owner has +50 to atk/heal | +50 to hit | Wild Hunt: Deals +1 damage & 4 Status Effects | |
| Generic Chimera (Small) | 3 | 3 | 3 | 300 | Dragons (All available to others.) | Owner has +50 to atk/heal | +50 to hit | Wild Hunt: Deals +1 damage & 4 Status Effects | |
| Generic Dragon (Small) | 3 | 3 | 3 | 300 | | | | | |
| MEDIUM GENERIC BEASTS | | | | | | | | | |
| Generic Beastkin (Medium) | 5 | 5 | 5 | 250 | Beastkin (Bleed/Daze/Knockdown) Cloudkin (Elemental Waxing (Water)/Elemental Waxing (Water)/Elemental Waxing (Wind)/Elemental Waxing (Wind) (Confuse)) | Owner has +100 attacks | +100 to hit | Wild Hunt: Deals +2 damage & 3 Status Effects | |
| Generic Cloudkin (Medium) | 5 | 5 | 5 | 250 | Seedkin (Poison/Sleep/Bleed/Confuse) | Owner has +100 attacks | +100 to hit | Wild Hunt: Deals +2 damage & 3 Status Effects | |
| Generic Seedkin (Medium) | 5 | 5 | 5 | 250 | Viekin (Poison/Bleed/Paralyze) | Owner has +100 attacks | +100 to hit | Wild Hunt: Deals +2 damage & 3 Status Effects | |
| Generic Viekin (Medium) | 5 | 5 | 5 | 250 | Wavekin (Elemental Waxing (Water)/Elemental Waxing (Water)/Paralyze/Silence) | Owner has +100 attacks | +100 to hit | Wild Hunt: Deals +2 damage & 3 Status Effects | |
| Generic Wavekin (Medium) | 5 | 5 | 5 | 250 | Chimera (All available to others.) | Owner has +100 attacks | +100 to hit | Wild Hunt: Deals +2 damage & 3 Status Effects | |
| Generic Chimera (Medium) | 5 | 5 | 5 | 250 | Dragons (All available to others.) | Owner has +100 attacks | +100 to hit | Wild Hunt: Deals +2 damage & 3 Status Effects | |
| Generic Dragon (Medium) | 5 | 5 | 5 | 250 | | | | | |
| LARGE GENERIC BEASTS | | | | | | | | | |
| Generic Beastkin (Large) | 7 | 7 | 7 | 350 | Beastkin (Bleed/Daze/Knockdown) Cloudkin (Elemental Waxing (Water)/Elemental Waxing (Water)/Elemental Waxing (Wind)/Elemental Waxing (Wind) (Confuse)) | Owner has +100 to HC | +150 to hit | Wild Hunt: Deals +3 damage & 2 Status Effects | |
| Generic Cloudkin (Large) | 7 | 7 | 7 | 350 | Seedkin (Poison/Sleep/Bleed/Confuse) | Owner has +100 to HC | +150 to hit | Wild Hunt: Deals +3 damage & 2 Status Effects | |
| Generic Seedkin (Large) | 7 | 7 | 7 | 350 | Viekin (Poison/Bleed/Paralyze) | Owner has +100 to HC | +150 to hit | Wild Hunt: Deals +3 damage & 2 Status Effects | |
| Generic Viekin (Large) | 7 | 7 | 7 | 350 | Wavekin (Elemental Waxing (Water)/Elemental Waxing (Water)/Paralyze/Silence) | Owner has +100 to HC | +150 to hit | Wild Hunt: Deals +3 damage & 2 Status Effects | |
| Generic Wavekin (Large) | 7 | 7 | 7 | 350 | Chimera (All available to others.) | Owner has +100 to HC | +150 to hit | Wild Hunt: Deals +3 damage & 2 Status Effects | |
| Generic Chimera (Large) | 7 | 7 | 7 | 350 | Dragons (All available to others.) | Owner has +100 to HC | +150 to hit | Wild Hunt: Deals +3 damage & 2 Status Effects | |
| Generic Dragon (Large) | 7 | 7 | 7 | 350 | | | | | |
| EPIC GENERIC BEASTS | | | | | | | | | |
| Generic Beastkin (Epic) | 10 | 10 | 10 | 400 | Beastkin (Bleed/Daze/Knockdown) Cloudkin (Elemental Waxing (Water)/Elemental Waxing (Water)/Elemental Waxing (Wind)/Elemental Waxing (Wind) (Confuse)) | Owner has +100 to all rolls | +200 to hit | Wild Hunt: Deals +5 damage & 1 Status Effect | |
| Generic Cloudkin (Epic) | 10 | 10 | 10 | 400 | Seedkin (Poison/Sleep/Bleed/Confuse) | Owner has +100 to all rolls | +200 to hit | Wild Hunt: Deals +5 damage & 1 Status Effect | |
| Generic Seedkin (Epic) | 10 | 10 | 10 | 400 | Viekin (Poison/Bleed/Paralyze) | Owner has +100 to all rolls | +200 to hit | Wild Hunt: Deals +5 damage & 1 Status Effect | |
| Generic Viekin (Epic) | 10 | 10 | 10 | 400 | Wavekin (Elemental Waxing (Water)/Elemental Waxing (Water)/Paralyze/Silence) | Owner has +100 to all rolls | +200 to hit | Wild Hunt: Deals +5 damage & 1 Status Effect | |
| Generic Wavekin (Epic) | 10 | 10 | 10 | 400 | Chimera (All available to others.) | Owner has +100 to all rolls | +200 to hit | Wild Hunt: Deals +5 damage & 1 Status Effect | |
| Generic Chimera (Epic) | 10 | 10 | 10 | 400 | Dragons (All available to others.) | Owner has +100 to all rolls | +200 to hit | Wild Hunt: Deals +5 damage & 1 Status Effect | |
| Generic Dragon (Epic) | 10 | 10 | 10 | 400 | | | | | |

[1] Put the initiative here to the right as well as the enemies'. It'll save you a lot of pain in the future.

[2] Put the initiative here to the right as well as the enemies'. It'll save you a lot of pain in the future.

[3] Put the initiative here to the right as well as the enemies'. It'll save you a lot of pain in the future.

[4] Put the initiative here to the right as well as the enemies'. It'll save you a lot of pain in the future.

[5] The amount of HP granted depends on the difference between the caster's roll, and the Hit Class of their target. Any damage the target takes if the shield is successful will instead hit the HP shield instead of theirs.

[6] Rolling over a certain threshold will knock enemies equal or lower to your STR tier down to the ground, forcing them to take a turn to return to their feet if their END is not T3 or higher.

[7] Reverses status effects: Regen becomes Poison, Fear becomes Bravery, damage becomes healing, and vice versa. Status effects with no opposite are nullified. [Lasts 2 turns for players -- Lasts 4 for bosses]