

Fire Emblem: The Forum Journeys

Elf's Untested, Unconventional and Unarmed Supplement

(Or: How I Learned to Stop Worrying and Love Martial Arts and
Other Impractical Concepts in FEF 2: Electric Boogaloo)

**(WARNING: CURRENTLY MOSTLY UNTESTED, MAY NOT PLAY
CORRECTLY WITH OTHER SUPPLEMENTS OR CURRENT
HANDBOOK MECHANICS)**

Version 0.85, for use with PHB 2.3+

~Foreword~

This is the supplement only a few people wanted and nobody asked for. If you thought the core Handbook looked amateurish, this was literally written in the course of two to three weeks, by a single man, with very little input from outsiders until the very last minute and constant tinkering and comparing with weapons in the core Handbook. This may well not be the last word on Fists, Whips or anything else discussed in this guide. If you use any elements from this book, be prepared for them to be unbalanced, untested and potentially broken. If you do find issue with this, please feel free to scream at me about it on the Discord. Do prepare for some hotfixes; they'll be recorded in the Changelog at the end of this booklet (~~which is really more of a short pamphlet anyway~~) (that's a damn lie, this is like 150+ pages now);

The single moron who wrote this guide had one dream for FEF; that one day, a man could walk up to a random thug in the middle of yet another fight for the fate of the world (maybe after some twerking on mountaintops to tempt a rustle a certain wyvern rider's jimmies, or maybe after some useless goddess dragged yet another group of broke schmucks into an adventure) and scream "OMAE WA MOU SHINDEIRU" at the enemy, causing them to scream in confusion before their heads exploded in a shower of moral guardian screeching-inducing gore.

~~Don't expect to do that with this guide. I haven't put Hokuto Shinken in. Yet.~~ (I have now, boys, feel free to explode heads with the Northern Star fist.)

However, the general appeal to myself of Fist weapons got me thinking; if nobody else will put Fists in, then I will. At the time of writing, *Three Houses* was about to come out with the very first ever Fist weapons in a Fire Emblem game, so I fully expect to have to compete with some other guy who wants to implement it how Intelligent Systems will. Furthermore, I decided Whips would be cool too, and I've always wanted to see some kind of martial artist-themed characters in FEF that weren't classes beginning with "Sword" and ending with "Master". So I set to work and everything kind of spiraled out of control from that point on. And here we are, with a short booklet, a lot of wasted time and a bunch of possibly unnecessary but cool-looking weapon categories later. This book will likely contain any and all custom classes and weapons I create for FEF, of which there will probably be about two or three more lines. So yeah, there's always that to look forward to.

Onto some more serious stuff, this Supplement is designed to be used in conjunction with the core Handbook, and definitely not at all either playtested or even possibly balanced. Hotfixes will be made depending on input from people who A). actually were insane enough to use this book and B). whenever I get around to running a game with this handbook. If you liked this handbook, please give me much praise and much love to you for using this thing and finding some of the ideas in it cool enough to use.

~ElfCollaborator

~Table of Contents~

How to Use this Book: pg. 4

Classes:

Trainee Classes pg. 6

First Classes pg. 8

Promoted Classes pg. 51

Weapons and Items:

Weapons Overview pg. 139

Fists pg. 140

Whips pg. 143

Trick pg. 146

Anima pg. 149

Unique Weapons pg. 154

Ported Weapons pg. 157

Items: pg. 158

Core Additions: pg. 160

Changelog: pg. 161

~How to Use this Book~

This supplement is designed for GMs who think Fists, Whips or any of the other weapons and classes featured in this Supplement are of any interest to them or feel that they fit their setting, for instance if they want to run some kind of *wuxia*-themed FEF, a FEF based on martial arts or a FEF based on everyone's favorite series about a clan of whip-cracking vampire hunters with suspiciously buff physiques. Please don't urge GMs who are not using this supplement to use this supplement; Fists and everything else in this booklet are not to everyone's tastes nor fit in every setting. Furthermore, this is a supplement to be used in conjunction with the core mechanics of Fire Emblem on Forums rather than independent thereof. A GM guide will be created in the near future to provide guidance as to how to stat up the classes in this guide for enemy units.

In the following chapters, we will discuss the new classes featured in this booklet, the new weapons used by those classes, as well as items to be used in conjunction with these classes and weapons. Any special rules regarding these will be discussed on their relevant pages.

What this book contains will be split into several sections:

- The Trainee Classes introduced in this book.
- The First Classes introduced in this book.
- The Promoted Classes introduced in this book.
- The Fist category and associated subcategories.
- The Whip category and associated subcategories.
- The Trick category and associated subcategories.
- The Water, Nature and Earth Anima subcategories.
- Unique weapons associated with different classes from these new weapon categories.
- Finally, some items and weapons worth including that will augment currently existing elements in regards to how they interact with the new elements contained in this supplement.

Glossary:

Beast/Beast Units: Units that utilize the Laguz mechanics or use Beaststones and Dragonstones. Manaketes, Laguz and all other units that transform into beast-like forms qualify for the purposes of compatibility with other supplements.

Griffon: Bird/lion hybrids that are midway between a pegasus and a wyvern. Griffons grant +1 MOV and +14 AID. They otherwise possess the same boons as other flying units.

Kinshi: Light birds that are lighter than pegasi. Kinshi grant +2 MOV and +10 AID. They otherwise possess the same boons as other flying units.

Karakuri: Mechanical mounts exclusive to the Dollmaker class. Karakuri have +2 MOV and +8 AID, but are not vulnerable to anti-Mounted weapons and are instead vulnerable to Fire and anti-Armored weapons. The buffs granted by Tamers and Wild Druids to Mounted units also do not apply to Karakuri-mounted units.

Landstrider: Flightless, bipedal birds that are lighter than horses. Landstriders grant +2 MOV and +10 AID, and are otherwise identical to horses.

Oniguma: Wolf-like bears that heavier than horses. Oniguma grant +1 MOV and +14 AID, and are otherwise identical to horses.

Camel: Hardy ungulates native to the desert and used by those bordering desert nations in place of horses. Camels have identical bonuses to horse mounts and can be taken by any class that otherwise would use Horses in place of Horses with the exception of the Nomad class tree.

~Classes~

~Trainee Classes~

Novice /Martial Trainee:

Sometimes, the most skilled wielders of a chosen weapon do not hone their art as part of an army, but master their weapons with through different ways; perhaps through repeated fights in their hometown with the town toughs, perhaps wandering the world to fight aspiring masters of the martial arts, or perhaps under the tutelage of an expert in the martial arts. Their callings differ from person to person; from those who see the mastery of a weapon akin to the work of an artist to those who simply enjoy the thrill of the fight.

With time and practice comes skill, and with skill comes mastery. Some more disciplined Novices become Disciples, carrying the study of a weapon further, honing their skills with their chosen weapon until it becomes an extension of their body, often seeking out masters of the art to hone their skills further. The rowdier Novices (and often times those whose training in the martial arts is incomplete) become Brawlers, using their bare hands and street smarts to claw their way to greatness. Some even head into the woods, into nature, becoming protectors of nature as Sentries and relying on their natural strength to protect nature, and some turn to magic, becoming Occultists wielding fist and tome in hand.

Weapon Skill: Choose from: Sword, Axe, Lance, Bow, Hidden, Whip, or Fist (E) if promoting into Disciple or Fist (E) if promoting into Brawler/Warden/Occultist

Preferred Stats: Skill, Speed

Starting Weapon: Refer to the table below.

Promotes to: Brawler, Disciple, Warden, Occultist

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	3	0	3	1	2	1	3	4	3	4

Starting Weapons for Novice:

Chosen Proficiency	Weapon
Sword	Slim Sword, Wooden Sword or Iron Gunsen
Axe	Hatchet or Iron Nunchaku
Lance	Slim Lance or Iron Kama
Bow	Training Bow
Hidden	Iron Dagger or Iron Knife
Whip	Leather Whip or Iron Whip
Fist	Leather Cestus or Iron Claws

Lasher/Whip Trainee

The whip is one of the hardest weapons to master, and with good reason; when used correctly, the whip turns the area around the attacker into a whirlwind of death, with anyone foolish enough to approach being slashed with an edge of leather turned as sharp as metal through sheer speed. When used incorrectly, however, whips are as much a bane as they are a boon to those who wield them; failed practitioners of the whip have many stories to tell of lost eyes, fingers and ears.

Whips are difficult to use, but incredibly lethal in the hands of the experienced. Humans and beasts alike fear the crack of a whip, and are as awed as they are terrified by those who wield them. For that reason, whips are seen as the weapons of darker forces.....and the weapons of those who would fight against them. Some Lashers learn to amplify their hunting skill with magic, and appropriately become Hunters; others prefer the use of a whip for its intimidation factor and versatility, and become Flagellants. Some others, like Tamers and Jesters, simply learn the whip because they are easy weapons to disguise in their professions.

Weapon Skill: Whip (E)

Preferred Skill: Skill, Speed

Starting Weapon: Iron Whip or Leather Whip

Promotes to: Hunter, Flagellant, Tamer, Jester, Instructor

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	3	0	3	1	3	2	3	4	3	4

***N.B:** In the case that a player selects the Lasher promotion to Hunter, the Hunter loses their Bow proficiencies and instead gains a Whip proficiency and a Whip subcategory proficiency equivalent to their previous Bow proficiency. If they are promoting to Battle Mage, Imbue Arrow also applies to Whips and should be calculated as such.

~First Classes~

Brawler:

Street-smart, adept and pragmatic, Brawlers trade a more formal education in the martial arts for worldly experience. The hand makes for as good a weapon as a knife or a sword in the right 'hands'. Brawlers fight dirty and fight with anything they can throw at their opponents; bottles, bricks and bar stools are all fair game in a fight with a brawler. But, when it comes down to it, the Brawler prefers their hands; almost all people have them, nobody sees the hand as a weapon when swords are about, and at the end of desperation, the hand is the last weapon one has between certain death and victory.

Brawlers are natural survivors, driven by a dogged determination to survive more than any greater cause. As they make their way through the world, Brawlers are faced with challenges upon their long road; some, seeing some level of art in their skill at hand-to-hand combat, hone their skill until the weapons of others are mere liabilities to their wielders. Still others venture further into the world, trading the art of the closed fist for the art of the unyielding survivor.

Weapon Skill: 1 Fist Subcategory (C), Fist (D)

Preferred Stats: HP, Speed

Starting Weapon: Leather Cestus or Iron Claws

Promotes from: Novice

Promotes to: Ruffian or Pugilist

Skill:

Underdog:

If the opponent has any bonuses active while in combat against the Brawler, the Brawler gains +10 Crit. Bonuses include defensive terrain, Weapon Triangle Advantage, bonuses granted from Character, Class and Personal Skills, bonuses granted by buffing items, bonuses granted by equipped items and any other mechanic that grants buffs to the enemy.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	3	3	2	5	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	0	+2	0	0	0	+2	+4	+4	5

Disciple:

Weapon wielding is a form of art, to those who understand such things. To Disciples, weapons are more than tools of war; to them, they are the tools of an artist. Combat forms are as beautiful as they are deadly, from the deadly dance of a spearman to the flowing slashes of a swordfighter. Training to achieve such skill takes time, of course; a Disciple's path is long, and one can spend years in the search for true mastery, while others attain it in a single instant, as if one's mind's eye was opened.

Few are so talented to master many weapons, and even the most skilled martial artist cannot always master all weapons. In the search for one's personal peak, one will encounter many tribulations. But, as fish that jump upon a waterfall become dragons, so too will a prospective Disciple attain great mastery and inspiration after a long road of training.

Weapon Skill: Selected Weapon Category from Novice (D), Selected Weapon Subcategory from Novice (C)

Preferred Stats: Skill, Speed

Starting Weapon: See Martial Trainee list.

Promotes from: Novice

Promotes to: Artisan, Savant

Skill:**Perfection of Form:**

Disciples can spend a free action to Meditate, gaining +10 Hit/Crit but -3 Damage until their next Phase.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	3	3	2	6	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	0	+2	0	+1	+0	+2	+4	+4	5

Flagellant:

Historically, the whip has been considered to be more of a tool of punishment than a tool of war, a tool to usher people into line or to whip beasts into compliance, due to the impracticality of using such a weapon in war. A Flagellant, however, understands that a tool of punishment and a weapon for war are not necessarily divorced from one another. To the Flagellant, the whip exists to punish the enemies of the light, to fight them and drive them into the shadows, a weapon as feared by demons as it is used by them.

The Flagellant's whip is a scourge to those who stand in the way of the punishment of those who evade justice. Unlike their Hunter cousins who use Light Magic, Flagellants eschew the use of magic and put their faith in their strength of arms. Their faith is such, however, that even without the power of magic behind their strikes, they can make their weapons as deadly as the Light. Some Flagellants walk further into the darkness and learn to fight the darkness with itself, while others learn to turn their whip into an extension of their body, but both aim for one final goal; the destruction of the shadow and that which walks within it.

Weapon Skill: 1 Whip subcategory (C), Whip (D)

Preferred Stats: Speed, Resistance

Starting Weapon: Leather Whip or Iron Whip

Promotes from: Lasher

Promotes to: Venator, Slayer

Skill:**Anti-Magic:**

When the Flagellant is in combat with units with Levitation, they gain a +3 DMG and +3 RES bonus against them.

Magic Corrosion:

If the Flagellant's Anti-Magic is active in combat, the enemy's EVA is reduced by 5.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	4	2	5	3	3	3	4	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	0	+1	0	0	+1	+1	+3	+3	5

Alchemist:

The search for immortality and the fear of death is one that grips the hearts of humanity. The field of alchemy seeks immortality at the very the highest peak of Alchemy, the Philosopher's Stone, said to grant the one who can make it immortality. To this end, Alchemists study endlessly, following such laws as the law of equivalent exchange, in hopes of discovering the enlightenment to create the Philosopher's Stone.

Through a mixture of magic and experimentation with many substances, Alchemists have built up knowledge of many poisons and many cures; rumors say that the greatest Alchemists have come close to immortality through life-extending brews. A skilled Alchemist can rival the greatest healers and the greatest poisoners in efficacy and lethality. The duality of the search for the Philosopher's Stone inevitably divides Alchemists, however; some Alchemists look to the mysticism inherent in alchemy and so become Hermeticists; others seek a more holistic approach to the quest and become Polymaths.

Weapon Skill: 1 Anima subcategory (C), Anima (D)

Preferred Stats: Skill, Magic

Starting Weapon: Fire, Wind or Thunder

Promotes from: Pupil

Promotes to: Hermeticist, Polymath

Special: Levitation

Skill:

Power of Alchemy:

Alchemists can use healing and buffing items as a free action, whether it is on themselves or allies; Elixirs do not benefit from *Power of Alchemy*. In addition, Alchemists can take up their turn's action to *Amplify* a healing or buffing item (they can apply the item in the same turn as they Amplify a healing item):

- Herbs, Vulneraries and Concoctions heal an additional ½ MAG.
- Tonics, Potions and Panaceas regenerate an extra 5 HP per turn for the next three turns.
- Buffing items heal (5+ ½ MAG).

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	3	5	6	3	2	3	5	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+1	0	0	+2	0	+1	+2	+2	5

Tamer:

The use of animals for various purposes is something that has been the cornerstone of civilization since time immemorial. Tamers specialise in the training of animals; rather than using them as mere mounts, Tamers use them as weapons alongside what they carry. Carrying bows to strike from afar and whips to strike at unpredictable angles, a skilled Tamer can hunt alongside his chosen pets, whether they be birds of prey or hunting dogs, to successfully track their quarry. After all, not all enemies require the magic to track down; merely time and well-trained, well cared-for dogs.

Tamers are specialists in training and dealing with animals, and are masters of dealing with them; while their mounted compatriots can often empathise with their steeds and ride them well, Tamers understand best how to keep their steeds in good condition, how to treat their wounds and how to best feed them; after all, animal handling is always in demand in any army worth its salt. Some Tamers refine their talents to become supporters to a hunting party and so become Gamekeepers. Other Tamers hone their talent for hunting instead, and become Beastmasters, leading the hunt from the front with their loyal pets.

Weapon Skill: Bow (D), Whip (D)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Bow, Leather Whip or Iron Whip

Promotes from: Scout

Promotes to: Gamekeeper, Beastmaster

Skill:**Man's Best Friend:**

Tamers may select one Companion that grants them bonuses in battle upon promotion to Tamer or character creation (if the campaign starts at First Class):

- Hounds: *The Scent of Prey*: When initiating combat, all terrain bonuses gained by the enemy are negated and the Tamer gains +3 DMG.
- Raptor: *Merciless Raptor*: When fighting an enemy below 75% of their total HP, +5 Crit. Below 50% of their total HP, this bonus increases to +15 Critical.

First Aid:

The Tamer may use non-Elixir healing items as a free action on themselves or their allies.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	3	4	1	5	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+0	+2	+0	+2	0	+1	+3	+3	5

Wordsmith:

Where Bards communicate their stories through music, and Dancers perform through elegant movements, Wordsmiths prefer to communicate through the use of the written word. Books filled with countless tales of fanciful lands, beautiful maidens, great warriors and evil overlords are the bread and butter of a Wordsmith, who turns their experiences into larger-than-life adventures with the flick of a pen and a little embellishment. For those who prefer the company of books to song and dance, the Wordsmith's books are something of a comfort, and those who accompany a Wordsmith are equally audience as they are muse.

Wordsmiths are talented in many areas pertaining to their expertise; the binding of the books, the creation of illustrations to accompany their stories, and the maintenance of such beautifully bound and illustrated books. Indeed, even a single well-maintained book by the greatest Wordsmiths is the treasure of countless libraries. Some Wordsmiths, not satisfied with their stories being bound to paper and ink alone, take their work to the stage and become Playwrights, whereas others seek to immortalize the acts of glory they witness in writing forevermore, as Chroniclers.

Weapon Skill: Perform (D), Light (D)

Preferred Stats: Luck, Resistance

Starting Weapon: Light

Promotes from: Performer Trainee

Promotes to: Playwright, Chronicler

Skill:

Compose:

The Wordsmith can invigorate any 2 allies within two spaces who have already used their action. The characters can act again. In addition, Performance items used by the Wordsmith can affect units up to 2 spaces away; if these items can target allies, they can be applied during invigoration of an ally. This skill overwrites Perform.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	2	5	3	5	1	6	5	4	3	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+2	0	+2	0	+2	+2	+1	+1	5

Pioneer:

Part of the strategy of any campaign involves the use of terrain and the building of fortifications, whether it is to do with the building of roads for faster movement of troops, the building of forts to allow troops somewhere to rest and resupply, or the building of siege engines on site to break down enemy fortifications. The Pioneer is tasked with these functions, and any general that understands the value of fortifications understands the use of these soldiers, both in defensive and offensive maneuvers; a Pioneer with some assistance from his allies can set up or take down a quick wooden fort within a day.

Pioneers are not particularly skilled in combat, unlike a lot of their allies; their role in combat is to turn the terrain to their allies' advantage, setting up barriers and small traps to allow their opponents to best avoid enemy attack. Pioneers tend towards the use of an axe and knife, both utilitarian weapons that have as much use chopping wood and lengths of rope as they do crushing enemies. While handy in a fight, they are in their element when within allows them to build quick barriers against their enemies, as they can use their skills to even extend the benefits of defenses to their more exposed allies.

Weapon Skill: Axe (D), Hidden (D)**Preferred Stats: Skill, Defense****Starting Weapon: Iron Axe or Iron Dagger****Promotes from: Fighter Trainee****Promotes to: Siege Engineer, Sapper****Skill:****Adaptive Engineering:**

The Pioneer receives +5 EVA and +2 DR while in defensive terrain.

Temporary Fortifications:

The Pioneer may extend the effects of defensive terrain to one adjacent ally as long as the Pioneer is in defensive terrain.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
21	6	0	5	2	3	0	3	10	9	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+3	0	+1	0	+1	0	0	+4	+4	5

Seer:

The power of clairvoyance is something that captivates the minds of man. Whether it is the fear of the unknown, curiosity or sheer boredom, people have long wanted to know the future. Charlatans have made it their business to fake knowing the future, whether it is making prophecies that never come to be, or regaling people with vague fortunes that could be true of just about anyone. The Seer, however, can truly see the future. Whether it is through years of dedicated study of the weaves of fate, or a natural gift, the events of the future are within their grasp.

Just because Seers can see the future, however, does not make their lives easy. They are often mistaken for their scamming cousins, and most people do not believe that their visions are true. To add insult to injury, visions can be very difficult to interpret, and any number of variables can render an already difficult vision impossible to act upon. However, a skilled Seer uses their wits and their clairvoyance in equal measure, knowing when to advise others on their visions and when to stay silent. Some become inspirational figures, leaders whose visions are taken to be evidence of divine favour, others sink into the background, using their visions to help others in their own small way.

Weapon Skill: Performance (D), Staff (D)

Preferred Stats: Skill, Luck

Starting Weapon: Soldier's Drum or Charming Flute

Promotes from: Performer Trainee

Promotes to: Herald, Fortune Teller

Special: Levitation

Skill:**Forecast:**

The Seer can invigorate any 2 adjacent allies within two spaces who have already used their action. The characters can act again. In addition, Performance items used by the Seer can affect up to two adjacent allies; if these items can target allies, they can be applied during invigoration of an ally. This skill overwrites Perform.

Foresight:

The Seer may use up their main action to Predict either for an ally or an enemy within two spaces. A Predicted ally has the threshold for their rolls reduced by 10 for the turn, while a Predicted enemy has the threshold for their rolls increased by 10. Enemies and allies cannot have Predict used on them on consecutive turns.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	2	4	5	7	1	4	5	4	3	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+2	+1	+2	0	+1	0	+1	+1	5

Occultist:

The magical arts are difficult to engage with, and not all people are born with a gift for magic. The power of the divine requires faith, the power of nature requires the knowledge to harness the elements, and the power of the darkness requires the will to harness powers that, though familiar, are apathetic to man. The Occultist, through means divine, eldritch, fell or even mundane, has attained the power of magic and can use magic without the intense study their cousins must engage in to attain such skill. Unlike naturally talented mages or mages born from years of studying the magical arts, the Occultist has attained their power from some other patron, who grants them their powers in exchange for something, such as services or their soul in the afterlife. Some Occultists inherit such a deal from their ancestors, and indeed these deals form the vestiges of magic in some magical families whose scions learn magic in a more conventional way.

These pacts come with the occasional difficulty of controlling the power now vested in the Occultist; for situations when finesse is required, hand-to-hand combat is the Occultist's weapon of choice, other weapons being harder to use in a pinch than one's own hands. In difficult situations, the Occultist is able to beseech their patron for more power, but this comes at a price, for the presence of such powers in a mortal body can be devastating and lethal to both user and enemy.

Weapon Skill: Fist (D), Dark (D)

Preferred Stats: Magic, Strength

Starting Weapon: Flux or Leather Cestus

Promotes from: Martial Trainee

Promotes to: Theurgist, Warlock

Special: Levitation

Skill:

Sacrifice:

The Occultist may sacrifice up to 5 points of their HP to inflict 5 extra points of damage after reduction in the next combat. The Occultist cannot sacrifice enough HP to reduce themselves to 0 HP. Upon promotion, the Occultist can sacrifice up to 10 HP for 10 points of damage. *Sacrifice* only activates on the first attack of the combat.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	3	4	4	2	2	3	4	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+1	0	0	+1	+1	0	+2	+2	5

Jester:

The life of a ruler, whether he be a petty lord of a small fief, or the great emperor of a vast empire, can be difficult; surrounded by yes-men who fill their ears with what they believe their ruler wishes to hear, hard decisions governing the lives of countless people, and facing constant threats from both foreign and national entities, there can sometimes be precious little joy in the life of a ruler. A Jester's role at court is to provide some much needed wit and levity; a Jester makes light of the situation, dares to comment where even other advisors would refuse, and speaks truth to power. Jesters, however, are far shrewder than they initially appear, despite the tomfoolery they engage in.

A Jester often accompanies their lord on difficult expeditions as a voice of both reason and levity. As such, Jesters tend to prefer weapons that are easy to conceal, to allow them to protect themselves from attackers, such as knives, though they prefer whips and their own hands, the former being easy to conceal as "props" and the latter being always present on their person. As such, a Jester can be a surprisingly difficult foe to contend with, being constantly at hand to protect their liege from threats on their lives. It is the wise ruler who listens to the Jester, who understands that under the surface of the fool lies a far cleverer, smarter and deadly wit, and the unwise ruler who makes a fool out of himself assuming otherwise.

Weapon Skill: Whip (D), Fist (D)

Preferred Stats: Skill, Speed

Starting Weapon: Leather Whip or Leather Cestus

Promotes from: Whip Trainee

Promotes to: Harlequin, Jongleur

Skill:

Shuffle:

Jesters may swap spaces with any adjacent ally once per Phase as a free action, with the allied player's agreement if swapping with an ally.

Bewilder:

Jesters gain +15 Eva and +2 DR until their next Phase after using Shuffle.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	4	0	5	5	3	1	6	7	6	6

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+1	0	+2	0	0	0	+2	+3	+3	6

Warden/Wild Druid:

The forests and other wild places lack protectors of their own, guardians who will keep them from being encroached upon by those who would destroy them. The humans who devote themselves to protecting the wild places of the world are called Wardens, or Wild Druids, differentiating themselves from the masters of dark magic. Wardens have more of a magical kinship with Mages, both channeling spirits of nature to use their magic. Where Mages use their magic to conjure fire and thunder, Wardens use theirs to come closer to nature; Wardens use their magic to attune themselves to the wild, taking on the forms of animals and their aspects in defense of the nature. Thusly, the usage of anima magic by Wardens is projected through their fists, though they can use normal tomes in a pinch.

Wardens have the capacity to act as both shield and sword for the wild places of the world, tending to the wild with one hand, and smiting those who would trespass against it with the other. As such, Wardens occasionally find themselves aligned with larger armies, not necessarily because they are aligned with their more synthetic concerns, but because the Warden is best served aligning himself with these armies to prevent further damage to the environment. Some experienced Wardens are even in the service of royalty, as advisors on affairs to deal with the wildlife, though this is rare.

Weapon Skill: Fist (D), Anima (D)

Preferred Stats: Skill, Defense

Starting Weapon: Fire or Leather Cestus

Promotes from: Martial Trainee

Promotes to: Hellion, Watcher

Skill:

Wild Shape:

Wardens may select one Wild Shape bonus at promotion to First Class (or Character Creation). Wild Shape can be activated as a free action, and remains active until either three turns have passed or the Warden reaches 0 HP. Wild Shape cannot be reactivated either while Wild Shape bonuses are still active or for three turns after the bonuses wear off.

- Mighty Claws: +5 MT, +2 AS.
- Predator Sense: +15 Hit/Eva
- Toughened Hide: +5 DR, +3 Dodge.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	4	3	3	1	4	5	4	8	7	6

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+2	0	0	+2	0	+1	+4	+4	5

Cadet:

The leadership of an army relies not just on the leadership of the highest echelons of the army, but leaders on a smaller scale, leaders who can provide orders in the heat of battle to those nowhere near the main commander. As such, much time is devoted to the education of military officers who can operate independently of the main commanders and direct troops to where they're needed. Freshly minted Cadets are often placed in charge of small units of troops, given orders and trusted with leadership of these units; though they are educated in tactics and mock battles, the best way to learn military leadership is through experience. After gaining some experience and getting their feet wet, these Cadets often rise in rank and respect among their fellows, trusted with larger groups of soldiers and with more independent operations.

Weapon Skill: Sword (D), Fist (D)**Preferred Stats: Skill, Defense****Starting Weapon: Slim Sword or Leather Cestus****Promotes from: Sword Trainee****Promotes to: Officer, Commissar****Skill:****Combat Orders:**

The Cadet may select one Skill from the below selection as their Class Skill. They may select one more Combat Order at promotion. Combat Orders can be used as triggers for Personal Skills. The Cadet may also target themselves instead of one adjacent ally with the effects of their Order.

- **Assault Order:** The Cadet may use their action to grant any two adjacent allied units the ability to ignore MOV penalties from terrain.
- **Take Cover:** The Cadet may use up their action to grant any two adjacent allied units +5 EVA and +2 DR while in defensive terrain.
- **Concentrate Fire:** The Cadet may use up their action to increase the healing and damage of any two adjacent allied units by 5 stacking with any relevant Personal Skills.
- **Rapid Fire:** The Cadet may use up their action to increase the number of attacks made by two adjacent allies during combat by 1. This attack is made after the normal exchange of attacks and is not affected by Speed or attack doubling effects.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	2	3	1	6	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	0	+1	0	+1	0	0	+4	+4	5

Conjurer

Some mages specialise in direct offensive magic, using the powers of light and darkness or the very elements themselves to harm their enemies. Some specialise in healing their allies, supporting them, while some specialise in refreshing their allies. Conjurers choose their own path; using trickery and indirect combat, Conjurers enfeeble and weaken their enemies, their fey magicks debilitating their opponents and rendering them vulnerable to assault.

Conjurers are often found on the streets, where proper education in the use of tomes is rare; here, Conjurers can put their talents to good use to evade their pursuers or play tricks on unsuspecting victims. The occasional mage specializes in Conjuring in order to better master the Staff, in order to better bring out its potential. Some military groups also take upon some Conjurers as force multipliers; unlike Priests or their servile cousins, Conjurers are capable of fighting back against attackers, leaving their enemies dazed, nauseous and addled while the Conjurer retreats to safety.

Weapon Skill: 1 Staff subcategory (C), Staff (D)

Preferred Stats: Magic, Skill

Starting Weapon: Heal or Slow

Promotes from: Priest Trainee

Promotes to: Prestidigitator or Mesmerist

Special: Levitation

Skill:

Bewitch:

Conjurers get +30 Hit to using Ailment staves and inflict different amounts of damage upon successful Ailment staff hits. This damage is reduced by RES and does not crit or double, but is boosted by Supports and Skills. Character Skills can activate on this damage. Enemies that resist Ailments still take damage from *Bewitch*. Conjurers can also counter attacks from within the range of their Ailment staff; all other restrictions on *Bewitch's* damage apply.

E Rank: 3+MAG damage, D Rank: 6+MAG damage, C Rank: 9+MAG damage

B Rank: 12+MAG damage, A Rank: 15+MAG damage, S Rank: 18+MAG damage

Frivolity:

After using any staff on the Conjurer's Phase, +15 Eva until the end of the next Phase.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	0	5	4	5	1	8	6	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+2	+1	+1	0	+3	0	+3	+3	5

Warden Knight

The frontline is a dangerous place for healers to be; most tend towards the frail side, often open to those who intend to impede medical treatment for their enemies, as most such healers pack either no weapons or lack protection. The Warden Knight, however, faces no such issues. With a weapon in one hand, a staff in the other and donning a suit of armor, Warden Knights are capable of marching into the front, providing emergency healing to protect wounded allies at the front while shielding their frailer allies.

Warden Knights are often associated with monastic and religious orders; very often, the requisite training to wield weapons, healing magic and the money to afford expensive armor can only be found in prestigious religious orders. However, they are not exclusively associated with these orders; royal armories often field Warden Knights due to being able to afford to train and equip them. Warden Knights are skilled at defensive combat; while protecting their allies, Warden Knights are capable of enduring many attacks, often providing the essential support needed to turn even a flagging fight in their favour.

Weapon Skill: Lance, Axe or Sword (D), Staff (D)

Preferred Stats: Defense, Magic

Starting Weapon: Iron Axe/Lance/Sword or Heal

Promotes from: Soldier Trainee

Promotes to: Champion, Hospitaller

Special: Armored

Skill:

Sheathe Your Sword:

Warden Knights may use an action to *Sheathe* or *Unsheathe*. While *Sheathed*, Warden Knights deal halved damage but heal half of the damage inflicted upon them per attack.

Pegasus Halo:

Healing executed by the Warden Knight grants both the Warden Knight and the target +3 DR to the next combat.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	3	2	3	1	7	5	2	9	8	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+1	0	0	+3	+1	0	+4	+4	5

Geomancer:

Many forms of divination exist, with people desiring to see portents for things to come. Drawing power from the earth itself, Geomancers utilize their magic to detect changes in earth to portend coming changes in the landscape. However, Geomancers have a far more direct application of their communing magic allowing Geomancers can draw magic similarly to their tome-wielding cousins, casting thunderstorms and hurricanes. Geomancers are more common in the countryside; however, militaries may make use of their services, either in their capacity as diviners or in their capacity as mages. Geomancy is also a valid, albeit unconventional, school of study in magical academies.

Weapon Skill: 1 Staff subcategory (C), Staff (D)

Preferred Stats: Magic, Defense

Starting Weapon: Heal or Slow

Promotes from: Priest Trainee

Promotes to: Elementalist or Diviner

Special: Levitation

Skill:

Earth Divination:

The Geomancer may pay HP to use Tomes based on the terrain they are standing in. The Geomancer always has equivalent Proficiency to the maximum accessible Tome level. Geomancers automatically upgrade to the next tier of Tomes at level 5 then at level 15 or upon Promotion. Geomancers may also set the Tome they last used for counterattacks, paying 2 HP per counter.

- Plains/Floor: Fire/Elfire/Arcfire/(Inferno)/(Bolganone)
- Sand/Desert/Walls: Quake/Elquake/Arcquake/(Tremor)/(Fissure)
- Adjacent to River/Adjacent to Ocean/Snow: Wave/Elwave/Arcwave/(Flood)/(Tsunami)
- Forest/Deep Forest/Adjacent to either: Pollenbloom/Ingrain/Vampireroot/(Dry Bramble)/(Rose's Thorns)
- Forts/Thrones/ Inclement Weather: Thunder/Elthunder/Arcthunder/(Storm)/(Thoron)
- Hills/Adjacent to or on Mountain/Pillars: Wind/Elwind/Arcwind/(Frost Nova)/(Tornado)
- Special Terrain: Any of the above

E Tomes cost 3 HP, D Tomes cost 5 HP, and C Tomes cost 8 HP.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
21	0	5	3	2	3	4	6	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	0	+2	+2	0	+1	0	+1	+4	+4	5

Artificer

Mixing the arts of blacksmithing and magic has been the pursuit of many mages throughout the centuries, from the day the first fire mage used a basic fire spell to light a forge. The craft of enchanted weapons has been the pursuit of many who seek to master both arts, combining the durability and sharpness of steel and the versatility of magic. Artificers are those who work tirelessly to research the art of forging enchanted weapons. Wielding magic in one hand and a hammer in the other, Artificers find as much use on the battlefield as they do at the bellows, strength honed from days of working iron combined with the destructive power of a mage.

Artificers are common in high society; literally enchanted crafts are highly prized among the nobility, from magical weapons to enchanted music boxes. Some make humbler livings as traveling blacksmiths, whether attached to bands of adventurers or on their lonesome, providing their services to those who can pay their high prices for their excellent crafts. Armies often employ some Artificers to fortify their arsenals, though the cost of magical materials to enchant weapons often restricts the use of Artificers to those who can afford both the materials and the training necessary to field them.

Weapon Skill: Axe (D), Anima (D)

Preferred Stats: Defense, Magic

Starting Weapon: Fire or Iron Axe

Promotes from: Fighter Trainee

Promotes to: Mechanist, Armorer

Skill:

Enchant Weapon:

Artificers may sacrifice 1 QL from any Anima tome in their inventory to enhance their own weapon or the weapon of an adjacent ally, provided that the targeted weapon is either not a Tome itself or is a magical weapon. If the Artificer boosts themselves, they receive +3 DR on top of whatever bonus they receive. The enchantment lasts until the ally is downed.

Only one Enhancement can be active on one person at a time.

- Fire/Earth: +3 DMG, +5 Hit
- Wind/Water: +10 Hit/Eva
- Thunder/Nature: +5 Critical, +2 AS

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	6	5	3	2	3	4	4	11	10	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+3	+2	0	0	0	+1	+1	+5	+5	5

Artist

One of the chief pursuits of many artists is to emulate the vivacity of living things in stone, paint and wood. The Artist goes above and beyond in this pursuit, using enchanted art; by placing their very soul into the work, the Artist brings to life their pieces of art. Though these images possess power like living beings, they are bound to the Artist by blood; its wounds become the Artist's wounds. Artists are often employed in more mundane capacities around the world, painting likenesses of noblemen or selling their pieces to the highest bidders. Some go to serious lengths for the sake of their art, journeying to the ends of the world. Magical study is intense, and art equally so; at its intersection, the Artist faces either insanity or inspiration.

Weapon Skill: One Staff subcategory (C), Staff (D)

Preferred Stats: Resistance, Magic

Starting Weapon: Heal or Slow

Promotes from: Priest Trainee

Promotes to: Portraitist, Illustrator

Skill:

Droste Image:

The Artist may summon an Imago into an empty adjacent space as their primary action. The Imago's stats are all equal to the Artist's, with the exception of its STR, which is equal to the Artist's MAG, and their MAG, which is always 0. The Imago has no Skills. The Imago can be healed either through itself or through the Artist and protected by effects that protect the target from being reduced beneath 1 HP. The Imago cannot be traded with. The Imago can be dismissed from anywhere on the battlefield as long as its Artist is not downed. The Imago shares its HP with the Artist and disappears if the Artist or itself is reduced to 0 HP; the Artist is downed if the Imago is reduced to 0 HP.

The Imago is automatically equipped with a single weapon that cannot be broken, traded or removed from their inventory. Imagines have equal weapon skill to the highest level weapon available to them.

- Level 1: Leather Cestus
- Level 5: Iron Cestus
- Level 10: Steel Cestus

Artistic Cultivation:

If the Imago and the Artist are within three spaces of each other, both receive +3 DMG/DR.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
21	0	5	4	3	3	5	6	11	10	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	0	+2	+1	0	+1	+2	0	+8	+8	5

Sentry

The most important part when an army enters new territory is reconnaissance; intelligence on enemy movements, the terrain, the weather. Advance scouts are important to establishing footholds on new territory, and often times when they enter new territory with known hostiles, unconventional tactics are necessary when far away from the rest of the army. Sentries are skilled scouts and unconventional attackers. Blitzing enemies with swift, disorientating strikes and retreating into the shadows, Sentries are often the vanguard, weakening up the enemy for the rest of the army to strike.

Sentries are often found in small bands in armies; given their specialized role, Sentries are unlikely to be fielded outside small numbers. Sentries are usually drawn from various groups; skilled hunters, woodsmen familiar with the area, former cutpurses and pickpockets skilled at sneaking around and assassins. Sentries are never drawn from trained soldiers; given the necessities of their duties, Sentries are skilled at unconventional combat, designed to operate without assistance and to pave the way for their allies before retreating back into their ranks.

Weapon Skill: Hidden (D), Fist (D)

Preferred Stats: Skill, Strength

Starting Weapon: Poison Dart or Bolas

Promotes from: Thief Trainee

Promotes to: Ambusher or Interdictor

Special: Lockpick, Vision

Skill:

Alpha Strike:

Sentries have +5 AT if their weapons would inflict Ailments on their targets. Once every three turns, Sentries can activate this skill to inflict all enemy units within a square around their target with the same ailment as their original target after combat.

Swift Redeployment:

After activating *Alpha Strike's* active effect, the Sentry may move again as if using Canto.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	6	0	4	3	4	2	5	9	8	6

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	0	+2	0	+1	0	+1	+5	+5	6

Thespian

The ability to completely subsume oneself in a different role has been the preserve of human culture since the dawn of time. Actors have played various roles in culture, from religious positions to enrapturing the hearts of people on the stage. Thespians are masters of performance on the battlefield, slipping from one mask to another, an assassin one moment and a guardian the next. Thespians are able to fill whatever role is needed of them, slipping into roles like new clothing.

Thespians are everywhere in society, from the very lowest street performances to the beloved actors of one's favorite play. The very skills that make a Thespian versatile, however, also weaken them. Their ability to slip from mask to mask makes them unskilled at any one specific role, however.

Weapon Skill: Performance (D), Hidden (D)

Preferred Stats: Skill, Speed

Starting Weapon: Artemis Song or Iron Knife

Promotes from: Thief Trainee

Promotes to: Mummer or Impressionist

Special: Lockpick

Skill:

Roleplay:

The Thespian may *Roleplay* as any non-Thespian ally within two spaces as a free action. While under the effects of *Roleplay*, the Thespian has access to the Proficiencies and currently equipped weapon of the selected ally as it is at the point of *Roleplay*. *Roleplay* lasts until the Thespian dismisses *Roleplay*, or is downed. The Thespian's Strength is used for all calculations that would use Magic. *Roleplay* can only be used on a specific ally every three turns. The mimicked weapon cannot be traded, stolen or in any way removed from the Thespian's inventory except by *Roleplay* wearing off.

Convincing Performance:

The Thespian can apply Performance buffs to any ally within two spaces while attacking, or Performance debuffs to any enemy in two spaces while attacking. This uses one QL of the Performance item used and does not deactivate *Roleplay*. The Thespian can also use Performance items on up to two targets without attacking.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	6	0	4	3	2	2	5	9	8	6

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	0	+1	0	0	0	+2	+4	+4	6

Investigator

There are those with a natural eye for patterns, a good pair of hands and the wit to use them. Lurking in the dark places, being smarter than they act, showing up where there's been trouble and asking awkward questions, the Investigator is skilled at hunting down human quarry, whether they be criminal scum or the latest fool to have wronged their employer. Investigators excel in finding evidence of their target, analyzing it for the quarry's weaknesses and strengths and using them against their target. Using their fists and whatever handy blunt objects are easily concealed, Investigators are never unarmed.

With their natural savvy for the city narrows and equal natural savvy for the hunt, Investigators find themselves working on both sides of the law, whether to enforce it or to evade it. Many find themselves in between, hunting those who are beyond the law's touch but are subject to bounties with their skills. In armies, Investigators are often used to track down mutineers and deserters, while also being capable fighters themselves when the need arises.

Weapon Skill: Axe (D), Fist (D)

Preferred Stats: Skill, Luck

Starting Weapon: Iron Axe or Leather Cestus

Promotes from: Axe Trainee

Promotes to: Provocateur or Detective

Special: Lockpick

Skill:

Investigate:

The Investigator may use *Investigate* as a free action. *Investigate* grants the Investigator a *Clue*, which can be stacked up to three. Enemies defeated by the Investigator also grant a *Clue*, but only the first enemy defeated on a Phase grants a *Clue*. For every clue gained, the Investigator gains +5 Hit/Eva for a total of +15 Hit/Eva at max.

Cornering Pursuit:

At three stacks of *Clues*, the Investigator may choose to use up all stacked *Clues* to *Pursue* a target within two spaces; while in *Pursuit*, the Investigator +20 Hit/Eva and +3 DMG against that opponent at the cost of being unable to gain more *Clues* until that opponent is defeated.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	3	3	2	6	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	0	+2	0	+1	0	+2	+2	+2	5

Puppeteer

Puppetry is in equal parts fascinating and surreal, with a spectrum ranging from colorful puppets depicting fanciful creatures to stone-faced dolls look like odd facsimiles of humanity. Regardless, puppets are generally used for entertainment, and so it becomes inevitable that some enterprising madman would use them for the purposes of assassination. Enter the Puppeteer, whose skills in puppetry are only matched by their mechanical ability to turn an unassuming puppet into a lethal weapon, from bombs waiting to explode, to more elaborate contraptions. Wielding a legion of puppets, a Puppeteer is never alone.

Puppeteers are generally employed as assassins when the direct approach is unlikely to work, concealing their murderous intent behind the colorful façade of puppets. That is not to say that murder is the only occupation for Puppeteers; many Puppeteers are simply skilled craftsmen taking to the field using their puppets to protect themselves for lack of skill in other topics. Adventurers may employ Puppeteers to assist them in such things such as defusing traps; traps designed to kill people are far less successful in killing mere effigies of wood and metal, and monsters and bandits alike may flee when the unassuming doll they find sets them ablaze.

Weapon Skill: Hidden (D), Staff (D)

Preferred Stats: Skill, Resistance

Starting Weapon: Iron Knife or Slow

Promotes from: Thief Trainee

Promotes to: Ventriloquist, Dollmaker

Special: Lockpick

Skill:

Deploy Puppet:

Puppeteers may spend their main action and 5 HP to deploy a Puppet on any adjacent space. Deployed Puppets have 2 HP and lose 1 HP per hit, but cannot be doubled or critted. Puppets can be moved by the Puppeteer to attack an opponent at 1 Range, which burns up the Puppet and deals (Puppeteer's MAG – Opponent's RES) damage. The Puppeteer may have one Puppet active at once. Puppets have 5 MOV and are affected by terrain modifiers to movement. Puppets can be moved on the turn they are summoned.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	4	5	3	5	2	1	6	7	6	6

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+2	0	0	0	0	+2	+3	+3	6

Kinshi Rider

Kinshi are delicate creatures, elegant in form. Distant relatives of the flightless landstrider, kinshi are rare and generally raised in captivity; in the wild, their flocks are often threatened by griffon predation. As such, most of their flocks are found within civilized areas, as kinshi are prized in some cultures as status symbols. Inevitably, as with all large animals, humans attempted to ride kinshi into the skies like pegasi. While kinshi are lighter in the air than pegasi, this comes at cost to their constitution, and inevitably kinshi are rather fragile against both enemy flying units and arrows. Regardless, some human nations pushed on with their use of Kinshi Riders, some for lack of access to better mounts and some due to the other purposes that Kinshi Riders could be used for.

Due to their swiftness and bright feathers, Kinshi Riders are often used as vanguard troops and flight leaders, allowing them to guide squads of Pegasus, Griffon and Wyvern Riders to their destinations. Indeed, Kinshi Riders are often equipped with horns, drums or flags to allow them to signal their allies, though this comes at the cost of being more vulnerable to enemy attack. Kinshi Riders are thus often seasoned veterans in their own right, allowing them to know when best to avoid attack, when best to begin the charge and when best to sound the retreat. The bright feathers of a kinshi at the height of battle have been seen as a sign of impending victory; Kinshi Riders talented at their job demonstrate why.

Weapon Skill: Sword (D), Performance (D)

Preferred Stats: Skill, Speed

Starting Weapon: Iron Sword or Iron Gunsen

Promotes from: Rider Trainee

Promotes to: Kinshi Flagbearer, Kinshi Master

Special: Kinshi, Canto/Dismount

Skill:

Inspire:

Kinshi Riders may use their Performance items on two adjacent allies or two adjacent enemies. This does not grant the targets extra turns. Kinshi Riders may also apply a Performance item's effect on either an enemy target (if it is a Dance) or an adjacent ally (if it is a Lyric or Instrument) while attacking instead of using their Performance items on two targets.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	3	0	5	5	2	2	6	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	0	+2	+1	0	0	+3	+2	+2	5

Ogre Brave

Deep in the wild places of the world, life is savage and short, full of monsters, bandits and unspeakable terrors. Beyond the scope of civilization, those who make their lives there live an existence in fear of the dark. Ogre Braves are those who dare to fight back. Bearing fearsome visages in their carved masks, Ogre Braves channel sound and music to beat back the darkness and quell the fear within their hearts. Ogre Braves combine music and theatre in their fighting style, their clubs doubling as drumsticks and their loud voices hollering to intimidate their enemies and sing melodic songs. They sweep across the battlefield in a hurricane of violent sound, intimidating their enemies with roars and fearsome strength.

Ogre Braves are rarely found elsewhere outside the frontier; to become an Ogre Brave is to inculcate the essence of the wild within oneself. Ogre Braves generally adventure with those who find themselves in the wild to seek their own fortunes. If an Ogre Brave is to be found in an army, it would be as part of a tributary force from the tribes from which Ogre Braves are often drawn. This is not to say that Ogre Braves, despite their barbaric and uncivilized reputation, are not to be found in civilization; some older Braves might be found in the cities as civilization encroaches upon their lands, seeking to pass down their ways to pupils unsuited for a mere life as bards.

Weapon Skill: Axe (D), Performance (D)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Axe or Iron Mace

Promotes from: Performer Trainee

Promotes to: Ogre Hunter, Ogre Chieftain

Special: Raid

Skill:

Resonate:

The Ogre Brave can invigorate 2 allies who have already used their action as well as affect 2 adjacent units with performance items. This overwrites Perform.

Echoing Blow:

Enemies hit by the Ogre Brave's Performances suffer -10 Evade on top of any other maluses. Allies bolstered by the Ogre's Brave's Performances gain +10 Hit on top of the other bonuses.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	4	2	4	3	4	2	6	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+3	+1	0	+1	+2	0	0	+3	+3	5

Griffon Rider

Tougher than pegasi, but swifter than wyverns, griffons are proud and solitary creatures. Predators of the sky, griffons are rightfully called 'kings of the sky' for their majestic appearance, resembling winged lions with the heads of eagles. Griffons are less durable than wyverns, compensating for their lack of iron-like scales with an unmatched offense, ripping apart prey with their talons and beaks and being able to rival birds of prey in their diving capabilities. Griffons are generally kept away from pegasi due to a natural enmity with horses; this has given rise to stories of griffons eating horses and pegasi, whereas in reality griffons primarily feed on birds and their eggs, and only eat other animals where prey is scarce. Despite this enmity with horses, it inevitably came to pass that humans attempted to tame such creatures for their own combat. Though stubborn and fierce animals, eventually it came that humans had earned their respect and so the Griffon Riders were born.

Griffon Riders are the duelists of the skies and skilled at aerial combat. Griffons are accustomed to hunting within the skies, and so Griffon Riders are capable combatants against other flying opponents. While griffons lack the inherent speed of a pegasus, and do not have the capability to slug it out against a wyvern, a skilled rider understands how to use the griffon's natural capabilities to their fullest to counter these natural disadvantages. A seasoned Griffon Rider is worth their weight in gold to any employer, able to adapt to any situation within the air.

Weapon Skill: 1 Sword/Axe subcategory (C), Sword/Axe (D)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Sword or Iron Blade

Promotes from: Rider Trainee

Promotes to: Griffon Lord, Hippogriff Knight

Special: Griffon, Canto/Dismount

Skill:

King of the Sky:

Against enemy flying units, +3 DMG and +10 Hit during combat.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	4	0	4	2	3	3	3	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	0	+2	0	+1	+1	0	+3	+3	5

Witch/Wizard

Formalised magic is the most type of magic in the world, with countless colleges devoted to magical study. However, not all magic is easily learned from years of study, for the winds of magic are capricious. Before the dawn of literacy, magic was conducted very differently, through ritual and incantation. Many old magicks were cast without the aid of a tome or staff. While Witches and Wizards still take advantage of tomes, their deeper communion with the winds of magic allows them access to powers different to their more well-read comrades, access to dark curses and odd blessings not normally accessible.

These mages are often found living as recluses, pursuing their study on their own and occasionally providing assistance to nearby settlements should they be inclined. Witches are often resistant to employment but where they are employed, an adventuring group might make use of their hexes to supplement their capabilities, while some may employ their services to take advantage of the unfamiliarity of their magicks to those uninitiated in their ways.

Weapon Skill: Dark (D), Staff (D)

Preferred Stats: Magic, Luck

Starting Weapon: Flux or Slow

Promotes from: Dark Trainee

Promotes to: Spiritualist, Channeler

Special: Levitation

Skill:

Jinx:

The Witch/Wizard may use up a QL from a staff in the inventory to add an effect from the staff used up while in combat with a tome:

- Heal: Heals the Witch/Wizard for (MAG/2) HP after combat.
- Ailment: Inflicts the staff's ailment upon the target.
- Buff: Increases the Witch/Wizard's DR by 5 against the weapon category wielded by the target for two turns.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	0	7	4	3	2	4	4	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	+2	+1	+2	0	+2	+1	+2	+2	5

Explorer

Those possessed of an adventuring spirit often find themselves among distant ruins, deep jungles and sandy deserts far away from civilization. With their wits, a handy utility belt and knowledge, Explorers ride into the deep, dark places beyond the civilized world, plunging into forgotten dungeons and carrying with them ancient artifacts that carry unknown power. In a pinch, Explorers even use these relics in combat, fending off bandits with the very artifact they seek to steal.

Explorers are, by their nature, solitary sorts, though some may band together to stretch their resources. Explorers are often hired by all sorts of employers; nobility seeking a lost heirloom or some relic to boost their prestige, adventuring groups who need their expertise in navigating far off lands or even academic institutions, who hire such individuals to recover relics for study and safekeeping.

Weapon Skill: Anima (D), Whip (D)

Preferred Stats: Skill, Luck

Starting Weapon: Fire or Leather Whip

Promotes from: Mage Trainee

Promotes to: Archaeologist or Racketeer

Special: Lockpick, Raid

Skill:

Souvenirs of a Faraway Land:

The Explorer may, at character creation, select a Relic. This Relic can be used as a main action. Relics are considered to have no WT for calculation of AS. Relic usage costs 5 HP per activation and a single combat where the Explorer can counterattack counts as one activation. Weathered Swords can be equipped as if they were a normal weapon for counterattacks and this applies to enemy attacks.

- Old Talisman: (8+MAG) HP to heal an adjacent unit.
- Weathered Sword: 6 MT, range 1, 90 Hit, 0 Crit. The damage of this blade scales off MAG and targets DEF. This sword count as a Sword for WTA purposes.
- Relic Shield: Changes the square beneath the user and all adjacent squares to Hills for 2 turns.
- Faded Manuscript: Changes the damage type of 2 adjacent allies to target the opposite defensive stat to their damage stat for 2 turns.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	3	5	3	3	2	2	5	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+1	+2	+2	0	0	0	+1	+3	+3	5

Demolitionist

Old dungeons and ruins need clearing, and clearing quick. Perhaps there are castles in need of tidying up, or hills that must be leveled. Where a Pioneer won't do, speed is of the essence and collateral damage need not be considered, a Demolitionist is worth employing. Using their magical knowledge, Demolitionists specialise not in taking down people, but buildings. Natural and artificial emplacements alike find no refuge from a sufficiently determined Demolitionist, whether bringing down a castle wall with explosions of fire, or smashing down a wall with a wall of surging water.

Demolitionists are sometimes viewed with apprehension; those with a taste of demolition tend to be those of somewhat mercurial temperament and with such destructive magic at their fingertips, there is a level of reasonableness to such treatment. Armies may employ them in conjunction with Pioneers; Demolitionists to break down the enemy defenses and Pioneers to reinforce their own. Demolitionists find steady work in cities; after all, there is always one more abandoned house to break down, or one more old ship that must be salvaged, and the Demolitionist takes to such tasks with gusto, explosives and tome in hand.

Weapon Skill: 1 Anima subcategory (C), Anima (D)

Preferred Stats: Skill, Magic

Starting Weapon: Fire or Thunder

Promotes from: Anima Trainee

Promotes to: Tinkerer, Bombardier

Special: Levitation, Raid

Skill:

Bulldoze:

When the Demolitionist targets an enemy in defensive terrain, the Demolitionist ignores the enemy's terrain bonuses. Demolitionists also gain +10 Critical against targets with DR bonuses, even terrain-based DR bonuses negated by *Bulldoze*.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	3	5	4	3	2	2	5	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+2	0	+2	0	0	+2	+3	+3	5

Astrologer

Some say that the destinies of others can be told from the stars. To them, the alignment of planets holds the script for tomorrow, and constellations the destinies of man. Astrologers are those who possess knowledge of the stars, who spend their time attempting to glean knowledge. The position of the stars and planets are as essential to an Astrologer as mere magical knowledge; to some, these celestial arrangements grant hidden knowledge. Whatever the case, Astrologers bring their talents to battle, portending their allies' fortune and their enemies' doom.

Astrologers are in relatively high demand; like Seers, they are sought after by those who want to know their fortunes, ranging from the average man to more superstitious royals. Astrologers are hired primarily for their supportive capabilities; in addition to their ability to portend the future, they have less esoteric skills in magic, and the fool who sees an Astrologer as defenseless has yet to see one capable of defending themselves furiously. Some say Astrologers, in desperate situations, can even alter the tides of fate themselves, in order to ensure the downfall of their enemies.

Weapon Skill: Light (D), Anima (D)

Preferred Stats: Skill, Resistance

Starting Weapon: Wave or Prelude

Promotes from: Light Trainee

Promotes to: Stargazer, Astromancer

Special: Levitation

Skill:

Stellar Guidance:

Astrologers may use a free action to portend an *Omen* either for an ally or an enemy within two spaces. Allies take 5 less damage during combat while enemies take 5 more damage during combat. Only two *Omens* can be active at once, one on an ally and one on an enemy. Astrologers cannot portend *Omens* for themselves. *Omens* last until the targeted unit is reduced to 0 HP or the Astrologer switches targets for their *Omen*.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	0	5	5	4	1	4	5	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+2	+2	+2	0	0	0	+2	+2	5

Dromedary Rider

Camels are known as hardy mounts, larger than horses and capable of survival in deserts. In situations such as those, camels are generally preferred; while rarer and more stubborn than horses, camels are far more suited to survival in conditions horses would balk at. The Dromedary Rider was thus born out of necessity; with horses being unable to traverse the desert with ease, camels were used to make the crossing easier. Bearing lances and light clothing, Dromedary Riders were able to escort caravans and armies alike through the thirsty deserts of the world.

Dromedary Riders are fielded by nations with access to camels or with terrain more suited to camels than horses. Dromedary Riders are often hardier and steadier, able to ride along with their mounts for durations that would severely impede a horse. Some nations that do not even need a cadre of Dromedary Riders may even employ them for their ability to unnerve horses, though this can easily be overcome. Where employed, they will generally comprise the front line of an army, similar to their horse-mounted Duke Knight and heavy Cavalier counterparts.

Weapon Skill: 1 Lance subcategory (C), Lance (D)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Lance or Halberd

Promotes from: Rider Trainee

Promotes to: Mameluke, Dune Strider

Special: Camel, Canto/Dismount

Skill:

Hardy Bearing:

If the enemy has any bonuses in combat against the Dromedary Rider, +3 DEF. This includes bonuses derived from terrain, consumable items and skills.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	4	2	4	4	3	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	0	+1	0	+2	+2	0	+3	+3	5

Oniguma Rider

Oniguma are beasts of the deep forest. Resembling some monstrous crossbreed possessing the snarling visage of a wolf and the size and frame of a bear, oniguma often feature in cautionary tales warning children to stay away from the forest, and in many a campfire story told on dark nights to chill the spine of travelers. They are as dangerous as they appear; in forests where oniguma are common, they prey upon anything foolish enough to wander upon their hunting grounds, often only fearing the likes of wyverns and griffons. However, humans being what they are, some foolhardy men decided to, against all logic, capture some oniguma cubs and tame them. Surprisingly, the experiment succeeded and Oniguma Riders now find themselves a staple of some regions, with the mount as deadly as the rider.

Tamed oniguma are tougher than most other beasts of burden, possessing the same predatory instincts and tough hide their wild counterparts hold while also being fiercely loyal to their riders. Their very presence unnerves most other mounts save the fiercest of griffons and hippogriffs, as well as those aware of the reputation of the creatures. Oniguma Riders take full advantage of the properties of their mount, taking up axes and using their mount's unparalleled power within the woods to launch terrifying ambushes from the depths of the forest.

Weapon Skill: 1 Axe subcategory (C), Axe (D)

Preferred Stats: Strength, Skill

Starting Weapon: Iron Axe or Iron Mace

Promotes from: Rider Trainee

Promotes to: Oniguma Marauder, Oniguma Mystic

Special: Oniguma, Canto/Dismount

Skill:

Ogre's Form

Against enemy Mounted units, +3 DMG and +3 DEF.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
22	6	0	3	3	6	1	4	9	8	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	0	0	0	+2	0	0	+4	+4	5

Landstrider Knight

Landstriders are giant flightless birds, distant relatives of the airborne kinshi favored as mounts. Unlike their flying cousins, landstriders have a reputation for being fiercely territorial and violent in protecting their territory. Their kicks and their beaks are capable of ripping open flesh with ease and have even torn open the armor of hapless knights attempting to cull herds of rogue landstriders. Griffons, known bird-eaters, are generally cautious around landstriders as a result. Like with all large animals of a certain size, humans have attempted, with varying levels of success, to tame landstriders to ride upon them; while lighter than horses and far more irritable, landstriders are capable of traversing terrain horses cannot and do so for longer distances while still being able to bear the weight of a human. As such, the Landstrider Knight was born.

Landstrider Knights are often lightly armored; the constitution of a landstrider is such that they could not bear the weight of a heavily-armored knight, unlike horses or oniguma. Landstrider Knights are thus used as scouts and skirmishers, not for sustained combat, often acting to chip away at the defences for a larger mass of Cavaliers to attack, or as bait for Nomads to use to lead their targets. Moreover, Landstrider Knights are able to go where other mounted cavalry cannot, and so are often used to lead small expedition parties through desert or hilly terrain where ordinary troops cannot go. And if one underestimates someone mounted atop a landstrider, that impression is very quickly corrected upon the application of talons as sharp as steel ripping through a hearty oaken shield with ease.

Weapon Skill: 1 Lance subcategory (C), Lance (D)

Preferred Stats: Skill, Strength

Starting Weapon: Iron Lance or Iron Halberd

Promotes from: Rider Trainee

Promotes to: Fleetwing Knight, Fleetwing Raider

Special: Landstrider, Canto/Dismount

Skill:

Unbroken Stride

Difficult terrain has 1 less MOV penalty against Landstrider Knights; Snow and Desert only take 1 MOV away from Landstrider Knights, while Forests can be entered at 3 MOV instead of 4.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	5	0	5	2	2	2	6	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+1	0	+2	+1	0	0	+1	+3	+3	5

Jurist

While fireballs and powerful healing magic are of great importance, lesser known are magical binds and laws, oaths that can kill those who break them and laws that smite transgressors upon being broken. While other mages specialise in using their magic to manifest power openly, Jurists take a more subtle approach. Jurists possess the capability to create magical contracts between themselves and others, trading power for power. A Jurist specializes in being able to manipulate the winds of magic to create such contracts.

Jurists are, rather appropriately, often found in the courtrooms or retained by nobility; the same skills that grant them the ability to create magical contracts apply to navigating mundane ones. Jurists will generally find themselves employed to support among other mages, however, rather than standing alone; given that their power lies in the establishment of contracts rather than direct magical power, Jurists are not well-known as magical powerhouses. Indeed, it is for the reason that Jurists are known to carry a lance, an easier weapon to learn and use than most in case their limited magical power fails them.

Weapon Skill: Anima (D), Lance (D)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Lance or Quake

Promotes from: Lance Trainee

Promotes to: Notary, Adjudicator

Special: Levitation

Skill:

Contract of Exchange:

Jurists may *Exchange* their stats with an adjacent unit's at a 1 for 1 ratio as a free action.

While under the effects of *Exchange*, the units exchanging stats have their battle stats appropriately reduced (i.e. a unit trading 7 Hit for 7 Eva loses 7 Hit but gains 7 Eva).

Exchanges can be canceled as a free action by either unit, at which point both units return to their previous stat totals. Only one *Exchange* can be active at once; if the Jurist initiates another *Exchange*, the existing one is canceled immediately. The following stats can be traded for:

- Hit for Eva and vice versa (capped at 15 Hit/Eva)
- Crit for Dodge and vice versa (capped at 10 Crit/Dodge)
- DR for DMG and vice versa (capped at +5 DMG/DR)

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	4	4	3	2	3	3	5	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+1	+2	+1	0	+1	+2	0	+2	+2	5

Gambler

Gambling is as much a profession to some as a hobby to others. The Gambler is the rare one that combines pleasure with business. Always with an ace in the hole, the Gambler uses a combination of sleight of hand, great luck and a little magic to survive. While no master of upfront combat, the Gambler prefers to use various tricks to ensure that when the dust settles, they come out on top.

The Gambler, by nature, is a drifter. Traveling from town to town, living their lives off high rolls and outwitting their opponents, the Gambler lives on a knife's edge, living for the next big gain. While the Gambler could, in theory, make a steady living in peace, in some quiet corner of the world, their very nature discounts such a boring living; the Gambler seeks nothing less than the next high.

Weapon Skill: Hidden (D), Light (D)

Preferred Stats: Skill, Luck

Starting Weapon: Iron Knife or Prelude

Promotes from: Thief Trainee

Promotes to: Hustler or Con Artist

Special: Levitation, Lockpick, Vision

Skill:

Wild Card:

The Gambler has an innate +5 bonus to activating activated Character Skills and critical hits. Allies adjacent to the Gambler gain the same bonus to Character Skills, but not critical hits.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	3	4	5	5	1	1	6	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+2	0	+2	0	0	0	+3	+3	5

Cantor

It is an old saying that “sticks and stones may break my bones but words cannot hurt me”. The Cantor, however, takes this as a challenge. By studying certain ancient spells and the language of the world itself, the Cantor may quite literally break a man’s bones with mere words, or protect an ally with the same, using oration and rhetoric in combination with magic to take to the battlefield. As much orator as warrior, the Cantor’s way with words is inextricably linked with their magical talent.

Cantors, unlike the average mage, will generally be just as likely to have been a poet, or a storyteller as a formal mage; the demands of using Cantor magic requires skill with words that most mages do not see fit to cultivate. As such, Cantors are actually equally likely to be found among a theatre troupe as a formal academy, and will just be as likely to be educating others in the art of elegant speech as they are to be teaching magic.

Weapon Skill: Light (D), Staff (D)

Preferred Stats: Skill, Resistance

Starting Weapon: Heal or Blessed Iron

Promotes from: Light Trainee

Promotes to: Orator, Rhetorician

Special: Levitation

Skill:

Word of Power:

As a free action, Cantors can invoke the language of the world itself, sacrificing up to a maximum of 15 HP for a boost of 1 in any character stat bar HP, either for themselves or an ally within two spaces a ratio of 5 HP for 1 stat point for a maximum of 3 stat points. This boost is temporary, with one stat point disappearing for every turn that passes until the ally’s stats return to normal. *Word of Power* can boost stats beyond their cap. *Word of Power* can also target an enemy within two spaces to reduce their stats, with the enemy regaining 1 point per turn.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	0	5	5	5	2	4	5	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+2	+3	0	0	+2	0	+2	+2	5

Spy

Since time immemorial, reconnaissance on the enemy has been a goal of armies, by any means necessary. The Spy is a valuable tool in any strategist's arsenal, due to their skills in gathering intelligence. Whether it is through dangerous missions deep into enemy territory in daring raids, or more low-key efforts of gathering information from the loose-lipped, the Spy is talented at picking up information on their opponents and delivering it to their allies, revealing their weaknesses for exploitation.

The Spy is more likely to be found in a military setting, used by armies to gather the information they need on important targets; however, various organisations from the criminal to the heroic may make use of them. After all, knowledge is power, and the Spy, with all their talents in gathering it, may hold power themselves.

Weapon Skill: Bow (D), Hidden (D)

Preferred Stats: Skill, Luck

Starting Weapon: Iron Dagger or Iron Bow

Promotes from: Archer Trainee

Promotes to: Monitor, Infiltrator

Special: Lockpick, Vision

Skill:

Espionage:

At the beginning of the Spy's Phase, the Spy may choose to mark a single target within two spaces to *Monitor*. When the Spy or their allies enters combat against *Monitored* enemies, they gain +10 Hit and +10 Critical. The effects of *Espionage* last until either the Spy changes targets or the *Monitored* target is defeated. The *Spy* may change targets every Phase.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	4	0	5	3	4	2	6	7	6	6

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+1	0	+2	0	+1	0	+2	+3	+3	6

Instructor

Even the greatest heroes require someone to teach them to fight. The Instructor represents such a person. Though they themselves never usually take the battlefield, they are content with providing advice and training to those that do, serving from behind even if this means avoiding the glory. After all, a good teacher takes glory not in winning the day, but by seeing their students blossom into great fighters.

The Instructor might be found in various settings; as the stern instructor of a cadre of would-be officers, having to whip formerly privileged children into skilled military officers, or as the kindly instructor to a rag-tag bunch of misfits, seeking to nurture them into the best versions of themselves. Whatever the case, the Instructor will be there, the teacher, the master and the role model, preparing to pass on their knowledge to those best suited to use it.

Weapon Skill: Sword (D), Whip (D)

Preferred Stats: Skill, Defense

Starting Weapon: Leather Whip or Iron Rapier

Promotes from: Whip Trainee

Promotes to: Sergeant or Tutor

Skill:

Instruct:

The Instructor, at character creation, selects one type from the options below. All allies of the type covered by each specialty within two spaces gain a buff, which the Instructor can double for one turn by sacrificing their main action; allies affected by doubled buffs carry the buffs even outside the Instructor's radius. The Instructor does not benefit from *Instruct* even if they are currently covered by the buffs. Buffs are rounded down.

- *Knightly Instructor*: All mounted allies gain +2.5 DR, +5 Hit.
- *Magic Instructor*: All units with Tome, Performance or Staff proficiencies gain +5 Hit, +5 Eva.
- *Combat Instructor*: All units with Sword, Lance or Axe proficiencies gain +2.5 DMG, +5 Hit.
- *Brawler Instructor*: All units with Hidden, Fist or Whip proficiencies gain +2.5 DMG, +5 Crit.
- *Artillery Instructor*: All units with Bow or Gun* proficiencies gain +5 Crit, +2.5 DR.

*If the Gun supplement is being used.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	5	0	5	3	5	0	4	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	0	+3	0	+2	0	+1	+3	+3	5

Gladiator

Since time immemorial, combat has enraptured the minds of people, to the point that people have sought to use it as part of their narratives, to tell a story with it in its own right. The Gladiator and their allies are, in that way, masters of theatrical combat; living off the reactions of the audience, presenting larger than life personalities, whether presenting themselves as legendary heroes or dastardly, sneaky villains. The combat they participate in is almost a mixture of acting, actual fighting and feats of gymnastics as they do everything in their power to make a fake fight seem realer than reality itself.

Those who realize that their combat is mostly fake, however, and confront Gladiators on this knowledge will often find themselves on the wrong end of a chokeslam; Gladiators are physically very fit and agile, due to the demands of making it look as if they hurt their opponents without actually hurting them. For this reason, a Gladiator is often also the muscle for a theatre troupe, being often the strongest and largest of the group.

Weapon Skill: Fist (D), Axe (D)

Preferred Stats: Strength, Skill

Starting Weapon: Iron Cestus or Iron Axe

Promotes from: Martial Trainee

Promotes to: Ace or Nemesis

Skill:

Strike Up the Heat:

Gladiators have access to the *Approval* resource. The Gladiator gains *Approval* upon every successful kill or critical hit and lose it if they are downed or if enemies land critical hits on them, up to a maximum of 5 *Approval*. If downed, the Gladiator loses all of their *Approval* stacks. For every point of *Approval*, the Gladiator and allies adjacent gain +1 Hit and +1 Eva, and the Gladiator gains +1 DMG. At max *Approval*, the Hit/Eva bonuses are doubled. Every turn, the Gladiator loses one stack of *Approval*.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	6	0	4	2	3	1	4	9	8	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	0	+1	0	0	0	+2	+5	+5	5

Merchant

Gold is power, so states an ancient saying. The Merchant is the embodiment of that very statement. Seeking to make a profit anywhere, anytime, the Merchant is intrepid, seeking profit anywhere they can. Selling anything from knick-knacks to weapons to valuable antiques, the wise Merchant lives and dies by the market's demand. This is not to say that a Merchant should ever be underestimated, however; gold is power, and a Merchant would rather die than be parted from their hard-earned gold.

As such, the Merchant can be found almost anywhere money is to be made. The middle of the battlefield, a bustling marketplace, even a cold outpost trading valuable ores; where profit is to be made, the Merchant is never far behind, often with a basket full of the relevant merchandise, and an eye for the best deals – for them, of course, though the best merchants learn not to anger their clientele with cheating and swindling.

Weapon Skill: Lance (D), Bow (D)

Preferred Stats: Skill, Luck

Starting Weapon: Iron Lance or Iron Bow

Promotes from: Archer Trainee

Promotes to: Great Merchant or Magnate

Skill:

Profiteer:

Merchants generate Gold Bars, up to a maximum of five, in a separate inventory slot used only for Gold Bars. Gold Bars are generated either every turn after a (SKL+LCK)% check or after the Merchant defeats an enemy, generating 1 per turn and 1 per enemy defeated. Any remaining Gold Bars in the inventory at the end of battle are converted to actual gold, at a rate of 200g per Gold Bar.

Aurum Potestas Est

Gold Bars can be consumed as a free action for +2 Hit and +1 DMG, with each traded Gold Bar increasing the bonus up to a maximum of +10 Hit and +5 DMG. This applies to the next combat.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	5	0	4	5	3	1	5	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	0	0	+2	0	0	0	+4	+4	5

Inventor

The spirit of humanity is innovation, and the Inventor, more than anything, emphasises this. With their wondrous contraptions of wood, gears and cogs, the Inventor's devices are often seen as small toys or curiosities, akin to a Puppeteer's toys. However, a skilled Inventor can scale up, and the principles governing their contraptions are just as useful in engines of war as they are for small toys; the large weapons carried by an Inventor are just as much for disassembling their engines as they are for self-defense.

As such, an Inventor is of interest for most groups; a skilled thinker and crafter finds jobs anywhere their talents are respected, from armies wanting siege engines to theatre troupes seeking to spice up their performances with wire rigs and fanciful spotlights. Some even find work in adventuring groups, dismantling ancient traps or coming up with gadgets to fight with.

Weapon Skill: Bow (D), Axe (D)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Bow or Iron Axe

Promotes from: Bow Trainee

Promotes to: Technician, Machinist

Skill:

The Clockworks:

Inventors may place up to two Turrets within two spaces which have their own action and may attack when placed. Turrets have 2 HP and lose 1 HP per hit, but cannot be doubled or critted; however, characters with *Raid* or *Sack* will instantly destroy one. Turrets have a range of 3 and do not move from their location. Turrets have a 'weapon' with 90 Hit and 4+(Inventor's SKL/2) MT and cannot double or crit. Turrets hit for the target's RES. Turrets may retaliate when attacked. When placing down more Turrets than the limit, the oldest Turret is the first removed. The Inventor may only place one Turret per Phase unless Performed.

Inventors may load a Turret with different effects:

- Poison Arrow: Turrets inflict Poison for two turns.
- Sparkling Shot: Turrets inflict -10 Hit for two turns.
- Steel Darts: Turrets ignore 3 points of the enemy's RES.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	3	0	5	2	5	0	4	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+1	0	+2	0	+2	0	0	+3	+3	5

Shinobi

To distinguish a Shinobi from similar units, such as a Spy or a Thief, is mostly unnecessary. A Shinobi serves much the same roles; they act as spies and saboteurs, sneaking into an enemy's territory to discover gaps in their defenses, create weaknesses and even set fires to destroy their fortifications. However, what differentiates a Shinobi from, say, a Spy is the near-mysticism that surrounds the reputations of Shinobi; they are reputed to be capable of almost supernatural feats of assassination and movement. Those who have adopted the art of Shinobi have elected to contribute to the myths, using magic to supplement their talents; using Water or Earth to conceal themselves, Fire for sabotage, and Wind for a quick getaway, almost as if they were never there at all.

Weapon Skill: Hidden (D), Anima (D)

Preferred Stats: Skill, Resistance

Starting Weapon: Iron Knife or Fire

Promotes from: Thief Trainee

Promotes to: Jonin or Kisho

Special: Lockpick, Vision, Raid

Skill:

Snake Venom:

After battle with a Shinobi, the opponent loses a further STR or MAG (dependent on the user's weapon)/2-enemy CON HP. This skill cannot kill the target and always does 1 damage unless the enemy is immune to *Snake Venom*. Enemies immune to poison and other negative statuses do not have *Snake Venom* activate on them. *Snake Venom* only activates on a combat initiated by a Shinobi and only once per Phase.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	4	4	5	3	1	1	5	7	6	6

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+1	+2	0	0	0	+2	+3	+3	6

Mortician

Death is inevitable for most beings, save possibly for the wisest and smartest Alchemists who have succeeded their search for the Philosopher's Stone. It is inevitable then that industries have arisen around the business of handling the affairs of the recently deceased. Morticians are those that handle the dead. The majority of their business involves more mundane affairs; preparing bodies for burial, embalming and the like. For most of their working life, a Mortician will generally be carrying out such ordinary tasks.

However, in a world where the spirits of the recently deceased can remain and linger, the job of a Mortician is far more exciting. The souls of those that have passed can linger in areas, forcing the Mortician to engage them, soothing their souls and passing them onto the afterlife. As such, their skillset involves magic and even some combat, as they act to placate or banish the souls of the dead, helping both the living and the dead to move on. Such skills, of course, are equally effective on the living.

Weapon Skill: Lance (D), Anima (D)

Preferred Stats: Skill, Resistance

Starting Weapon: Iron Lance or Fire

Promotes from: Lance Trainee

Promotes to: Attendant, Medium

Special: Levitation

Skill:

Guide to Afterlife:

Allies within two spaces under 50% HP gain +3 DR. Enemies within two spaces under 50% HP take 3 extra damage.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	4	3	4	3	4	4	4	9	8	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+2	0	0	0	0	+1	+4	+4	5

Ranger Knight

For some tasks, such as taking down giant monsters, or defending positions, armored warriors are necessary. The natural weapons of monsters can cleave through all but the heaviest armors, and lightly armored soldiers can all to masses of soldiers. Some things, of course, such as dragons and the like, are out of the range of close-range weapons. The Ranger Knight is the result of natural developments in this area.

Wearing heavy armor and carrying large bows, Ranger Knights specialise in acting as mobile, but heavy artillery, able to move between positions and secure them. Only the largest candidates are usually chosen to be Ranger Knights; the bows given to them are usually strung harder, to allow them to punch through armor, scales and other tough, protective barriers.

Weapon Skill: Bow (D), Sword (D)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Crossbow or Iron Blade

Promotes from: Archer Trainee

Promotes to: Ballistician, Arbalester

Skill:

Pavisade Tactics:

If the Ranger Knight is within defensive terrain, +10 Hit and +3 DMG. This skill also activates if the Ranger Knight has not moved during their turn.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	1	7	1	4	9	8	4

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	0	+1	0	+2	0	+1	+5	+5	4

Hospitalist

The discipline of medicine has often been the preserve of Clerics and Sisters. While religious institutions have thus far been the main providers of medical assistance, secular interests have given rise to medicine independent of the clergy. Hospitalists are trainee medical practitioners. While decently skilled at healing magic, Hospitalists specialise more in mundane forms of healing, such as the creation of medicines, surgical interventions and the creation of prosthetics.

As such, it is rare for a Hospitalist to be skilled at other forms of magic outside of healing. Hospitalists often go out into the world after a period of training, acting as journeymen healers to learn their trade, or practicing somewhere outside of their institutions, so that they may learn more about their trade and eventually specialise into something else.

Weapon Skill: Staff (D), Hidden (D)

Preferred Stats: Skill, Strength

Starting Weapon: Heal or Iron Dagger

Promotes from: Priest Trainee

Promotes to: Physician, Surgeon

Skill:

Triage:

Towards allies under 50% HP, +3 HP healed. This increases to +5 HP under 25% HP. *Triage* does not activate on fallen allies. Furthermore, Hospitalists may use a consumable item as a free action.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	3	4	5	1	2	1	4	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+1	+1	0	0	0	0	+3	+3	5

~Promoted Classes~

Ruffian:

Rough, fierce and seasoned fighters, Ruffians are at home in the criminal underworld where Thieves and Assassins gather. Where Brawlers engage in mere bar fights and underground fight clubs, Ruffians dive fully into the criminal life for various reasons; for bloodlust, for women or for honor. The Ruffian has mastered both fist and knife in battle; the fist to show their strength, the knife as insurance when the fist fails to serve them. However, a Ruffian will use whatever weapon they can find in practice, whether it be a bar stool or a spare bottle of beer, to gain an advantage on an enemy; chivalry is dead in the world of the Ruffian.

Ruffians, whatever their reason for entering the life, retain their dogged toughness and refusal to surrender to their enemy. Life is dangerous when there are few a Ruffian can trust, and so the Ruffian fights to survive, powering through even deadly wounds through sheer grit and even a little spite. Of course, even in the deepest darkness, one can still live like a dragon, and Ruffians are as liable to be paragons of morality as they are to be hedonistic thugs or murderous thugs. What binds Ruffians together is not morality, but a shared sense of grit and determination, the inability to give up in the face of overwhelming odds. However, those who walk the path of the Ruffian must be careful; there are no knock-outs in the life of a criminal.

Weapon Skill: 1 Fist subcategory (A), 1 Hidden subcategory (A), Fist (C), Hidden (C) or 1 Fist subcategory (A), 1 Axe subcategory (A), Fist (C), Axe (C)

Preferred Stats: HP, Strength

Promotes from: Brawler

Promotion Item: Ocean Seal

Special: Vision, Lockpick, Sack

Skill:

Bloody-Minded Determination:

For every 10 HP below Maximum, the Ruffian gains +2 DR and +2 DMG.

Like a Dragon

Once per battle, the Ruffian may survive one hit that would normally be fatal, leaving them at 1 HP, separate from and triggering before the Miracle skill and any other effects that would allow them to survive lethal damage.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+3	0	+1	0	+2	+1	0	+4	+4	6

Pugilist:

Where their Ruffian cousins descended into the chaos they merely explored the shallows of, the Pugilist rose from their humble origins to achieve greatness in the arena of combat. Combining grace and power into their fighting style, a Pugilist eschews the use of other weapons to focus solely on their pure physical gifts. Pugilists come in different shapes and sizes; some large, strong and charging through whatever blow the enemy may inflict upon them, some small, weak and lithe, ever the underdog and relying on their swiftness and speed to win the day.

Though the Pugilist may have honed their fists, Pugilists are by no means one-dimensional; the arts of grappling and wrestling still remain open to them, and an experienced Pugilist can not only punch, but understands how to fight on unfair ground. A skilled Pugilist is a fearsome opponent even for any armed opponent, as their fists dart into vital spots as fast as arrows and their fast feet allow them to evade the fall of a blade where their head was a moment before.

Weapon Skill: 1 Fist subcategory (S), Fist (B)

Preferred Stats: Strength, Speed

Promotes from: Brawler

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Jolt Counter:

In lieu of attacking, a Pugilist may prepare Jolt Counter instead, sacrificing their action for the turn. On the first enemy to initiate an attack on the Pugilist, the Pugilist will strike first with +10 Crit but -10 Hit. Jolt Counter only activates once per Phase. The normal follow-up effect on Fists does not activate on a Jolt Counter. Jolt Counter can only be activated on the last action taken that turn; if the Pugilist regains movement, either from Perform or any other method, Jolt Counter is cancelled unless reactivated. Jolt Counter's Critical chance stacks with Underdog boosts.

Boxer's Roll:

If initiating an attack on an enemy with lower AS than the Pugilist, +15 Hit. Boxer's Roll does not trigger on Jolt Counter attacks.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+4	0	+2	0	0	0	+2	+4	+4	6

Artisan:

The road to greatness in martial arts is a long, tiring one, but one pursued as much for the sake of the art as it is for the sake of self-protection. The Artisan has mastered their weapon of choice, perfecting every combat form they can and even inventing some of their own. Artisans are the artists of combat; beauty is to be found in motion, even in the deadly dance that Artisans participate in. The dance of blades is their home territory, and Artisans revel in it. Indeed, Artisans participate in tests of skill against one another, practicing techniques and combat forms against one another and using their experiences to further hone their technique, the resulting dances resembling as much elaborate performances as they do duels.

Years of study have honed the Artisan's talent in a single weapon. What they lack in skill to the greatest swordsmen or the greatest archers, they make up for in understanding of the very weapons they wield. A Swordmaster understands how best to swing a sword in such a way as to out-speed an opponent, but lacks power; an Artisan lacks his equal's speed, but understands how to bring the sword's greatest potential out through movement and technique. Weaponry, to the Artisan, is their paintbrush, their chisel and their pencil, with which to weave a beautiful, but lethal, piece of art on the battlefield, and an Artisan outfights all but the most skilled masters of their discipline.

Weapon Skill: Subcategory from Disciple (A), Category from Disciple (C)

Preferred Stats: Strength, Skill

Promotes from: Disciple

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Realised Potential:

Meditation now grants +3 AS on top of the +10 Hit/Crit bonus.

Perfection of Technique:

When fighting opponents of equal or lesser Proficiency rank in their chosen Subcategory, Artisans gain Weapon Triangle Advantage. The opponent must have the same Proficiencies in either their Subcategory or the larger Category that Subcategory belongs to as the Artisan for *Perfection of Technique* to activate.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	0	+2	+2	0	0	+2	+3	+3	6

Savant:

The mythical 'peak' of martial arts, the Savant has ascended even beyond their fellow Artisans. Like a Sage masters magic, a Savant masters weapons, studying the perfect forms and perfect techniques to wield them. Where a Bounty Hunter bluffs their way through wielding many weapons, a Savant genuinely understands all the weapons they wield, and does so with finesse. The old saying, to fear a man who has practiced one kick a thousand times over one who has practiced a thousand kicks once, applies not to the Savant, who has practiced a hundred kicks a hundred times.

Even at the peak of skill, there is always ever higher to reach. Some Savants may rest on their laurels, while others may never truly be satisfied in their pursuit, for the true master is the eternal student. Savants may be relatively young, having achieved moments of tranquil inspiration, or be old and white-haired, having devoted their whole lives to the art of learning the art of war. Savants are experts in battle, and some may even devote their lives to educating others who have yet to achieve the same peak they have; many a tactician or aspiring Novice has read the writing of a Savant for inspiration, for whom war is as much philosophy as it is strategy.

Weapon Skill: Sword (C), Lance (C), Axe (C), Hidden (C), Bow (C), Fist (C), Whip (C)

Preferred Stats: Skill, Speed

Promotes from: Disciple

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Perfection of Knowledge:

When entering combat with Weapon Triangle Disadvantage, neither combatant gets penalties or bonuses. When entering combat with Weapon Triangle Advantage, the Savant gains doubled bonuses.

Lead by Example:

When the Savant makes a successful hit on a target, allied units gain +15 Hit/Evade and +2 DMG in combat against that target until the end of the Phase.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	0	+2	+2	+1	0	+3	+3	+3	6

Slayer:

Masters of the whip, Slayers are skilled hunters of those who walk in the night. Honing their skill in the infamously difficult art of whip-fighting, Slayers convert the whip into a sword that strikes at unpredictable angles. They are the other side of the coin to their Crusader cousins; Crusaders are noble figures, protectors who believe in valor, where Slayers are feared figures, punishers and accusers who smite the wicked. To their enemies, the whip regains its use as a tool of punishment, to smite the wicked and crush the enemy.

Slayers are often intense in bearing, a side-effect both of their crusade against evil and the focus necessary to strike an opponent with a whip accurately and consistently. Slayers take their focus to the next level; where Flagellants increase the power of their strikes against dark magic, Slayers can use their focus and wield it like a sword in and of itself, taking the old adage of iron will to its logical extreme. Slayers must take care to be able to understand when the darkness no longer must be crushed, however, and may even need to confront it as a grudging ally, when greater foes come to the fore.

Weapon Skill: 1 Whip subcategory (S), Whip (B)

Preferred Skills: Strength, Skill

Promotes from: Flagellant

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Punishment:

If an opponent successfully damages the Slayer in combat, the Slayer gains +10 Hit and +10 Critical against this opponent. Punishment only activates on the first opponent who successfully damages the Slayer in combat; if this opponent is reduced to 0 HP, the next opponent to successfully damage the Slayer in combat is marked for Punishment. In addition, Slayers gain +3 DMG and +10 Hit against Monsters and Undead.

Bane of the Darkness:

+3 DR against Monsters, Undead and Dark Magic.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	0	+2	+0	0	+2	+0	+4	+4	6

Venator:

Venators walk the thin line between darkness and the light. The same focus that gained them such skill with the whip has allowed them to tame the darkness and also granted them a perspective on life that approaches serenity. This serenity aids their cause; Venators understand that those who crawl at the edge of society may see that which those in the light above do not, and so befriend those at the fringe to better fight the monsters that endanger all others; the criminals, the outcasts and the wanderers. Their ability to fight with the same weapons such people fight with is a testament to their alliance with such figures.

Where a Shadow Sword is feared for their intimidating presence, a Venator is welcomed despite treading in the darkness where others would shy away. If the Slayer is the adversary of evil to the Crusader's hero of the light, the Venator is the devil's advocate, making friends where the Shadow Sword finds dragons to slay. However, the fool who believes the Venator is any less focused than their ideological allies will be swiftly reminded of one thing; the serenity possessed by Venators emerges from not from laziness, but from an iron will unrivalled.

Weapon Skill: 1 Whip subcategory (B), 1 Dark subcategory (B), 1 Hidden Subcategory (B), Whip (C), Dark (C), Hidden (C)

Preferred Skills: Magic, Skill

Promotes from: Flagellant

Promotion Item: Fell Contract

Skill:

Tame the Chaos:

When facing Dark Magic, the Venator has Weapon Triangle Advantage no matter what weapon they are wielding and the enemy has Weapon Triangle Disadvantage. Against Monsters, Undead, and enemies affected by Tame the Chaos, +3 DMG and +10 Hit in addition to other bonuses.

Shadow Dance:

In terrain that grants EVA bonuses, Venators gain +10 Critical.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+2	0	0	0	+2	+1	+4	+4	6

Polymath:

There are those that believe that the Philosopher's Stone is not a substance, but embodies a set of skills; the man who can transmute lead to gold, craft brews that extend life and create poisons lethal enough to kill a man with a single drop has no need for the Stone. The Polymath, to that end, seeks to learn all fields of human knowledge to finally attain the Stone. The Polymath has even learned some skill with an axe; axes, being utilitarian tools, are useful for various purposes, from hacking limbs to cutting samples from herbs to emergency amputations.

Of course, the Polymath has not forgotten their origins; in the course of their studies, they have further honed their alchemical knowledge and combined it with their knowledge of other fields. It is said that the greatest Polymaths have achieved such things such as the creation of working, alchemical prosthetic limbs, or even the creation of artificial life. The truth of such claims is often dubious, but it has not stopped Polymaths from trying to make them true, all in pursuit of the Great Work.

Weapon Skill: One Anima subcategory (A), One Axe subcategory (A), Anima (C), Axe (C)

Preferred Stats: Skill, Magic

Promotes from: Alchemist

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Mastery of Transmutation:

As a free action and at the cost of 10 HP, Polymaths can use Transmutation, allowing them to:

- If they have an open inventory slot, create a Vulnerary at 3/3 QL
- Upgrade a full Vulnerary to a full Concoction or a full Tonic to a full Panacea
- Refill any healing or buffing item entirely (as long as they are not Herbs or Elixirs)

Transmutation cannot be executed in the same turn as Amplify or the free healing action provided by *Power of Alchemy*.

Thaumaturgical Expertise:

The Polymath can use any Tome or Staff not exclusive to another class, including those outside their class skills. They can use any E Rank weapon without penalty, but suffer a +1 WT penalty on the tome for each Rank above proficiency. Polymaths can use Staves up to B-rank proficiency. Magical weapons can also be wielded using *Thaumaturgical Expertise*.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+3	+2	0	+1	+1	0	+3	+3	6

Hermeticist:

There are many avenues into the path of alchemy. Polymaths explore the mechanics of the material world, and expand their knowledge of the fields of human knowledge in the service of achieving the Great Work. A Hermeticist, however, focuses on researching into the more esoteric, mystical side of reality, in an attempt to find the path to the Great Work. Gods, spirits and ancestral spirits are the realm of other mages; Hermeticists instead focus on the building blocks of reality, from the base elements to ideas about the primordial ooze that formed reality.

Hermeticists, however, are still alchemists through and through. Where Polymaths use their newly gained knowledge of medicine and biology to more easily brew healing tonics, Hermeticists wield mysticism and alchemy in tandem. Potions and poisons they create are permeated by magic, and their magic can be conveyed through potioncraft. Through better understanding of alchemy and mysticism, Hermeticists draw closer to the Philosopher's Stone- or so they believe.

Weapon Skill: One Anima subcategory (A), one Hidden subcategory (A), Anima (C), Hidden (C)

Preferred Stats: Magic, Resistance

Promotes from: Alchemist

Promotion Item: Fell Contract

Special: Levitation

Skill:

Mastery of Alchemy:

Hermeticists have infinite inventory space for healing items separate from their regular inventory, but must take an action to swap out items between inventories. In addition, Hermeticists gain additional buffs to *Amplify*:

- Herbs, Vulneraries and Concoctions grant an additional +2 DR/DMG to the healed ally until their next Phase.
- Tonic, Potions and Panaceas grant +5 Hit/Eva/Crit to the healed ally until their next Phase.
- Buffing items now heal (10 + ½ MAG) when used by Hermeticists.

Overdose:

Hermeticists may, as a free action and at the cost of 1 QL from a healing item, cause their attacks to inflict an Overdose. Any attack made until their next Phase inflicts Poison for three turns. Overdose stacks with Venom Vials and any effects that damage the enemy after battle.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+1	+2	0	0	+2	0	+3	+3	6

Gamekeeper:

Gamekeepers are skilled officers who maintain the menageries of any royal estate, whether it is the stables of horses, pegasi and wyverns that are the noble steeds of kings, or the kennels and aviaries that keep the hunting animals. With experience in caring for animals as Tamers, Gamekeepers are specialists in maintaining animal welfare in their estates. Officers like this are indispensable to any army that hopes to use animals, for their skill with animals as well as being general support; even the most fearsome wyvern requires food, and the most agile pegasus needs bedding and somewhere to rest their wings.

Gamekeepers specialize in medicine and animal handling more than their Beastmaster cousins. Though they can somewhat aid their compatriots with nothing to do with animals, Gamekeepers are at their element when treating the wounds of animals such as horses and dogs, and are far more skilled with treating animals than they are humans. Gamekeepers also possess heightened empathy for animals like their Beastmaster cousins, and possess a natural gift for comforting animals in dangerous situations; a useful gift, for animals are smarter than people give them credit for, and can often panic with fatal consequences for their handlers.

Weapon Skill: 1 Whip Subcategory (B), 1 Bow Subcategory (B), 1 Hidden Subcategory (B), Whip (C), Bow (C), Hidden (C)

Preferred Stats: Skill, Defense

Promotes from: Tamer

Promotion Item: Orion's Bolt

Skill:

Mastery of Taming:

The effects of *Man's Best Friend* are amplified:

- Hound: *Blood in the Air*: When initiating combat on a damaged enemy, +6 DMG instead of +3 and gain +15 Hit against this opponent.
- Raptor: *No Escape*: When initiating combat on a damaged opponent, enemy has -15 Hit/Eva against the Gamekeeper.

Veterinary Care:

Allied Mounted and Beast* allies, as well as allies of the Tamer class line within 3 spaces of the Gamekeeper gain +3 DR and +3 DMG.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	0	+2	0	0	0	+2	+4	+4	6

Beastmaster:

According to those in the know, there are three animals worth using for the hunt; the horse for transport, the hound for tracking the quarry and the bird of prey to bring it home. It is for this reason that Beastmasters are so aptly named. Masters of the hunt, Beastmasters are at home at the front of the hunt, leading it with their faithful companions. Beastmasters possess all the tools they need to take their quarry down; the weapons at their belt and their animal companions capable of slipping through most obstacles.

As skilled deerstalkers, Beastmasters pack all the tools a hunter needs; a bow to take their prey from afar and a whip to strike at tenacious prey close up where necessary. A foolish Beastmaster who abuses his companions can often disappear on failed hunts, never to be seen again, having been abandoned by their animals and left to the elements. The most talented ones are capable of commanding their pets like extensions of their own will, in sync and understanding of their needs.

Weapon Skill: One Bow subcategory (A), one Whip subcategory (A), Bow (C), Whip (C)

Preferred Stats: Strength, Skill

Promotes from: Tamer

Promotion Item: Orion's Bolt

Special: Horseback/Dismount/Canto

Skill:

Hunter-Seeker:

The character with this skill can summon an Animal Companion into an adjacent empty space as their primary action or dismiss one already active. *Man's Best Friend* is deactivated while this Companion is active. All of the Companion's stats equal to the Beastmaster's stat-4, except for CON/AID and MOV, which are equal, and their only Class Skill is whichever bonus they granted in *Man's Best Friend*. Raptors have access to Flying movement, while Hounds ignore terrain movement penalties except for Mountains. Companions qualify as Beast units. The Companion has a weapon skill equal to the highest level weapon available to them:

- Level 1: Talon (if Raptor), Sharp Fang (if Hound)
- Level 5: Sharp Talon (if Raptor), Blade Fang (if Hound)
- Level 10: Razor Talon (if Raptor), Carpe Jugulum (if Hound)

Hunting in Tandem:

If either the Beastmaster or their Animal Companion attacks the same opponent that the other has attacked, both gain +10 Crit.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	+2	0	+2	+0	0	0	+2	+4	+4	6

Playwright:

Performance takes all sorts and manners of forms, whether it is dance, song or story. The Playwright, however, takes his performances onto the stage, a great spectacle for others to witness. For the Playwright, it isn't enough that people sing or write about their tales, but that people act out their stories for all the world to see. Elaborate costumes, cannons set to fire to simulate the crack of thunder, painted backgrounds and eloquent actors; a Playwright hopes to one day bring their drama to life in front of an adoring, enraptured audience. They turn their experiences into material, their allies and enemies into the *dramatis personae* in their play, and their battles into majestic set pieces to enrapture the audience.

A Playwright weaves both comedy and tragedy into their writings. The Playwright turns their battles into a play in and of itself, their allies and enemies the actors, and their words placing people in their parts to act out, like cogs in a machine. The magic a Playwright wields is in equal parts useful for visualization as it is for crushing their enemies in battle; never has "break a leg" seemed so much more literal than while in combat with a Playwright. A skilled Playwright can act out their own play, but there is one place a Playwright would rather be; behind the scenes, directing others to live out their script and show the world what they're made of.

Weapon Skill: One Performance subcategory (B), one Light subcategory (B), one Dark subcategory (B), Performance (C), Light (C), Dark (C)

Preferred Stats: Magic, Resistance

Promotes from:

Promotion Item: Artistic Mark

Special: Levitation

Skill:

The Script for Your Requiem:

Playwrights may set a *Genre* for the map by using up their main action for that turn. The *Genre* imposes conditions for both sides and applies to all units present. Playwrights can also use this action to remove the *Genre*. *Genres* also grant bonuses to *Compose*.

- *Tragedy*: All units take 5 bonus damage when attacked. +10 Hit to *Compose*.
- *Comedy*: All units resist 5 extra damage. +10 Eva to *Compose*.
- *Romance*: All units have +10 Hit. +10 Dodge to *Compose*.
- *Horror*: All units have +10 Eva. +10 Critical to *Compose*.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+2	0	0	0	+2	+2	+3	+3	6

Chronicler:

Chroniclers are an oddity; though they have experience as Wordsmiths with fictional writing and their theatrical Playwright cousins like to embellish the truth, Chroniclers confine themselves to a truly historical record of what happened. Chroniclers travel with groups of adventurers to find and record as many historical events as possible, serving as both archaeologist and historian in their search for as faithful a historical study as possible. Eschewing the theatricality of others, there is nonetheless a certain fascination that one feels towards the past, a fascination that Chroniclers subsist upon. Their works, though sometimes slightly dry and mundane, are nonetheless important historical records that serve as invaluable first-hand sources for those seeking to find out more about history.

Chroniclers are skilled in the art of magic, a side effect of hours upon hours of reading about the feats of great mages in books and so conducting studies to study the viability of their oft-exaggerated feats. Their magic allows them to copy the powers of legendary weapons and even call forth echoes of these old artifacts, to see these weapons in the metaphorical flesh and accurately record them. Such magic can easily be turned to the purposes of war; Chroniclers live arduous lives recording the past and finding the truth and oftentimes run into bandits who seek their valuable artifacts collected from a lifetime of research, or those who would prefer inconvenient truths to be suppressed.

Weapon Skill: One Performance subcategory (A), one Light subcategory (A),

Performance (C), Light (C)

Preferred Stats: Magic, Skill

Promotes from: Wordsmith

Promotion Item: Artistic Mark

Special: Levitation

Skill:

Imaginations from the Other Side:

Upon promotion and every 4 levels until level 19, the Chronicler may pick one, non-S-rank Magical Weapon that is not unique to a class line to use in battle without having the required weapon Rank, at the cost of HP. The Chronicler is calculated as having A-Rank Proficiency for all weapons used this way. C-Rank weapons cost 5 HP to use, B-Rank weapons cost 8 HP to use and A-Rank weapons cost 12 HP to use. Chroniclers may also counter using these weapons, at 2 HP per combat.

Legacy of War:

After Performing or while using *Imaginations from the Other Side*, the Chronicler gains +15 Hit/Eva to their next combat (or their current combat if using *Imaginations*).

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	0	+2	+2	0	0	+2	+2	+6	+6	6

Skald:

Many Bards choose the path of Lore Masters or Enchanters; either a seeker of knowledge and master storyteller, or a silver-tongued, charismatic man of the world. Skalds, however, are very different from their fellow singers and poets. Preferring the heat of battle, a Skald prefers to be in the very middle of the battles they sing of, believing no victory was worth singing about unless they themselves partook of the glory. Skalds are skilled singers and poets, but they prefer to perform double duty in their songs; their songs are as insulting and taunting to the enemy as they are heartening to their allies. Indeed, a popular pastime among Skalds is a contest of insults and taunts, each Skald attempting to come up with more creative insults than their counterparts and the winner coming up with an insult that can't be countered.

Skalds, because of their preference for the front line, hone their physique and build their muscles to toughen themselves. Skalds prefer the use of an axe; as a familiar tool, it is easier for a Bard to adapt to than the use of a blade or a lance, and because of the intimidating shape and profile of such a weapon. An experienced Skald is a master of both physical and psychological warfare; tearing down their enemy's will to fight with taunts about everything from their mothers to their adequacy in intimate matters, while charging through the enemy's attacks with implacable form and taking the enemy down with a swing of their mighty axe.

Weapon Skill: One Performance subcategory (A), one Axe subcategory (A),

Performance (C), Axe (C)

Preferred Stats: Strength, Defense

Promotes from: Bard

Promotion Item: Artistic Mark

Skill:**Flying:**

After Playing, all enemies within 2 spaces of the Skald have -15 Hit/Eva against the Skald on top of any debuffs inflicted by the use of a Performance item until the Skald's next Phase.

War Chant:

Units performed by the Skald regain 10 HP on top of whatever healing the Performance item may grant.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	+2	0	+2	0	+3	0	0	+6	+6	6

Siege Engineer

The use for siege engines in warfare is highly prized. Ballistae are excellent tools for striking enemies down from a distance, while trebuchets are incredibly useful for breaking down castle walls and fortifications. Of course, someone must be present to build the siege engines, and Siege Engineers, so aptly named, are those very individuals. It takes great mathematical skill as much as great strength to build these engines, and so Siege Engineers bring both to the table. Often placed in charge of groups of Pioneers to aid their construction efforts, Siege Engineers play an invaluable role in ending long sieges.

Of course, that is not to say that Siege Engineers are useless elsewhere. The quick construction of forts on the move is often necessary, and Siege Engineers are fixtures on these campaigns to allow the troops a safe place to regroup that can also be built relatively quickly. Their skills in the heat of battle are often useful too, as their practiced hands can throw up fortifications quickly, such as pavises and mantlets, to protect their allies from incoming projectiles, and trenches and caltrops to discourage cavalry charges. Of course, their own great strength comes to the fore; years of building great structures and digging earthworks builds pure muscle, which is as useful swinging an axe or throwing a knife as it is launching a catapult.

Weapon Skill: 1 Axe subcategory (A), 1 Hidden subcategory (A), Axe (C), Hidden (C)

Preferred Stats: Skill, Defense

Promotes from: Pioneer

Promotion Item: Knight's Crest

Skill:

Battlefield Engineering:

Siege Engineers extend the effects of defensive terrain they are on to all tiles within a square around the Siege Engineer instead of one. While combat is initiated on the Siege Engineer, the Siege Engineer is always considered to be standing in a Fort even if *Motte and Bailey* has not been used.

Motte and Bailey:

Siege Engineers may use their main action to turn the tile they are in into a temporary Fort; this Fort lasts for three turns or as long as the Siege Engineer is on the tile and carries the same bonuses as a normal Fort. Siege Engineers can use a free action to remove the temporary Fort.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	0	+2	0	+3	0	0	+4	+4	6

Sapper

There are many approaches to siege warfare. One of them is to assail the enemy fortifications through overwhelming force; the Siege Engineer specializes in building the engines of destruction necessary to bring down these fortifications. Another is to subvert defenses, destroying fortifications through means of undermining them. It is this approach that Sappers specialize in, building tunnels to undermine walls, or building trenches to allow their allies to get closer to enemy fortifications under fire. Such work is of course dangerous; enemy defenders will do their best to rain fire upon Sappers, tunnels can be collapsed and trenches flooded. It is for this reason that Sappers can often be the best-paid soldiers in a siege.

Of course, that is not the only use for Sappers, as like their Siege Engineer cousins, Sappers also function to do earthworks for the army. Roads need to be built, foundations for forts established, and oftentimes inconvenient forests need to be cleared and rivers forded. Sappers clear the way for their allies to pass, paving the way for their mounted and slower allies to pass. The use of utilitarian weapons are often necessary for Sappers, who thusly use axes and knives, though in a pinch, the use of fists can be justified, for tunnels can often get cramped enough that pulling out weapons can be difficult if not impossible.

Weapon Skill: 1 Axe subcategory (B), 1 Hidden subcategory (B), 1 Fist subcategory (B), Axe (C), Hidden (C), Fist (C)

Preferred Stats: Skill, Defense

Promotes from: Pioneer

Promotion Item: Knight's Crest

Skill:

Great Leveler:

The Sapper may clear up to three spaces in a straight line into Plains/Floor until the end of the next Phase as a main action. All enemies currently in those spaces lose all bonuses related to terrain until they move out of the spaces. Rivers and Oceans cannot be cleared using Great Leveler. However, snags and broken walls can be cleared automatically using Great Leveler.

Sabotage:

When the Sapper initiates combat, defensive terrain stat bonuses are inverted; instead of gaining EVA, enemies lose EVA, and instead of gaining DR, enemies take extra damage. Healing as a result of terrain, however, is not reversed and takes place as normal.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	0	+3	0	+2	0	0	+4	+4	6

Herald

Some people receive visions from the gods, urging them to greatness, assuring their victory if only they have faith in their ability to lead. The Herald is such a person. Through sheer faith and charisma, Heralds inspire others to fight for them. Indeed, the Heralds tend to participate at the front with their allies, as a show of bravery, to show that they would not subject others to hardships they themselves would not do. Heralds do not tend to make use of weapons, however, either as a show of faith, knowing that their gods will protect them, or a show of physical frailty; some visions can be terrible indeed, terrible beyond all measure.

The Herald's participation in combat consists of even parts inspiration and foresight; the visions they receive, though difficult to interpret, can indeed inform their moves if a Herald understands the signs. Protecting themselves, however, is difficult. The Herald occasionally uses the power of staves to hold their enemies off, but if necessary, a Herald can count upon powers higher than themselves to smite the offender. Many a common soldier in many an army owes their enlistment to inspiration to join by a Herald, and so many would wield their sword in defense of one.

Weapon Skill: Performance subcategory (A), Staff subcategory (A), Performance (C), Staff (C)

Preferred Stats: Magic, Defense

Promotes from: Seer

Promotion Item: Faith Icon

Special: Levitation

Skill:

Conviction:

Enemies slain within two spaces of the Herald are converted into Zealots. Zealots retain only their currently equipped weapon and have their defensive stats reduced to 0. Any other item is removed from their inventory. Zealots also do not hold onto any Class Skills or non-Mounted class traits. They cannot also be healed or traded with, but otherwise retain their stats. Zealots cannot be revived and are treated as Summoned units for the effects of items and other effects. The Herald may only hold onto one Zealot at a time, and must dismiss their Zealot or lose them to call another Zealot. Zealots are carried over between maps and can be summoned; while the Herald retains a Zealot, they cannot gain more.

Zeal:

Foresight now grants +15 or -15 to allies and enemies' rolls instead of +10/-10.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+2	0	+2	+2	0	+1	+2	+2	6

Fortune Teller

In times of war, anything and anyone can become a source of comfort, especially those that purport to predict the unpredictable. Fortune Tellers can thus be a great comfort to an army who wants to believe they can predict the often-uncertain tides of the future. There are many fakes, but a few have genuine clairvoyance, a genuine ability to see the future. Given the many false claims, those who do have such abilities are difficult to find, and ironically prefer to participate in showmanship and trickery to remain unseen. Those who do find a rare, genuine Fortune Teller find themselves to be receiving great advice, if they can figure out how to interpret it properly; part of showmanship involves making prophecies as open-ended as possible.

Of course, with the power to see the future comes the power to alter it, and Fortune Tellers have a preternatural power to alter the threads of fate in favour of their allies, to advise them where to avoid potentially lethal blows or to move enemies into locations where the whimsy of fate can cause them to meet their doom. This is another point to their secrecy; a successful alteration of the future is never seen, while the unsuccessful attempts are met with failure and tragedy. Still, the burden of defying fate lies heavily on the shoulders of those with clairvoyance, and it is a thankless, but oftentimes necessary task.

Weapon Skill: Performance subcategory (A), Staff subcategory (A), Performance (C), Staff (C)

Preferred Stats: Magic, Resistance

Promotes from: Seer

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Winds of Destiny, Change:

Three times per battle, the Fortune Teller may select one dice roll to change, in any combat, at any point in any Phase. This can be used to ensure attacks miss, attacks hit, that an attack is a critical, that skills activate, or poison rolls are at maximum damage. The same unit cannot be targeted by this skill twice.

Visions of a Dark Future:

The Fortune Teller may select one enemy within two spaces to target with this skill. If the enemy and this unit both are not reduced to 0 HP until the end of the next Phase, the target immediately takes (20+MAG) damage that is reduced by RES.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+2	0	+3	0	+2	+1	+2	+2	6

Theurgist

The powers granted to an Occultist through deals with their supernatural patrons are great. Some Occultists, however, seek to go farther still in their search for magical power, and so deepen their pacts with their patrons to gain even more power. Theurgists are those souls who desire greater magical powers and attain them through greater communion with their patrons. Giving more of their body over to their patron, the Theurgist sacrifices even their own body in the name of power as they incarnate parts of their patron into their very being for more power.

As a consequence of their increased connection to their patron, Theurgists are capable of tapping into a wider range of magical power than before and wreak havoc upon their opponents with the expanded range of magic their patron has granted them. The strength that courses through their veins also increases their physical capabilities, allowing brute strength to be their recourse when magical power is insufficient. However, tangling with spirits beyond human comprehension has a price; many Theurgists suffer no end of physical and mental maladies as a result of letting such powerful beings possess their bodies, even for a moment, and much of their research can tend towards figuring out how to mitigate the effects on their bodies.

Weapon Skill: 1 Fist subcategory (B), 1 Dark subcategory (B) 1 Anima subcategory (B), Fist (C), Dark (C), Anima (C)

Preferred Stats: Magic, Skill

Promotes from: Occultist

Promotion Item: Fell Contract

Special: Levitation

Skill:

Emboldened Spirit:

If *Sacrifice* is used, the Theurgist gains +3 AS during that combat.

Soul Eater:

When an enemy is successfully killed in a combat where *Sacrifice* was used by the Theurgist, the Theurgist gains +15 Critical to the next combat.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+2	+2	0	0	+1	+2	+4	+4	6

Warlock

Some Occultists become unsatisfied with the debilitating effects of their magic. Through years of research and magical understanding, some Occultists, now called Warlocks, can attain greater control over their abilities and more control over their connection to their patron. Though greater power is denied them unlike their Theurgist cousins, Warlocks are capable of greater finesse with their abilities, able to mediate the effects of their magical power and remain stable.

A side effect of their greater mastery over their pact is that they are able to exert more control over their pact, extracting more than mere power from their patron, capable of soothing their own wounds and even calling upon them for short bursts of vast power. Where Theurgists give themselves over to their patrons, Warlocks, through sheer force of will, make themselves equal partners in the pact, often turning the use of their power to their own ends, rather than the ends their patron may see, and become masters of their own fate.

Weapon Skill: 1 Fist subcategory (A), 1 Dark subcategory (A), Fist (C), Dark (C)

Preferred Stats: Strength, Magic

Promotes from: Occultist

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Symbiosis:

When an enemy is slain by the Warlock during a combat in which *Sacrifice* was used, the Warlock refunds half of the HP used for *Sacrifice*, rounded down. This can result in no HP being refunded.

Soul Rend:

When the Warlock is in combat against enemies under 50% HP, ignore 5 points of the enemy's RES or DEF depending on which weapon the Warlock is attacking with. This can result in the enemy having 0 effective DEF/RES.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+1	+3	0	0	+1	+2	+4	+4	6

Harlequin

Not all Jesters remain in the service of a single lord, but sell their services, either to various lords or working in theatre troupes. Harlequins wander around the world in search of jobs, offering their unique combination of wit and acrobatics to the stage. Many a Harlequin has transitioned from court fool to stage actor successfully. Unlike a Jester, a Harlequin can occupy a serious role in the drama, the trickster that hides beneath the face of an idiot, and people treat them accordingly. Harlequins can play a myriad of roles, from karmic trickster to bumbling fool to even the wily, witty hero of a drama, slipping past his opponents with rapier wit and pure acrobatics.

Of course, with all this wandering and traveling around the world comes experience. Harlequins are often hired by the same nobles who hire Jesters, but not as mere comic relief; Harlequins often occupy roles as spies and assassins, their merry guises being the perfect cover for a poisoner to taint the drink of a hated rival, or to slit the throat of an enemy whose defenses are too strong to overtake him in direct combat. Harlequins are also hired as bodyguards for the same reason; oftentimes, naïve assassins will ignore the Harlequin in colorful clothing who seems to be oblivious to them, only to find a whip wrapped around their throats in the blink of an eye before they can lay a finger on their lord.

Weapon Skill: 1 Whip subcategory (B), 1 Fist subcategory (B), 1 Hidden subcategory (B), Whip (C), Fist (C), Hidden (C)

Preferred Stats: Skill, Strength

Promotes from: Jester

Promotion Item: Treasure Mark

Skill:

Switcheroo:

Harlequins may swap the positions of any two units within the eight squares around the Harlequin (the four tiles adjacent and the four tiles diagonal) as a main action. If they are allied units, the players involved must consent to the swap. Switcheroo's target squares must be within the square around the Harlequin, but do not need to be connected to each other. The Harlequin may only use Switcheroo once per Phase. One of the target units may be themselves.

Discombobulate:

Allies affected by Switcheroo gain +15 Hit and +3 DMG until the end of the Phase. Enemies affected by Switcheroo are inflicted with -15 Eva and -3 DR until the end of the Phase. In addition, Shuffle grants +3 DMG to the Harlequin and activates on Switcheroo being used on the Harlequin.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+3	0	+2	0	+1	0	+1	+3	+3	6

Jongleur

Some Jesters remain in the service of their masters for long enough to have picked up various other roles in a household; anything from musician to comedian, to even strategist, confidant and bodyguard. Jongleurs are often attached to a single household, often serving in many different roles to the extent that their original role as comic relief is often played in a more passive way, with less garish clothing and deliberate stupidity and more cutting, piercing wit. In their capacity as entertainers, they act as part-bard, part-dancer and part-comedian, music and jokes accompanying acts like juggling, recounting humorous stories to a dinner party and even stunts like fire-breathing and sword-swallowing.

Years of hanging around their masters, however, have given a Jongleur both close relationships to their lieges and experience enough that they can be a serious force in the court. Some kingdoms, indeed, had Jongleurs who entertained at meals on the outside, and were valuable military tacticians when out of the public eye. Many lieges trust Jongleurs with their life, and often are repaid by a lance impaling their would-be assassins, or their assassins being pounded to the ground with a fist. Where a Bodyguard is the openly unsheathed sword, the Jongleur is the hidden blade, weapons often hidden in plain sight to add an extra layer of defense for the sufficiently paranoid lord.

Weapon Skill: 1 Whip subcategory (B), 1 Fist subcategory (B), 1 Lance subcategory (B), Whip (C), Fist (C), Lance (C)

Preferred Stats: Skill, Speed

Promotes from: Jester

Promotion Item: Hero's Crest

Skill:

Adroit:

The Jongleur may swap positions with any one unit within two spaces as a free action once per Phase. If switching with an ally, the allied player must agree to the swap. This skill replaces Shuffle.

Disorient:

When swapping positions with an ally, the Jongleur and the ally both gain +15 Hit and +3 AS until the end of the Phase. When swapping with an enemy, the enemy is inflicted with -15 Eva and -3DR while the Jongleur gains +15 Critical and +3 DMG.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	0	+2	+2	0	0	+2	+3	+3	6

Hellion

The wrath of nature manifests in many ways; storms ravaging port settlements, famines turning farmland into barren fields of dust, wildfires tearing apart forest and village alike in storms of ash and cinder. The Hellion is another manifestation of nature's wrath, the avenger of the wild places torn asunder by civilization. Hellions are fierce, brutish fighters, bringing to bear their fearsome strength. Though they maintain magical knowledge, most of it is funneled into tearing their enemies apart limb from limb. The Hellion is the avenging angel of the Wardens, and often the path of Wardens who feel that the only way to protect nature from destructive influences is to fight against their enemies with as much wrath as they can muster.

Living in the wild places, Hellions live up to their name in wreaking havoc, as many fools who dare to overstep the natural order find themselves torn asunder; lumberjacks responsible for cutting whole swathes found sick with unexplained diseases, overhunting poachers found beaten and battered in the middle of the forests, and foolish wizards who leech poisons into the ground rendering it barren never to be seen again. However, Hellions must be careful; the natural order they fight for is a delicate balance, and many Hellions carry rage and fury against trespassers. A Hellion must be careful to maintain their sanity in face of what seems an impossible battle; many have lost themselves to the fury of the path of the Hellion, and descended to the level of the feral animals they emulate in so doing.

Weapon Skill: 1 Fist subcategory (A), 1 Anima subcategory (A), Fist (C), Anima (C)

Preferred Stats: HP, Defense

Promotes from: Warden

Promotion Item: Guiding Ring

Special: Critical Eye

Skill:

Primal Rage:

While Wild Shape is active, +15 Critical.

Restoration:

Hellions may, as a main action, heal themselves for 25% of their maximum HP. They may not use Restoration more than once per Phase.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+3	+1	+1	0	+2	0	+2	+4	+4	6

Watcher

Some Wardens feel that, in lieu of assailing those who would tarnish the wild places of the world, they should be tended to, healed and protected. Rather than acting as avengers, they act as guardians, even teaching others to avoid harming nature. These Watchers are the closest to humanity of the Wardens; unlike Hellions, who focus themselves on attuning themselves with nature to channel its wrath, Watchers focus on healing wounds and guardianship of nature, and seek to do this through working with their fellow humans to help protect nature while allowing humans to continue a semblance of their lifestyle.

However, it would be a mistake to assume Watchers lack the drive of their Hellion compatriots. Watchers, arguably, go above and beyond, sacrificing pure rage for versatility. Watchers are just as driven to protect nature; if the Hellions are the sword, they are the shield. Watchers are far less inclined to be suspicious of humanity as a whole, however, and so are a more common sight in civilization unlike the Hellion. Indeed, some armies make use of Watchers for their healing talents, when Clerics are not available, and some Watchers eagerly take the opportunity to spread the message of caring for nature to others.

Weapon Skill: 1 Fist subcategory (B), 1 Anima subcategory (B), 1 Staff subcategory (B), Fist (C), Anima (C), Staff (C)

Preferred Stats: Magic, Strength

Promotes from: Warden

Promotion Item: Guiding Ring

Skill:

Animal Friend:

Beast allies, Mounted allies, Animal Companions and allies of the Tamer line regain 5 HP while adjacent to the Watcher at the beginning of the Phase.

Primal Surge:

Allies healed from 0 HP by the Watcher gain the Primal Surge status until the end of the next Phase; the next lethal attack to attack them will only reduce them to 1 HP. Primal Surge triggers before Miracle and any other effects that hinder lethal damage, but will not activate if the target is already at 1 HP. Primal Surge can be bypassed by Parity or Awareness.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+2	0	0	+1	0	+2	+4	+4	6

Officer:

The term 'Officer', in context of an army, refers to a figure of authority, anywhere from a lowly platoon leader to the very highest generals. The Officers of an army thus bears a great burden; they have the trust of their men to lead them to victory and away from death, and the trust of their superiors to not fail their task. A good Officer has several roles on the battlefield; as a tactician, as a fighter and as a supportive influence. The first role keeps their men away from pointless deaths that achieve nothing, the second keeps themselves alive and the third is what can make the difference between a rout and an inspirational counterattack, between cowards and iron-hearted men. The wise Officer dispenses both tactical advice and rousing speeches in equal measure; a war is fought not by weapons nor by interests but by men, and men whose wills are broken cannot fight.

The best Officers are often forced to make difficult decisions; they may well be fathers to their men, but war necessitates that they thrust their men into dangerous situations, ones from which they may not return. Sometimes, dangerous manoeuvres must be conducted for the greater good, and indeed even the Officers must participate when the need calls. It is not for nothing that, just as bad Officers are hated and shunned and often forgotten upon their deaths, good ones are beloved and respected, their deaths mourned as tragedies by both friend and foe. The best Officers can make or break an army; generals and kings can lead armies, but Officers can ensure that these armies stay together long enough to win.

Weapon Skill: 1 Sword subcategory (A), 1 Fist subcategory (A), Sword (C), Fist (C)

Preferred Stats: Skill, Defense

Promotes from: Cadet

Promotion Item: Hero's Crest

Skill:**Restore Morale:**

Thrice per map, the Officer may, at the cost of their action, restore an adjacent ally at 0 HP to 25% of their MHP rounded down, without the use of healing items or Staves. The same ally cannot be revived more than once using *Restore Morale*. For the purposes of Personal Skills, this qualifies as a Combat Order.

The Men First:

Allies adjacent to the Officer gain an extra 5 HP from staff healing. This bonus comes after the reduction from healing an ally from 0 HP.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	0	+1	+1	+2	+0	+2	+4	+4	6

Commissar:

At war, certain standards must be maintained. Morale and discipline must be maintained, no matter what; the army cannot be allowed to disintegrate into a rambling band of bandits, pillaging the defeated or worse, lest retribution be called upon the offenders, and the army must also be kept in good spirits, lest deserters are enticed to leave, sure of the failure of their cause. The Commissar has the unenviable job of maintaining morale and discipline among the ranks, keeping the troops in line and keeping their spirits high. They are often among the most hated of officers among the army, in part because of their role as disciplinarians who dole out penalties to those who refuse to maintain proper decorum, but good Commissars understand the value of both being liked and being feared.

Commissars, however, are not afraid to get into the fight themselves, and indeed some of the bravest soldiers have been led by a Commissar into the fray. Commissars are often drawn from the same ranks that Officers are, and so possess similar training in both tactics and fighting; Commissars are often trained in the use of magic to subdue both unruly allies and enemies against normal methods of combat are useless. At the front is where the skills of a Commissar are truly tested; it is easier to get a man to behave with decorum and spirit when their lives are not endangered, but a Commissar capable of rallying the troops, maintaining the balance between spirit and honor, is one worthy of respect.

Weapon Skill: 1 Sword subcategory (B), 1 Fist subcategory (B), 1 Light subcategory (B), Sword (C), Fist (C), Light (C)

Preferred Stats: Skill, Magic

Promotes from: Cadet

Promotion Item: Hero's Crest

Skill:

Withstand:

The Commissar may use their action to cause themselves and two adjacent allies to inflict and take halved damage from any attacks until their next Phase. For the purposes of Personal Skills, this qualifies as a Combat Order.

Forlorn Hope:

When the Commissar has less allies than enemies within two spaces, the Commissar and allies within two spaces gain +15 Hit/Eva. The Commissar does not count towards allies within two spaces.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+2	+1	0	+1	+0	+2	+4	+4	6

Prestidigitator

As much showmen as mages, Prestidigitators prefer to use flashy spells to dazzle their enemies. Their mastery of conjuring has granted them the power to transform others; Prestidigitators use this power sometimes to transform their enemies into cute animals, leaving them open for their allies, or transform their allies into fearsome monsters. For those who elude their transformative magic, Prestidigitators remain capable of their old tricks, dishing out curses and debilitating spells when necessary.

Prestidigitators are often employed in more high-end performing troupes, using their ability to transform things to perform magic tricks to entertain an audience; some entertainers in high society are skilled Prestidigitators, concealing flowers as ribbons to perform tricks. Adventuring parties also employ Prestidigitators of their own; dangerous monsters and bandits alike are often in need of a good stint as a rabbit or a goat. Due to the often whimsical, yet dangerous nature of the magic of a Prestidigitator, they are often rumored to have ties to fey creatures, will-o-the-wisps and the like; whether this is true or not is, of course, up for debate.

Weapon Skill: 1 Staff subcategory (S), Staff (B)

Preferred Stats: Magic, Skill

Promotes from: Conjurer

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Whimsy:

Prestidigitators may expend 2 QL for special effects upon using Staves.

- Ailment: *Polymorph*: The targeted enemy is Polymorphed for the rest of the Phase, receiving 5 extra damage from all sources, including the initial *Bewitch* that applies *Polymorph*, and being unable to retaliate. Bosses and special enemies resist *Polymorph* and are able to attack but still receive extra damage.
- Buff/Heal: *Embiggen*: The targeted ally is Embiggened for one Phase, receiving a temporary (MAG) barrier that takes damage before their HP and dealing 10 extra damage. In the case of multi-target staff effects, the Prestidigitator may select one ally to *Embiggen*. The barrier lasts until the next Turn.

Fey Assistance:

After using *Polymorph*, +5 Damage to the next combat. After using *Embiggen*, +5 DR to the next combat. Only one *Fey Assistance* buff can be active at once; the active buff is overwritten by a new one when *Whimsy* is used.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+3	+2	0	+2	+2	0	+2	+2	6

Mesmerist

Playful tricksters to their allies and devious imps to their enemies, Mesmerists employ their talents to inflict any number of ailments and maladies upon their enemies while buffing their allies. By combining the power of multiple Staves, Mesmerists can become unpredictable, with enemies not knowing what combination of curses is about to befall them or what level of power their allies have received. If all else fails, Mesmerists can fall back to the tried and true, healing themselves as much as they heal their allies.

Mesmerists are surprisingly common at high levels in magical institutions; due to the nature of the magic they wield, Mesmerists are often among the more lateral thinkers among their more rigid peers, being able to think around problems that their colleagues find difficult. However, their writing styles tend to be very whimsical and informal, causing no end of consternation. Like their Prestidigitator cousins, Mesmerists can also often be found among traveling entertainers; unlike the flashy spells employed by Prestidigitators, Mesmerists prefer working more subtle tricks, performing mindbending tricks that make sense upon the revelation of the solution.

Weapon Skill: 2 Staff subcategories (A), Staff (C)

Preferred Stats: Magic, Skill

Promotes from: Conjurer

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Spellbind:

If the Mesmerist has multiple Ailment staves, they may use up 1 QL from each Staff to inflict both Ailments on a target with one cast. Only two Ailment staves can be used per use of *Spellbind*. *Spellbound* Ailment casts inflict 5 extra damage from *Bewitch*. Buffs can also be *Spellbound*, using 1 QL from each staff to cast two buffs on an ally, but this does not increase healing from *Dazzling Brilliance*.

Dazzling Brilliance:

After using Buff or Heal staves, restore health back to the Mesmerist based on staff Rank.

E Rank: 6+MAG HP, D Rank: 9+MAG HP, C Rank: 12+MAG HP, B Rank: 15+MAG HP

A Rank: 18+MAG HP, S Rank: 21+MAG HP

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	0	+3	+1	0	0	+2	+2	+2	+2	6

Champion

Defenders of the weak, Champions are the pinnacle that Warden Knights aspire towards. Wielding weapon and staff in tandem, Champions lead from the front, a shining beacon to restore hope to those who need it most. Champions specialise in defending others while providing medical care. Their very presence alone revitalizes others, while they act as a shield for others; refusing to simply heal wounds, Champions stand to protect them from being wounded in the first place.

In battle, Champions lead at the front and act as both warriors and morale boosters, acting as warrior-chaplains who keep their men in line and encourage them on. Outside of battle, Champions take on a mentoring role, training up novice Warden Knights in both martial and healing arts. They are also prized as members of royal households, serving as seneschals and men-at-arms for nobles. Monastic and religious orders also occasionally field Champions, and some are even led by Champions, who wish to take their ability to guide others into a role of leadership.

Weapon Skill: 1 Lance/Axe/Sword subcategory (A), 1 Lance/Axe/Sword subcategory* (A), Lance/Axe/Sword (C), Lance/Axe/Sword (C), 1 Staff subcategory (A), Staff (C)**

Preferred Stats: Defense, Magic

Promotes from: Warden Knight

Promotion Item: Faith Icon

Special: Armored, Levitation

Skill:

Follower's Blessing:

All healing within two spaces of the Champion is increased by 5 HP, including healing from Skills, and items. *Redeemer's Creed* is not buffed by *Follower's Blessing*.

Redeemer's Creed:

While *Sheathed*, the Champion and one ally of the Champion's choice within a square of eight spaces around the Champion regain 10 HP at the beginning of each turn.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+2	+1	0	+1	+1	0	+4	+4	6

* The chosen subcategories cannot be from the same category of weapons. At least one must match the category taken as a Warden Knight.

** Choose from two different categories of weapons. The chosen categories must match your chosen subcategories and at least one of them must have been taken as a Warden Knight.

Hospitaller

Slow, steady but tough, Hospitallers act as juggernauts among healers. Like their Great Knight cousins, Hospitallers are tough enough to wade through fierce resistance and pulverize through enemy defensive lines; however, they do this not to act as the vanguard to open the path for their allies, but as saviors, breaching enemy lines to save their allies in distress. Many a stranded group of soldiers, surrounded by countless enemies, have been brought to safety by the timely intervention of Hospitallers, whose strength of arms and skill with both offensive and supportive magic has done much for others.

The ranks of Hospitallers are often made up of combined disciplines; some are drawn from the ranks of Warden Knights who seek to increase their versatility, some are drawn from Great Knights seeking a new skill to add to their repertoire and some are veteran Valkyries, who desire a slower pace to their often frenetic duties. Hospitallers can be found most often in monastic orders that roam the land, as their implacable nature suits them for a life of travel, providing healing and treatment to those in inhospitable areas.

Weapon Skill: 1 Lance/Axe/Sword subcategory (A), Lance/Axe/Sword (C), 1 Staff subcategory (A), Staff (C), 1 Light subcategory (A), Light (C)

Preferred Stats: Strength, Magic

Promotes from: Warden Knight

Promotion Item: Knight's Crest

Special: Armored, Horseback/Dismount/Canto

Skill:

Mercy:

For every 2 spaces traversed, the Hospitaller heals an extra 5 HP. This bonus resets at the end of the turn.

Salvation:

When healing units under 50% HP, *Pegasus Halo* now grants +5 DR. When reviving units from 0 HP, *Pegasus Halo's* effect instead lasts until the end of the next Phase.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+1	0	0	+2	0	0	+5	+5	6

Elementalist

The power of the world is untapped and unrivalled; oceans can reduce mighty cliffs to mere beaches, cyclones can rend castles and houses alike and great floods can subsume whole villages and cities beneath the waves. Elementalists are masters of manipulating the elements to their favor. Turning the earth around them to water or bathing the forests in flame, Elementalists are not beholden to nature's whims, and bend the world around them to their own with geomantic magic.

Elementalists, owing to their versatility, have found many places in society for their talents. Some work in architecture and construction, using their abilities to clear land and level rough terrain, while others work to educate aspiring mages with their skills and insight into magical skill. Military applications for their terraforming talents include fording rivers with minimal resources, and opening passages through rough terrain to pass. Some stay in the same country haunts their Geomancer cousins once did, now altering the soil directly to make for better harvests.

Weapon Skill: 1 Staff subcategory (A), Staff (C) , 1 Light subcategory (A), Light (C)

Preferred Stats: Magic, Speed

Promotes from: Geomancer

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Terraform:

The Elementalist may *Draw* from the terrain they are currently drawing *Earth Divination* from. In exchange for not having access to *Earth Divination* for three turns, the Elementalist may now use spells from the terrain they *Drew* from without needing to be on that terrain for three turns; they must, however, still pay the HP cost to use those spells. After three turns, *Terraform* wears off and the Elementalist regains access to *Earth Divination*.

Leyline Manipulation:

Elementalists may now pay HP to access B-rank tomes using *Earth Divination*. At level 15, they gain access to A-rank tomes. B-rank tomes cost 12 HP while A-ranks cost 15.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	+2	+2	0	0	+1	+2	+2	+2	6

Diviner

When one understands how to read the land carefully, the land speaks volumes; how stable the land is, how fertile the soil is, whether rain will come soon or whether enemies have marched through the area. Diviners are skilled readers of omens based on the land. Their true power, however, lies in their ability to draw strength from the land; more than magic alone, Diviners enhance their very bodies with the essence of the land, growing stronger with the flames, tougher with the earth and swifter with the wind. When drawing power from the land fails, Diviners can fall back on knowledge of darker arts.

Diviners are often found in the same locales their Geomancer cousins are, given their development of such talents. Such abilities have a wide variety of applications, such as predicting troop movements, predicting good harvests or prospecting for mines. However, Diviners are rarer in academic settings; the nature of their abilities makes it difficult to replicate their magic in a library or a classroom, and it is often left to more adventurous mages to catalogue and understand the magic employed by Diviners.

Weapon Skill: 1 Staff subcategory (A), Staff (C) , 1 Dark subcategory (A), Dark (C)

Preferred Stats: Magic, HP

Promotes from: Geomancer

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Nature Power:

The Diviner gains bonuses depending on which terrain they are currently drawing from for *Earth Divination*. When multiple terrain is available, *Nature Power* activates only on the terrain being used for *Earth Divination*. Only one *Nature Power* buff can be active at once.

- Fire-attuned terrain: +10 Hit, +3 DMG
- Earth-attuned terrain: +3 DR, +10 Dodge,
- Water-attuned terrain: +5 HP healed every turn. +3 DR
- Thunder-attuned terrain: +10 Crit, +10 Hit
- Wind-attuned terrain: +5 DMG, +10 Eva
- Nature-attuned terrain: +5 HP healed every turn, +3 AS
- Non-attuned terrain: +10 Eva, +3 DMG

Leyline Manipulation:

Diviners may now pay HP to access B-rank tomes using *Earth Divination*. At level 15, they gain access to A-rank tomes. B-rank tomes cost 12 HP while A-ranks cost 15.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	0	+3	+2	0	+2	0	+1	+2	+2	6

Mechanist

The construction of magical automatons is an art that has long been known to mages, for purposes such as home defense, mundane servitude or war. Mechanists are at the forefront of the art, using metallic automatons animated with magic and clockwork to fight. Mechanists use their skills at enchanting blades to enhance the might of their automatons. The construction of automatons is an expensive process, even more so than enchanting weapons; many aspiring Mechanists often drop out of the art due to the difficulty of scrounging together enough money or parts. Those that are able to succeed nonetheless find themselves in no shortage of employment; the uses for automatons and their creators are myriad.

Weapon Skill: 1 Axe subcategory (A), Axe (C) , 1 Anima subcategory (A), Anima (C)

Preferred Stats: Magic, Skill

Promotes from: Artificer

Promotion Item: Guiding Ring

Skill:

Power Construct:

Mechanists can summon an Automaton into an empty adjacent space, costing 25% of their max HP rounded down. The Automaton's stats are based on the Mechanist's, with equal HP, CON/AID, LUK, DEF, RES and MOV. The Automaton's STR is based on the Mechanist's MAG, while its MAG is always 0. The Automaton can be dismissed as a primary action while adjacent to the Mechanist. The Automaton remains active even if its Mechanist is at 0 HP as long as the Mechanist is still on the map. Automatons have no Skills. Automatons are immune to status ailments with the exception of *Polymorph*. Automatons disappear upon being reduced to 0 HP and cannot be protected by any effect that protects the target from being reduced beneath 1 HP nor can they be healed.

Automatons are automatically equipped with a single weapon that cannot be broken, traded or removed from their inventory. Automatons have equal weapon skill to the highest level weapon available to them.

- Level 1: Iron Gauntlets
- Level 5: Steel Gauntlets
- Level 10: Silver Gauntlets

Hextech Engine:

The Automaton receives enhanced effects from *Enchant Weapon*. Fire/Earth tomes grant +5 DMG and +15 Hit, Wind/Water tomes grant +20 Hit/Eva, and Thunder/Nature tomes grant +10 Critical and +3 AS. In addition, their Enchantment lasts until the Automaton is defeated.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	+1	+2	+2	0	0	+2	0	+4	+4	6

Armorer

Masters of steelworking and enchanting, Armorerers forge enchanted weapons with unparalleled ease. Armorerers have mastered the art of creating enchanted items, whether it is crafting specialized rings or flaming swords; their handiwork can be found in anything from the swiftest of Brave Swords to the deadliest of magical weapons. Armorerers even take to the battlefield with their own creations, their enchanted blades cutting through armor like butter and their enchanted shields repelling even the most deadly blows from the keenest blades.

Armorerers are often found with steady work in major cities, their services being in high demand, whether it is to craft adventuring items or ceremonial pieces fit only for the mantelpiece. Armorerers can also often be found training aspiring Artificers in the art of enchanting, passing down their techniques to future generations; there have often been examples throughout history of competing schools of Armorerers who have used their own secret techniques and guarded them jealously while passing them down to only a small group of trusted apprentices, and just as many examples of betrayals from apprentices who sold their secrets for money.

Weapon Skill: 1 Axe subcategory (B), Axe (C) , 1 Anima subcategory (B), Anima (C), 1 Sword subcategory, Sword (C)

Preferred Stats: Magic, Defense

Promotes from: Artificer

Promotion Item: Guiding Ring

Skill:

Steel is My Body:

Armorerers may also enchant Rings and Shields using *Enchant Weapon*, with a different set of bonuses. Enhancements last until the target is downed. One person may have both an Enchanted Weapon and an Enchanted Equipment at once.

- Fire/Earth: Shields: +5 DR, Rings: +5 DMG
- Wind/Water: Shields: Restore 5 HP after combat, Rings: +10 Critical
- Thunder/Nature: Shields: Inflict 5 DMG on attacker after combat, Rings: +3 AS

Fire is My Blood:

On top of the bonuses granted by *Enchant Weapon*, weapons boosted by *Enchant Weapon* temporarily count as Anima for the Weapon Triangle when facing other magic weapons, target weaknesses based on the Anima tome used to enchant the weapon, and target whichever defensive stat is lower for the enemy.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+1	+2	0	+2	0	0	+4	+4	6

Portraitist

Many of the wealthier persuasion would pay through the nose for a self-portrait or an image in their likeness; some do it as an ego boost, while others wish to establish some method to ensure that the world remembers them forevermore. The Portraitist specializes in this exact skill, using magic to capture the likenesses of their subjects perfectly. Their magic serves the purpose of allowing them to duplicate the capabilities of their subjects, allowing them to use their powers as a mere copy of the original. Portraitists are often considered pariahs for their use of their abilities this way, as the duplicates they spawn are entirely subservient to the Portraitist's will and somewhat resemble their originals, but in practice, they occupy any area of the moral spectrum; magic and art are tools, and the power of a Portraitist is no different.

Portraitists are often found plying their trade in the same places as Artists, though there are often darker applications to their abilities; the most depraved of humanity's lot have many uses for the ability to make duplicates of others, from assassinations to deeper, darker purposes. Many Portraitists tend to wander around as a result, not willing to use their powers for such things. Those who don't are often either in obscurity or in such high demand that any number of patrons and friends in high places can protect them, among royal households or in the employ of adventuring groups.

Weapon Skill: 1 Staff subcategory (A), Staff (C), 1 Light subcategory (A), Light (C)

Preferred Stats: Magic, HP

Promotes from: Artist

Promotion Item: Guiding Ring

Skill:

The Sincerest Form of Flattery:

When summoning the Imago, the Imago now copies the inventory of a designated ally, copying their currently equipped weapon. The Imago still retains the same stats as the Portraitist; however, if the equipped weapon is a Tome or Staff, the Imago gains MAG in place of STR. The Imago defaults to copying the Portraitist's inventory when there is no targeted ally. The Imago cannot copy Performances or weapons restricted by Class and will copy the next eligible weapon; if there is none, the Imago will default to copying the Portraitist. The Imago is considered to have equal weapon skill to the weapon available to them.

Apple of Your Eye:

The Imago inherits any Personal Skills and Character Skills the ally it is copying possesses. The Imago cannot copy the Character Skill gained through an S-rank support, however, and cannot copy Stillness, Provoke, Imbue, Center or Deep Pockets.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	+3	+2	0	0	+1	+2	+4	+4	6

Illustrator

Color has fascinated humanity from time immemorial, as the quest to seek pigments of many kinds has preoccupied artists, sculptors and explorers alike for centuries, deriving rare pigments from even rarer materials. Illustrators use the power of color in their magical arts, allowing them to imbue their creations with greater power than before. Deriving colors from the very essence of magic itself, Illustrators can imbue their creations with the power of magic.

Illustrators, unlike their Portraitist cousins, spend their lives in far less danger, owing to many underestimating their dominion over color; after all, color does not seem as grandiose as power as manipulation of flame and earth. Many live humble lives as painters or creators of books for children; however, those that understand the inherent power they possess use Illustrators well; after all, drawings of fire are as real as actual fire when an Illustrator creates them.

Weapon Skill: 1 Staff subcategory (A), Staff (C), 1 Anima subcategory (A), Anima (C)

Preferred Stats: Magic, Skill

Promotes from: Artist

Promotion Item: Guiding Ring

Skill:

The Color of Life:

The Illustrator may sacrifice 1 QL from an Anima tome in their inventory to enhance the Imago they summon using *Droste Image*. All enhanced Imagines target the lower of the enemy's DEF or RES upon attacking. Only one boon may be active at once and this cannot be changed until the Imago is dismissed and summoned again. The Imago also inherits any Personal Skills the Illustrator possesses.

- Fire: +5 DMG and the Imago gains *Luna+*
- Water: +5 HP regained per turn and the Imago gains *Counter*
- Thunder: +15 Critical and the Imago gains *Wrath+*
- Earth: +5 DR and the Imago gains *Daunt*
- Wind: +15 Hit/Eva and the Imago gains *Adept+*
- Nature: +2 MOV and the Imago gains *Sol*

The Art of War:

The Imago gains new weapons per level. The Imago gains equal weapon skill to the highest accessible weapon.

- Level 1: Silver Cestus
- Level 5: Yawara
- Level 10: Tiger Strike

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	0	+3	+1	+2	0	+1	+2	+4	+4	6

Ambusher

One of the most important parts of combat is ambushes; a fair fight is never good for either army, and an ambush is one of the best methods of ensuring that fights are never fair. Dashing out from the shadows, Ambushers specialise in laying traps for their enemies, taking out their enemies in the chaos and retreating before enemies can kill them in return. Targeting the weakest links, Ambushers act to weaken the enemy's lines, weakening the front line to prepare for an assault.

Ambushers are often found among armies doing exactly what one might expect, but many groups have use for Ambushers. Adventuring groups use them to scout out nearby areas, taking out hostile threats before they can ambush their own party, and some enterprising nobles hire Ambushers as guards, using their killer instincts to detect incoming enemies. Ambushers also make livings as hunters, woodsmen and trappers; the expertise that allows them to hunt people works even better to hunt animals, who lack the tactics and the intelligence of humans.

Special: Critical Eye

Weapon Skill: 1 Hidden subcategory (A), Hidden (C), 1 Fist subcategory (A), Fist (C)

Preferred Stats: Skill, Strength

Promotes from: Sentry

Promotion Item: Fell Contract

Skill:

Bonechill:

Alpha Strike now reduces the AS of all afflicted targets by 4 for one turn. In addition, *Alpha Strike* now boosts damage by 7 AT.

Execution Mode:

If the Ambusher targets enemies afflicted by ailments, +15 Critical.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+3	0	+3	0	+1	0	+1	+3	+3	8

Interdicator

Priority targets such as officers and other army leaders are in danger upon the battlefield; decapitating strikes are useful tools to destroy the morale of an army. Bodyguards and the like are useful, but when all else fails, an Interdicator may do the trick. Interrupting enemy strikes by disrupting their movement entirely, Interdictors halt enemy advances not by becoming a wall against the enemy tide or crushing the advance by force, but by disrupting the charge, sowing confusion among the ranks while dancing around enemy attacks with poise, even throwing in some dark magic to further wreak havoc.

Interdictors are often employed as bodyguards for important figures; their confusing and disorientating fighting styles make it difficult for enemies to prepare for them. Like Ambushers, they are also employed among the vanguard of an army, as advance scouts, being able to swiftly escape combat after stalling their advance to inform their allies of new information. Much of the same roles Ambushers would be used in, Interdictors find themselves in; a good commander understands when the aggressive approach of an Ambusher or a stalling approach of an Interdicator is more important.

Special: Armored

Weapon Skill: 1 Hidden subcategory (B), Hidden (C), 1 Fist subcategory (B), Fist (C), 1 Dark subcategory (B), Dark (C)

Preferred Stats: Skill, Defense

Promotes from: Sentry

Promotion Item: Fell Contract

Skill:

Interdiction:

Alpha Strike now reduces the MOV of afflicted enemies to 1 for one turn. In addition, ailments inflicted by the Interdicator last one extra turn except for *Interdiction*.

Shadow Assault:

If the Interdicator attacks opponents afflicted with ailments, +5 DR to the Interdicator.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+2	0	0	+3	0	+1	+3	+3	8

Mummer:

Masters of disguise, Mummies are skilled at completely adopting a mask. Spending months studying their roles, Mummies immerse themselves within the roles they pick, living that very role. Their acting skills are controversial; some consider their methods to be immersive and aiding their talents, while others consider them to be odd and weird, given the tendency for a Mummer to refuse to be identified by their true name while immersed in their role. On the battlefield, Mummies become experts at adopting other roles, being able to slip into the guise of a Swordmaster or an Alchemist with ease.

Mummies are generally found as part of entertaining troupes. However, some more unscrupulous Mummies will be found as assassins instead, their mastery of disguise allowing them to slip through any security check. Others make their way as legitimate actors, only using their more murderous talents when pressed. Whatever the case, Mummies are rightfully feared, yet scarcely actually seen, fading into their masks with nary a hint of their true identity.

Weapon Skill: 1 Performance subcategory (A), Performance (C), 1 Hidden subcategory (A), Hidden (C)

Preferred Stats: Skill, Speed

Promotes from: Thespian

Promotion Item: Fell Contract

Skill:

Method Acting:

In addition to copying the target's Proficiencies, the Mummer copies their Class Skills, any special traits (i.e. Lockpick, Vision) and their Character Skill. In addition, *Roleplay* now lasts until dismissed, and will not disappear even if the Mummer is downed. If the target possesses no Character Skills or the same Character Skill as the Mummer, the Mummer maintains their own Character Skill. The Mummer cannot copy Mounts.

Imposter:

The Mummer can copy non-ally targets, such as enemies. Even if the target does not have Class Skills, the Mummer gains the Skills and traits of the Class of the target. The Mummer cannot copy Monsters or inanimate objects that can be targeted by attacks. The Mummer retains the inability to copy enemy Thespians or their promotes.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	0	+2	+1	0	0	+2	+4	+4	6

Impressionist

Imitation is often considered the sincerest form of flattery. The Impressionist is a master of imitation, copying the mannerisms of others with ease. Whether it is a brief imitation of someone for a joke, or a lengthy satirical portrayal of a particularly hated figure, the Impressionist is a mastery of imitation. What differentiates one from a lesser-skilled actor, however, is their skill at improvising; when faced with challenges beyond their ordinary skills, an Impressionist can easily adapt, recovering with practiced ease.

Impressionists are, like their Mummer counterparts, occasionally used as assassins, though in general they find more use in troupes to entertain the masses. An Impressionist is often as much a witty entertainer as a master of masks, able to shoot off a witty joke with the same ease as sinking a blade into a foolish opponent who mistakes their joyous face for one incapable of seriousness.

Weapon Skill: 1 Performance subcategory (B), Performance (C), 1 Sword subcategory (B), Sword (C), 1 Hidden subcategory (B), Hidden (C)

Preferred Stats: Strength, Speed

Promotes from: Thespian

Promotion Item: Hero's Crest

Skill:

Hero with a Thousand Faces:

The Impressionist may designate a single ally per map as their Favored Role. For the rest of the map, the Impressionist can use *Roleplay* to assume this ally's Proficiencies and weapons, even if the ally is out of range and even if the Impressionist has already used *Roleplay* on them. In addition, the Impressionist now copies Class Skills and any other special traits (i.e. Lockpick, Vision, Critical Eye). Impressionists cannot copy Mounts or any skill that is (mechanically or otherwise) dependent on their use.

Improvisation:

The Impressionist can access any Class Skill from their Favored Role while *Roleplaying* another target. Improvisation cannot use the following Skills:

- Skills dependent on specific weaponry (*Sniping, Bewitch*)
- Skills that summon other units
- Skills that grant weapons or magic for HP (*Memory Magic, Imaginations from the Other Side, Hex*)
- Skills that depend on other Class Skills or features of that Class

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	0	+3	+2	0	0	+2	+4	+4	6

Provocateur

Many who associate with the underworld may inevitably fall afoul of those who sit atop the dregs of society. Those who run afoul of the underworld's bosses are invariably good at hiding, or good at concealing the dirt they would prefer stay hidden. To expose their targets, Provocateurs are often used. Skilled at espionage, Provocateurs make it their job to track down their targets, unveiling their dirtiest secrets for them to exploit, whether it is to reveal it to the world, or use their secrets against them for some more nefarious purpose. Master blackmailers and assassins, Provocateurs are the bloodhounds of criminal masterminds, the scourge of those with skeletons in their closets.

Provocateurs are often found in the employ of criminal groups, their investigative abilities combined with their mastery of intimidation being a handy combination in the hands of enforcers. However, some turn a new leaf, using the information they have on their criminal associates to bring them to justice, and some dwell in the gray area of the law as information brokers, whose sources are best left secret. A scant few find themselves in military capacities, employed as spies and assassins to destabilize enemy leadership, or even as adventurers offering their services as mercenaries.

Weapon Skill: 1 Axe subcategory (B), Axe (C), 1 Fist subcategory (B), Fist (C), 1 Dark subcategory (B), Dark (C)

Preferred Stats: Skill, Defense

Promotes from: Investigator

Promotion Item: Fell Contract

Special: Lockpick, Vision

Skill:

Coercion:

The Provocateur can select an enemy unit within two spaces as a *Mark* as a free action. When in combat with the *Mark*, the Provocateur gains +5 DMG and +10 Critical in addition to their Clue bonuses. When using *Cornering Pursuit* against the *Mark*, the Provocateur gains an additional +3 AS while in *Pursuit*. The Provocateur can only have one active *Mark*; upon defeating their *Mark*, the Provocateur may *Mark* another target. If the *Mark* defeats their Provocateur, the *Mark* is no longer affected by *Coercion* and the Provocateur must select a different target.

Bloodhound:

While in *Pursuit* of a *Mark*, the Provocateur has +5 DR and +15 EVA against all targets that are not the *Mark*.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	0	+3	0	0	0	+2	+4	+4	6

Detective

Investigative work is difficult and often thankless. Far from the glamour it might be seen with, it often involves hours of trawling through difficult paperwork and asking difficult questions instead of finding obvious clues. Yet the Detective perseveres in their work. A constant presence on the streets, Detectives perform this thankless work to track down their quarry, club and fist in hand to protect themselves from those who would seek to blind the prying eye. Skilled at deduction and pattern recognition, Detectives are seasoned enough to even put their analytical skills into combat, able to turn a fight around on the grounds of mere observation.

Detectives are often the rivals of their Provocateur cousins, attempting to chase down their less fettered counterparts. Detectives are prized among law enforcement groups, though others might employ one in their own service for a wide variety of reasons, such as surveillance or tracking down missing kin. Adventuring groups will likely employ one where investigation becomes more difficult than simply tracking the ruins left by a wandering monster, whereas military settings will see one investigating charges of corruption and treason.

Weapon Skill: 1Axe subcategory (A), Axe (C), 1 Fist subcategory (A), Fist (C)

Preferred Stats: Skill, Strength

Promotes from: Investigator

Promotion Item: Hero's Crest

Special: Lockpick, Vision

Skill:

Illuminating Deduction:

All enemies that end their turn within two spaces of the Detective receive the *Observed* debuff for one turn. If the Detective engages in combat with an *Observed* target, in addition to their normal bonuses they gain +5 DMG and +3 AS. Upon activation of *Cornering Pursuit*, the Detective gains +10 Critical against all targets that have been *Observed* as well as the target. In addition, all *Observed* enemies count as targets for *Cornering Pursuit*: *Cornering Pursuit's* bonuses are always active against them until the original target is defeated.

Elucidation:

If the Detective attacks an *Observed* target or the target of *Cornering Pursuit*, all allies gain +15 Hit/Eva against them.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	0	+2	+2	0	0	0	+4	+4	6

Ventriloquist

Ventriloquists have mastered the art of puppetry. Where their Puppeteer cousins have only deigned to create smaller puppets, Ventriloquists have created larger, life-like puppets resembling people. These are used for a variety of purposes, from entertainment to target practice, but their most useful applications for Ventriloquists are to use them as an extra hand in combat, being able to fight opponents in tandem with their creators.

Unlike Puppeteers and their Dollmaker counterparts, Ventriloquists are rarely used as assassins; their human-like, life-sized dolls are commensurately less expendable than the smaller puppets. As such, Ventriloquists are far more common as bodyguards against assassins, with their puppets being able to act as decoys in situations where the decoys are not likely to be under scrutiny.

Weapon Skill: 1 Staff subcategory (B), Staff (C), 1 Hidden subcategory (B), Hidden (C), 1 Sword subcategory (B), Sword (C)

Preferred Stats: Skill, Resistance

Promotes from: Puppeteer

Promotion Item: Hero's Crest

Skill:

Marionette:

The Ventriloquist may create a Marionette in an adjacent space, at the cost of 25% MHP and their main action. This Marionette copies the stats of either the Ventriloquist themselves or a targeted ally, but does not inherit any equipment such as Rings or Shields, their Skills or any other mechanics unique to that character. The Marionette cannot be healed or traded with. While deployed, the Ventriloquist cannot deploy a second Marionette. The Marionette is automatically equipped with Iron weapons of the target's chosen Proficiencies or their closest equivalents. Marionettes cannot also inherit the ability to Perform. Marionettes can also be detonated like Puppets to inflict the same damage as Puppets at the cost of themselves.

Improved Puppetry:

Non-Marionette Puppets now have 3 HP. Detonations of Puppets and Marionettes now deal (10+Ventriloquist's MAG – Opponent's RES) damage. In addition, Puppets may inflict (5+ Ventriloquist's MAG – Opponent's RES) damage on a target within two spaces without detonating.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+3	+2	0	0	0	+2	+3	+3	6

Dollmaker

Dollmakers have reached the pinnacle of the art of craftsmanship. Their skills are unrivalled in the creation of puppets; being able to create a variety of puppets that can server various purposes. Taking to the battlefield upon a mechanical steed, Dollmakers send out legions of dolls to do their bidding, performing hit-and-run attacks on their opponents to keep out of their reach and using their puppets and staves to support their allies.

Dollmakers are often appointed for various reasons; as assassins, the modifications made to their dolls are even more useful for stealth purposes, and as adventurers, their dolls are useful for scouting out traps and hidden ambushes as they are for setting them up. They even find work in major cities, where their skills are put to work in the construction of useful items, from clocks to gadgets.

Weapon Skill: 1 Staff subcategory (A), Staff (C), 1 Hidden subcategory (A), Hidden (C)

Preferred Stats: Skill, Defense

Promotes from: Puppeteer

Promotion Item: Treasure Mark

Special: Karakuri, Canto/Dismount

Skill:

Master of Puppets:

The Dollmaker may summon two Puppets at once. In addition, they may use 1 QL from their Staves to imbue the Puppet with different effects when deploying Puppets. Only one of each type of buffed Puppet can be active on the field at once.

- Healing: *Curative Puppetry*: The Puppet can be used up to heal an ally for (10+MAG). Puppets buffed this way cannot be used to damage enemies.
- Ailment: *Pestilential Bomb*: The Puppet, upon sacrificing itself, also inflicts the status of the staff that was used to create it upon all enemies within two spaces of the original target as well as the target itself.
- Buffing: *Child's Play*: The Puppet can attach itself to an ally, granting +3 DMG and 3 DR to the ally for two turns at the cost of the Puppet. Puppets buffed this way cannot be used to damage enemies.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	+2	+3	+1	0	0	+2	+3	+3	6

Kinshi Flagbearer

The plumage of kinshi birds only gets more vibrant as the birds get older. Older, more experienced kinshi are often paired with older, more experienced riders. Kinshi Flagbearers are often used to lead at the front due to their collective experience, as the bright standards and bright plumage they carry with them make them even more obvious to their opponents. However, their deceptively bright plumage belies their tough nature; as kinshi grow older, they become fiercer and less wary of their predators. Older kinshi have been known to fight and win against griffons despite the latter naturally feeding on birds, and Kinshi Flagbearers have torn swathes through the enemy front lines with talon and lance alike, using their mount's natural speed to avoid retaliation.

While most armies would prefer Falcon Knights as vanguard units due to their superior hit-and-run skills, Hippogriff Knights due their ability to break enemy formations, or Wyvern Knights due to their ability to puncture through even the toughest enemy, a Kinshi Flagbearer's skills lie not just in their ability to rip an enemy apart, but in their ability to reinforce a charge and lead by example. The sight of a still-standing standard is one to rally about, and a standard held by a flagbearer that can fight back is one that shall stand for long indeed.

Weapon Skill: 1 Sword subcategory (B), Sword (C), 1 Performance subcategory (B), Performance (C), 1 Lance subcategory (B), Lance (B)

Preferred Stats: Skill, Luck

Promotes from: Kinshi Rider

Promotion Item: Elysian Whip

Special: Kinshi, Canto/Dismount

Skill:

Sunrise Standard:

After attacking an enemy, in lieu of using *Canto*, the Kinshi Flagbearer may apply a Performance effect to either two adjacent allies or two enemies adjacent to the defeated enemy for 1 QL of that Performance. In addition, *Inspire's* range now extends to two allies or enemies within two spaces.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	0	+2	0	0	0	+2	+3	+3	6

Kinshi Master

It is said that training a kinshi is an art in and of itself. Kinshi are, by their nature, difficult beasts to train; frailer than griffons, prouder than pegasi, less empathic than wyverns. Those who have mastered the art of kinshi husbandry are renown as masters, fighting in tandem with the creatures they have hand-reared, even from birth. Kinshi Masters are fielded as Artisans of the sky, masters of bladed combat. Where Kinshi Flagbearers act as the vanguard, Kinshi Masters follow up on their charge, descending upon their enemies in a hail of talons and steel, moving as water with their mounts.

Kinshi Masters are often likened to Falcon Knights; where Falcon Knights prefer hit-and-run dives into and out of battle, Kinshi Masters are more agile within the fight itself, moving like Swordmasters in the air and countering strikes with deft slashes of a knife. Kinshi Masters are capable of seemingly impossibly agile movements, leading to tall tales of Kinshi Masters doing things like standing astride the wings of their steeds and fighting enemies. While such things are beyond even their ken, Kinshi Masters in the middle of battle are a sight to behold.

Weapon Skill: 1 Sword subcategory (B), Sword (C), 1 Performance subcategory (B), Performance (C), 1 Hidden subcategory (B), Hidden (C)

Preferred Stats: Skill, Defense

Promotes from: Kinshi Rider

Promotion Item: Elysian Whip

Special: Kinshi, Canto/Dismount

Skill:

Hail of Blades:

When attacking with Hidden weapons, +3 DMG.

Wind of Victory:

After defeating an opponent, the Kinshi Master may apply a Performance's effect to all allies within two spaces or all enemies within two spaces at the cost of 2 QL of that Performance.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+3	0	+3	0	0	0	+2	+3	+3	6

Ogre Hunter

Raging onto the battlefield with fearsome masks and loud voices, Ogre Hunters are Ogre Braves that have become so skilled in their craft as to become elders of the art. Arriving on the battlefield in a whirlwind of music and clubs, Ogre Hunters are rivaled only by Skalds in their thirst for battle and the volume of their voices. Ogre Hunters dress as intimidatingly as possible, resembling demons often in their dress in order to present an assault upon the eyes as well as the ears.

An Ogre Hunter is often to be found leading a pack of Ogre Braves in their wild homelands, but just as often amidst adventuring parties seeking glory beyond mere craft. Some even appear within cities, their wild performances being sought after by those seeking something more than the typical playwright's work or a quiet ballad.

Weapon Skill: 1 Axe subcategory (A), Axe (C), 1 Performance subcategory (A), Performance (C)

Preferred Stats: Strength, HP

Promotes from: Ogre Brave

Promotion Item: Ocean Seal

Special: Sack

Skill:

Violent Expression:

The Ogre Hunter may use 2 QL from a Performance to add a different effect to their attacks depending on the type of Performance.

- Dance: *Resonating Beat*: The Ogre Hunter inflicts the inverse effect of the Dance used on an adjacent ally after combat; stat maluses become stat bonuses and status ailments instead render the ally immune to that status or purge them if they are present. Where this is not possible, the ally is instead healed for (4+the Ogre Hunter's MAG) HP.
- Instrument or Lyric: *Gale Horn*: The Ogre Hunter inflicts the inverse effect of the Lyric or Instrument used on the targeted enemy after combat; all bonuses inflict maluses instead. Where this is not possible, the enemy takes +5 DMG instead from the use of *Gale Horn*.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	+3	0	0	0	0	0	+2	+4	+4	6

Ogre Chieftain

Some Ogre Braves, in seeking to master their tempestuous spirits, have communed with the spirits that govern magic and so have attuned themselves to it. Ogre Chieftains, the result of this odd path, have learned to channel their magicks in a way unique to them, weaving the magic of the elements into their performances. Their thundering roars rage with lightning, their iron clubs bring down boulders and their swift legs are borne aloft by the very wind itself. Ogre Chieftains are rightfully feared by those who trespass upon them; their deliberately wild appearances bely a skill with magic rivaling mages who study the craft for decades.

Ogre Chieftains, like Ogre Hunters, are to be found in the wild places of the world, warding off monsters and the like. However, some have decided to pass into more built-up portions of the world, to pass on their unique ways to those who find other paths to power to restrictive. As always, an Ogre Chieftain can also be found plying their trade; their savage, wild performances are always in demand, applauded as lending raw emotion and passion tempered with deceptively-hidden skill and precision.

Weapon Skill: 1 Axe subcategory (B), Axe (C), 1 Anima subcategory (B), Anima (C), 1 Performance subcategory (B), Performance (C)

Preferred Stats: Magic, Strength

Promotes from: Ogre Brave

Promotion Item: Ocean Seal

Special: Sack

Skill:

Roar of the Earth:

The Ogre Chief may use 1 QL from a Tome to enhance a Performance while using a Performance item, adding an extra stat buff targeting themselves or malus targeting their enemy. The extra buffs/debuffs last as long as the original status does.

- Fire/Earth: +3 DMG on top of other bonuses for Lyric/Instrument, -3 DR for enemies on top of other maluses for Dance
- Wind/Water: +10 Eva for Lyric/Instrument, -10 Hit for Dance
- Thunder/Nature: +3 DR for Lyric/Instrument, -3 AS for Dance

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+2	0	0	0	0	+1	+4	+4	6

Griffon Lord

Griffons are possessed of a fierce, hardy temperament. Though far less intelligent than wyverns, griffons are able to sense their rider's intent, and will attempt to carry it through. For this reason, those not possessed of a certain fortitude are generally advised to pick the gentler pegasus, or the intelligent wyvern; it takes a fierce rider to master the rambunctious griffon. Griffon Lords are subsequently rare, as seasoned veterans of a hard-to-master mount. The rewards, however, are great; griffons are often loyal for a lifetime to those who have mastered them, and despite their lack of intelligence, they will stand their ground alongside their riders. Griffon Lords are thusly often employed in similar roles to Great Knights on the ground, acting as the heavily armored rear guard to protect from flanks, as griffons will not easily panic when faced with surprises.

Griffons are hardy, able to weather storms and hail with unparalleled ease. While their Falcon Knight cousins are hit-and-run masters, diving into the enemy lines and back before retaliation can be brought, and Wyvern Hunters and Knights are the intimidating vanguard, Griffon Lords are the hammer to the enemy's anvil, slow to arrive but impossible to stop. Where a wyvern's scales are impenetrable to arrows, and a pegasus able to dodge, the griffon advances fearlessly, shrugging off arrows like scratches. Many a story has been told of a seemingly-mortally wounded griffon charging through hails of arrows to return alive, returning to battle with some rest and care.

Weapon Skill: 1 Sword subcategory (A), Sword (C), 1 Axe subcategory (A), Axe (C)

Preferred Stats: Health, Defense

Promotes from: Griffon Rider

Promotion Item: Elysian Whip

Special: Griffon, Canto/Dismount, Armored

Skill:

Lionheart:

The Griffon Lord does not suffer additional penalties in Inclement Weather.

Air Superiority:

+3 DMG to allied flying units within 2 spaces including the Griffon Lord, -3 DMG to enemy flying units within 2 spaces.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	0	+2	0	+1	+1	0	+3	+3	5

Hippogriff Knight

Hippogriffs are cousins of griffons, with the front legs, head and wings of a bird and the back legs and tail of a horse. While there are rumors that hippogriffs are the result of crossing griffons with horses despite the griffon's natural distrust of horses, others suggest that hippogriffs are magical experiments. Whatever the case, it is known that hippogriffs and griffons are related creatures, with interbreeding resulting in equal parts griffon and hippogriff offspring. Hippogriffs are even prouder than griffons; where griffons will refuse to be mounted by those they dislike, hippogriffs are actively disdainful of them, with numerous stories of the unwary having fingers bitten off or eyes pecked out by an irascible hippogriff. It is no small wonder that Hippogriff Knights are rare, for those are the individuals who have earned the respect of a Hippogriff and may mount one.

Hippogriff Knights are even deadlier in the sky than their Griffon Rider cousins; hippogriffs are swifter in the air, and many of the first Hippogriff Knights took note of Duke Knight techniques to build up momentum and translate it into unyielding force. Even a squadron of Wyvern Lords cannot long hold a charge by Hippogriff Knights, and many stories have been told of legendary fights in the air between hippogriffs and wyverns, uncrowned kings of the sky tangled in combat for domination of the sky.

Weapon Skill: 1 Sword subcategory (B), Sword (C), 1 Axe subcategory (B), Axe (C) , 1 Lance subcategory (B), Lance (C)

Preferred Stats: Strength, Defense

Promotes from: Griffon Rider

Promotion Item: Elysian Whip

Special: Griffon, Canto/Dismount

Skill:

Tempest Wing:

For every space traversed by the Hippogriff Knight, they gain +3 Hit and +1 DMG. This bonus resets upon the end of the Phase, even if the Hippogriff Knight has yet to attack.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+3	0	+2	0	0	0	+2	+3	+3	6

Spiritualist

Communing with spirits beyond the comprehension of others, Spiritualists have mastered an art only equaled by a rare few; the capturing of a spirit to place in a vessel. Spiritualists choose to place this loyal spirit inside an animal to bind that animal to themselves as a familiar, which then possesses unnatural intelligence and skill, even being able to use magic despite being seemingly nothing more than a mere animal. Spiritualists themselves thus possess a skill with spirits rivaled only by Necromancers, leading to no shortage of rivalries between the two disciplines, with Necromancers often seeing Spiritualists as wasting their talents and Spiritualists seeing Necromancers as defilers of the dead.

Weapon Skill: 1 Dark subcategory (B), Dark (C), 1 Staff subcategory (B), Staff (C), 1 Anima subcategory (B), Anima (C)

Preferred Stats: Magic, Resistance

Promotes from: Witch/Wizard

Promotion Item: Fell Contract

Skill:

Conjure Familiar:

Spiritualists may summon a Familiar into an empty adjacent space, costing 25% of their max HP rounded down. The Familiar's stats are based on the Spiritualist's, with equal HP, CON/AID, LUK, DEF, RES and MOV. The Familiar's MAG is based on the Spiritualist's MAG, while its STR is always 0. The Familiar can be dismissed as a primary action while adjacent to the Spiritualist. The Familiar remains active even if its Spiritualist is at 0 HP as long as the Spiritualist is still on the map. Familiars have no Skills. Familiars disappear upon being reduced to 0 HP and cannot be protected by any effect that protects the target from being reduced beneath 1 HP nor can they be healed. The Spiritualist must pick from one type of Familiar to summon at Promotion and cannot change their Familiar after selection.

- Black Cat: Cavalry movement and weakness, 6 MOV.
- Loyal Bat: Flying movement and weakness, 5 MOV.
- Grim Hound: +3 DR, 5 MOV.

Familiars are automatically equipped with whichever tome the Spiritualist is currently equipping. Familiars have equal weapon skill to the highest level weapon available to them.

Unnatural Knowledge:

The Familiar can be traded with and can use consumable items, but not weapons aside from whatever weapon the Familiar was summoned with. If the Familiar is defeated, the contents of its inventory aside from its weapon are sent to the Spiritualist, nearest allied unit with an open space or the convoy, whichever is available. If none exist, the items are destroyed. Familiars maintain inventory across summonings.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+3	0	+3	0	+2	0	+4	+4	6

Channeler

Masters of witchcraft, Channelers possess great control over the forces of magic that they wield. Unlike others, Channelers have such fine control over their spells that they can even summon great hexes and blessings, sending their enemies' mounts fleeing for the hills and granting their allies temporary flight. Though lacking in the pure force some of their contemporary magical counterparts possess, Channelers compensate with a metaphorical bag of tricks unrivalled save by a rare few.

Channelers are often found mastering their crafts in the wild places of the world, far beyond prying eyes. Those who find themselves able to persuade one to join them, however, will often find their enemies beset with plagues and misfortunes, and themselves blessed with good luck. Many factions thus seek to have a Channeler's services, often times with mixed success; a Channeler who seeks to be left alone will often find their pursuers turned into frogs or fleeing the forests that they occasionally call home, screaming stories about how they have come to life.

Weapon Skill: 1 Dark subcategory (A), Dark (C), 1 Staff subcategory (A), Staff (C)

Preferred Stats: Magic, Skill

Promotes from: Witch/Wizard

Promotion Item: Guiding Ring

Skill:

Hex:

The Channeler can inflict various Curses or Blessings upon a target within two spaces; Curses can only be inflicted upon an enemy, Blessings upon an ally. Each Curse or Blessing costs an amount of the caster's current HP to be depleted, and counts as a main action to inflict. The Channeler gains 1 new Curse or Blessing at promotion and every 2 levels after that. The Channeler selects the Curse or Blessing from the table on the next page. The same Curses and Blessings cannot be cast on consecutive turns or targets.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+4	+2	0	0	0	+2	+4	+4	6

Curse	Blessing
Forest's Curse: The afflicted target and all adjacent enemies have terrain bonuses inverted into penalties for 3 turns, 8 HP.	Nature's Blessing: The blessed target gains doubled terrain bonuses for 3 turns, 5 HP.
Misfortune: The afflicted target and all adjacent enemies have their Dodge set to 0 and cannot benefit from effects protecting from critical hits for 1 turn. 8 HP	Lucky Charm: The blessed target is protected from critical hits for 1 turn. 6 HP
Evil Eye: The afflicted target and all adjacent enemies gain -5 to all rolls for 1 turn. 12 HP	Cartomancy: The blessed target gains +5 to all rolls for 1 turn. 8 HP
Unnerve Beasts: The afflicted target (if a Beast/Mounted unit) and all adjacent Beast/Mounted units are Feared for 1 turn. 15 HP	Beastly Haste: The blessed target gains +1 MOV and ignores terrain penalties for 3 turns. 10 HP
Phobia: Against the afflicted target, all weapons of a selected category have x1.5 MT for 2 turns. 15 HP	Repel: Against the blessed target, all weapons of a selected category only have halved MT for 2 turns. 15 HP.
Create Bog: The afflicted target's square and all non-impassible adjacent tiles around it turn into a bog, removing all terrain bonuses and requiring 3 MOV to move across for 2 turns. 20 HP	Sanctify: The blessed target's square and all non-impassible adjacent tiles into sanctified tiles, removing all movement penalties across these tiles for 2 turns. 20 HP
Sink: The afflicted target and all adjacent enemies lose the beneficial effects of Flying and Levitation for 2 turns. 15 HP	Float: The blessed target gains the benefits of Levitation for 2 turns, but is not considered a Levitating unit for skills and weapons. 8 HP

Archaeologist

In a more civilized world, an Archaeologist has very little to fear, as they pore over historical artifacts from extensive digs, cross-reference such things with extensive literature and so forth. However, in a world where such things are under threat of banditry, monsters and the unscrupulous, the Archaeologist must be prepared to protect history from those who would see it exploited. With whatever tools to hand and their magical knowledge, Archaeologists protect their finds, and in rare circumstances, use the magical power within the relics they discover to protect themselves.

Archaeologists are primarily the preserve of academic institutions, hired in expeditions to recover artifacts that would otherwise fall prey to bandits. They are also often hired by royalty to protect identified historical locations from more unscrupulous members of their profession; their expertise allows them to protect that which might otherwise be stolen. Some may attach themselves to adventuring groups to recover artifacts that might otherwise be forgotten and hidden in dungeons and wild places otherwise inaccessible.

Weapon Skill: 1 Anima subcategory (B), Anima (C), 1 Whip subcategory (B), Whip (C), 1 Hidden subcategory (B), Hidden (C)

Preferred Stats: Magic, Skill

Promotes from: Explorer

Promotion Item: Hero's Crest

Special: Vision, Sack

Skill:

Reliquary:

The selected Relic is upgraded.

- Old Talisman -> Renewal Totem: (12+MAG) HP healed to an adjacent target, in addition to healing the target's status ailments.
- Weathered Sword -> Ancient Spellblade: 8 MT, range 1-2, 80 Hit, 5 Critical. The Spellblade targets DEF at range 1 and RES at range 2. This sword counts as Light and Sword for WTA.
- Relic Shield -> Earth Lord's Shield: The type of terrain that is created can be chosen by the wielder. Thrones and Forts cannot be created by this.
- Faded Manuscript -> Warping Tome: Changes the damage type to target the enemy's lower defensive stat and the weapon damage type to whichever would grant WTA for 2 turns.

Strength of Ages:

After Relic usage, +15 Hit/Eva to the Archaeologist until their next Phase. This applies during combats where the Ancient Spellblade is used.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+3	0	+1	+1	0	+2	+2	+2	6

Racketeer

Magical artifacts are worth their weight in gold on the black market. The right artifact can make a man invincible, once it is properly treated. Individuals who can recover them and sell them on the black market are paid handsomely. Racketeers are those individuals; masters of breaking into valuable historical sites to steal the priceless relics within, Racketeers use their tools to steal the relics to sell to the highest bidder. With their magical talents, they can even enact short repairs upon the relics for their own use.

Racketeers are, generally, within the black market and the dregs of society, peddling their talents by fencing priceless artifacts. However, some may lead more upstanding lives; Racketeers may use their skills to protect artifacts by selling them to institutions likely to protect them, and their talents to magically repair relics that have been damaged. Some may even become hunters of thieves in their own way, taking back what does not rightfully belong to their adversaries and giving it to the world that ought to know about them.

Weapon Skill: 1 Anima subcategory (A), Anima (C), 1 Whip subcategory (A), Whip (C)

Preferred Stats: Skill, Magic

Promotes from: Explorer

Promotion Item: Treasure Mark

Special: Vision, Sack

Skill:

Temporary Grafting:

Racketeers may use their Anima tomes to temporarily upgrade their Relic effects for 1 QL. The enhancement lasts until the Racketeer is downed. Only one enhancement can be active at once.

- Fire/Earth: +7 HP healed with Talisman, +5 damage dealt with Sword, terrain changes to Mountain with Shield, attacks gain Anima WTA when enhanced with Manuscript.
- Water/Wind: +5 DR for 2 turns when healed with Talisman, +3 AS with Sword, terrain changes to Forts with Shield, attacks gain Dark WTA when enhanced with Manuscript.
- Thunder/Nature: +10 Hit/Eva for 2 turns when healed with Talisman, +10 Critical with Sword, terrain changes to Forest with Shield, attacks gain Light WTA when enhanced with Manuscript.

Looting:

When killing an enemy, there is a $(LCK+SKL)\%$ chance that the currently equipped weapon will regain 2 QL. If the weapon is the Weathered Sword or the currently equipped weapon has max QL, the weapon with the lowest, non-full QL will regain QL.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+1	+2	0	0	+2	+2	+2	+2	6

Tinkerer

A Demolitionist's art is never perfected, until every possible means to the destruction of buildings has been perfected. The Tinkerer takes this to its logical conclusion, armed to the teeth with hammer and tome, even engaging in the same sort of mechanical gadgetry their Mechanist cousins utilize. By these means, Tinkerers have mastered mechanical methods of extending the range of their tome-fueled magic, and created methods of piercing armor with the same sort of blasts that level buildings.

Tinkerers are often found plying their craft wherever people are unafraid of the more explosive consequences of their work; from adventurers using them to blast open dungeons, to mining operations using them to open up new ore veins and of course their old favorite, leveling unnecessary buildings. Some Tinkerers have even found themselves tasked with the creation of fireworks for the enjoyment of others, through the principles behind fireworks are equally useful for the creation of blasting spells to level their opponents as easily as they can buildings.

Weapon Skill: 1 Anima subcategory (A), Anima (C), 1 Axe subcategory (A), Axe (C)

Preferred Stats: Magic, Strength

Promotes from: Demolitionist

Promotion Item: Guiding Ring

Special: Sack

Skill:

Explosive Launcher:

The Tinkerer may expend an extra QL to extend their tome's attack range by 1. *Explosive Launcher* cannot be used with any weapon that is not a Tome.

Obliterate:

The Tinkerer ignores the defensive bonuses received by Armored units and Shields. Other forms of defensive stat increase such as Rings, non-Armored class skills and bonuses not ignored by *Bulldoze* are unaffected by *Obliterate*.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+3	0	0	+2	0	+1	+3	+3	6

Bombardier

In the long arms race between many fields to find the most lethal weapons, Bombardiers find themselves focusing on only two specific aspects; to make their spells as explosive as possible and to throw them as far as possible. In their quest to achieve such explosive madness, Bombardiers have created ways of binding spells to explosives, which are often thrown at the nearest enemy camp to send their enemies fleeing for the hills, optionally punctuated with the laughter of a madman as their latest excursion into explosives proves terrifying and awe-inspiring in equal measure.

Weapon Skill: 1 Anima subcategory (A), Anima (C), 1 Light subcategory (A), Light (C)

Preferred Stats: Skill, Magic

Promotes from: Demolitionist

Promotion Item: Guiding Ring

Special: Sack

Skill:

Bombard:

The Bombardier may, in lieu of initiating combat, launch a bomb at any tile within two spaces. The bomb will land on that space on the Bombardier's next phase, upon which any enemy within that tile or the adjacent tiles takes the tome's damage as if they were hit successfully, along with any effects that the tome has on enemies. This attack also clears any non-River or Ocean terrain, including impassible terrain such as Mountains or Walls, caught in *Bombard's* radius for 1 turn, turning it into Plains or Floor until the aftereffects wear off. Doors, snags and other obstacles are instantly destroyed by *Bombard*.

Demolish:

When in combat against enemies in defensive terrain, the Bombardier deals +5 DMG and disables the target enemy's ability to use any defensive bonuses for 1 turn. This applies to enemies caught in *Bombard's* radius.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+3	0	+2	0	+1	0	+2	+3	+3	6

Stargazer

Gazing upon the stars, Stargazers interpret the skies to portend great victory for themselves and great defeat for their enemies. Their master of astrology is such that, though not all of their predictions come true, enough do that they are often seen as masters of fate. It is said that Stargazers even possess the power, for mere moments, to darken the skies and bring the downfall of those foolish enough to question them. Perhaps this is but coincidence, or perhaps the manipulation of fate itself has become the art of the Stargazer.

Stargazers will generally be employed by the same people who seek the services of Seers for their ability to portend the future. But where the Seer and Fortune Teller might prefer to use other means of clairvoyance such as the tarot or augury, a Stargazer relies on the stars alone, and generally might be found with anything from astrolabes to telescopes in their dwellings. As such, Stargazers generally prefer to be outside the cities, atop hills and mountains where the stars might be visible at night.

Weapon Skill: 1 Light subcategory (B), Light (C), 1 Anima subcategory (B), Anima (C), 1 Dark subcategory (B), Dark (C)

Preferred Stats: Resistance, Magic

Promotes from: Astrologer

Promotion Item: Guiding Ring

Special: Vision

Skill:

Rhetorics of Calamitas:

Stargazers may now select from different types of *Omens* to inflict.

- *Sun Omen*: +7 DMG to allies, -7 DR to enemies.
- *Moon Omen*: Allies regain 7 HP every Phase, enemies lose 7 HP every Phase. Enemies cannot be killed using *Moon Omen*.
- *Star Omen*: Allies gained doubled terrain bonuses, enemies invert terrain bonuses into penalties.
- *Void Omen*: Allies gain doubled WTA bonuses, enemies invert WTA bonuses into WTD.

Last Word of Wisdom:

If a Stargazer has an allied *Omen* active, +15 Hit to the Stargazer. If the Stargazer has an enemy *Omen* active, +3 DMG.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	+2	0	+2	0	+2	0	+3	+3	6

Astromancer

Constellations are said to determine everything about one's whole person, from their personality to their destiny. A skilled Astrologer is familiar with them, but an Astromancer understands how to interpret them the best. Constellations are far more potent than mere stars alone; an Astromancer, through their stellar magic, can temporarily ascend the power of a Constellation upon the battlefield, bringing fortune for those who can fulfill the fickle needs of the stars above.

Astromancers prefer a role at the backline, due to their power being more suited to support; after all, summoning the very power of the stars is no match for those who can invoke the spirits of the dead to fight once more, or those who with the power of their voice alone can summon wind and fire. Regardless, an Astromancer, under the right leadership, can prove a lynchpin to those who can exploit their unique abilities; more than one clash has been decided through astromancy alone.

Weapon Skill: 1 Anima subcategory (B), Anima (C), 1 Light subcategory (B), Light (C), 1 Staff subcategory (B), Staff (C)

Preferred Stats: Skill, Magic

Promotes from: Astrologer

Promotion Item: Guiding Ring

Special: Vision

Skill:

Principium of Astrology:

Astromancers may invoke a *Constellation* for the map with their main action. The *Constellation's* buff affects the entire map and applies to all units. Astromancers may also revoke a *Constellation* with their main action. Only units equipped with the correct weapon can benefit from Constellation buffs; units with the weapon in the inventory but not equipped cannot benefit.

- *Leo Minor*: Units with Wind/Swords/Performances gain +15 Eva.
- *Noctua*: Units with Fire/Axe/Fists gain +15 Hit.
- *Lapis Dei*: Units with Lances/Earth/Staff gain +5 DR.
- *Corvus*: Units with Thunder/Bow/Hidden gain +10 Critical.
- *Viator*: Units with Light/Dark/Nature gain +5 DMG.
- *Astrolabos*: Units with Water/Whips gain +3 AS.

Ripple of Fate:

The Astromancer's *Omens* have doubled effect on units under the effect of a Constellation.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+3	0	+2	0	+1	0	+2	+3	+3	6

Mameluke

Elite masters of camel riding, the Mamelukes act as heavy cavalry capable of crossing deserts with ease. With the sheer hardiness of a camel enshrouded with armor, the Mameluke can rival other cavalry forces, if not in sheer might then in sheer tenacity. While less martially-oriented than Great Knights, the Mameluke compensates in the capability to withstand heavier blows and cross treacherous deserts, and so those seeking to dominate the desert ought first to figure out the best way to employ Mamelukes. Those who fail to do so face the desert's wrath at their own peril.

Weapon Skill: 1 Sword subcategory (A), Sword (C), 1 Lance subcategory (A), Lance (C)

Preferred Stats: Health, Defense

Promotes from: Dromedary Rider

Promotion Item: Elysian Whip

Special: Camel, Canto/Dismount, Armored

Skill:

Resilience:

For every 2 spaces traversed by the Mameluke, +2 DEF/DMG. This bonus resets at the end of the turn even if the Mameluke has made no attacks.

Sand Guard:

Mamelukes are immune to penalties from Inclement Weather and do not take penalties from crossing Desert tiles.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	0	+2	0	+1	+1	0	+5	+5	5

Dune Strider

The desert is occupied with many nomadic tribes who, like their plains-dwelling cousins, must often defend themselves. The Dune Strider is, in many ways, similar to the Nomad Trooper of the plains, albeit mounted atop a camel rather than a horse. Like the Nomad, the Dune Strider prides itself upon ambushes from the dunes, bringing a flurry of arrows upon their enemies before retreating, and fending off pursuers with long lances. The natural hardness of the camel compensates somewhat for the Dune Strider's lack of armor, while their ability to flee into the desert makes pursuit by anything short of flight a difficult endeavor. Many a foolish conqueror has attempted to underestimate the might of a tribe using Dune Striders and failed to pursue them sufficiently, failing as the Dune Strider disappears over the horizon like a mere mirage.

Weapon Skill: 1 Lance subcategory (A), Lance (C), 1 Bow subcategory (A), Bow (C)

Preferred Stats: Skill, Strength

Promotes from: Dromedary Rider

Promotion Item: Elysian Whip

Special: Camel, Canto/Dismount

Skill:

Scorpion Sting:

When initiating attacks on enemies that the Dune Strider has yet to attack, +10 Critical. In addition, Dune Striders gain +3 DMG when *Hardy Bearing* is active.

Dune Walk:

Dune Striders do not take any movement penalties from Deserts.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+3	0	+2	0	+1	0	+2	+3	+3	6

Oniguma Marauder

Oniguma are naturally intimidating beasts, and someone capable of riding one is naturally considered to be a threat over, say, a knight on a horse or a rider on a pegasus. Oniguma Marauders make good use of the terror they strike within the hearts of their opponents. Sailing out of the woods where oniguma alone can make it, Marauders descend upon their enemies in a flurry of claws and steel, the strong frame of their mounts being resilient to all but the mightiest blows, before fleeing back into the woods as quick as they appear.

Those who master the oniguma as a mount often become Marauders, and those fortunate enough to have tamed oniguma utilize units like these in heavily forested regions, leaving a nasty surprise for those forced to leave their mounts behind. Oniguma Marauders can also often be found among the banditry as such a beast is terrifying enough to force others to hand over their belongings, though often with unfortunate fates befalling the arrogant fool that believes that the bear-like creature they ride is a mere toy.

Weapon Skill: 1Axe subcategory (A), Axe (C), 1 Sword subcategory (A), Sword (C)

Preferred Stats: Strength, Health

Promotes from: Oniguma Rider

Promotion Item: Elysian Whip

Special: Oniguma, Canto/Dismount

Skill:

Demon Within the Woods

Oniguma Marauders may enter Forests or Pillars as if they were plains and enter Deep Forests at 3 MOV. While within Forests, Deep Forests or equivalent tiles, +10 Hit/Eva.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+3	0	0	0	+2	0	0	+4	+4	6

Oniguma Mystic

While the oniguma is often associated with brute strength, their riders often remember one very important fact; the oniguma is insanely resilient to both blade and magic alike. While such a property is normally of little use, the Oniguma Mystic remembers this very well. Using the naturally intimidating frame of the oniguma and its natural resilience, combined with magic of their own, the Oniguma Mystic can carve swathes through the enemy, sending their enemies fleeing in fear of either death by being mauled or death by dark magic.

Oniguma Mystics find themselves deployed, ironically, against enemy mages, riding out to smash into lines of mages like a hammer onto steel. Often used as magical shock troops, Oniguma Mystics can send an entire line of enemies to rout. Many rumors that the oniguma can cast dark magic or possesses some sort of demonic power can generally be attributed to people running in fear of such riders.

Weapon Skill: 1 Axe subcategory (A), Axe (C) 1 Dark subcategory (A), Dark (C)

Preferred Stats: Defense, Magic

Promotes from: Oniguma Rider

Promotion Item: Fell Contract

Special: Oniguma, Canto/Dismount

Skill:

Shadow of the Mountain:

Enemy units within two spaces of the Oniguma Mystic lose 3 DEF or RES (on the Mystic's command). In addition, whenever this unit enters battle with an enemy using Dark Magic, +5 RES.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+1	0	0	0	+1	+2	+3	+3	6

Fleetwing Knight

Landstriders are far less bulky than horses, camels or oniguma. While this creates issues for being able to heavily armor a landstrider cavalier, the upshot is that landstriders are able to slip through gaps that horses would not. Furthermore, the height of landstriders in comparison to horses positions their riders in such a way that makes a charge using a landstrider far more deadly than with a mere horse. As such, Fleetwing Knights use a very unorthodox strategy, inspired by the charges of Duke Knights; where Duke Knights would often crash into an enemy's defence to break it open, Fleetwing Knights instead slip through the defence with haste, using their lances and axes to knock unfortunate enemy troops aside.

Such tactics are generally considered to be very dangerous but rewarding when successful; a vanguard broken by a squad of Fleetwing Knights must now contend with swift and agile cavaliers behind them and the body of the army in front of them, but Fleetwing Knights are often lightly armored, and a charge with one is very hard to control, leaving a charging Knight vulnerable to attack or a sufficiently agile enemy to dodge the attack entirely. As such, only experienced soldiers are given the role of Fleetwing Knight, to compensate for the difficulty. Should the tactic succeed however, a Fleetwing Knight can be a force to reckon with.

Weapon Skill: 1 Lance subcategory (A), Lance (C), 1 Axe subcategory (A), Axe (C)

Preferred Stats: Strength, Speed

Promotes from: Landstrider Knight

Promotion Item: Knight's Crest

Special: Landstrider, Canto/Dismount

Skill:

Jousting:

Fleetwing Knights can elect to pass through enemy units using this skill. This skill initiates combat upon reaching the space the enemy is occupying, and after combat if the Fleetwing Knight remains above 0 HP, the Fleetwing Knight will pass the enemy combatant as if they had used Pass. *Jousting* denies the use of Canto and enemy spaces are counted as taking 2 MOV for the purposes of movement calculation. If the Fleetwing Knight is downed during the combat initiated by this skill, the Knight is downed on the square before the enemy they fought. The Fleetwing Knight takes -10 HIT while in combats started as a result of *Jousting*. Fleetwing Knights can also break obstacles with *Jousting*.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	0	+2	0	0	0	+3	+3	+3	6

Fleetwing Raider

Landstriders have a fearsome reputation despite their sometimes ridiculous appearance; many stories have been told of landstriders ripping open the bellies of hapless drunken bandits attempting to taunt one believing them to be no more harmful than a chicken. Moreover, landstriders are far tougher than they initially appear; their different profile makes it difficult to hit them with arrows or magic, unlike other mounts, and the infamous temper of landstriders allows them to endure even mortal wounds. Fleetwing Raiders use the fearsomeness of their mounts to their advantage. Lightly armored if at all, and armed with a lance and bow, Fleetwing Raiders perform raids upon the back line, running across hilly areas to assail their enemies and retreating where enemy cavalry cannot follow.

Fleetwing Raiders, unlike Fleetwing Knights, are scarcely used as vanguard troops. As soldiers riding landstriders must already wear light armor, Fleetwing Raiders with their emphasis on hit-and-run tactics wear cloth or leather, and so generally prefer to keep their enemies out of reach; Fleetwing Raiders with no space to manoeuvre are often sitting ducks. They are best when executing terrifying hit-and-run attacks, raiding enemy convoys and the backline, forcing the enemy to devote resources to dealing with their attacks, and retreating into the hills beyond reach.

Weapon Skill: 1 Lance subcategory (A), Lance (C), 1 Bow subcategory (A), Bow (C)

Preferred Stats: Skill, Defense

Promotes from: Landstrider Knight

Promotion Item: Orion's Bolt

Special: Landstrider, Canto/Dismount, Sack

Skill:

Terror of the Hinterland:

Hills are now treated as Plains by Fleetwing Raiders for MOV, and Fleetwing Raiders may enter Mountains at 3 MOV cost, unaltered by *Unbroken Stride*. In addition, both Hills and Mountains grant +2 DR to Fleetwing Raiders while they remain in them. The same applies to counterpart terrain to Hills and Mountains.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+1	0	+2	0	+1	0	+3	+3	+3	6

Notary

Masters of navigating the delicate networks of magical laws, Notaries have gained much skill in being able to write and enforce a magical contract, being able to bring multiple parties into one or even enforce that one be fulfilled at all costs. While generally preferring to be away from the battlefield, the Notary possesses enough magical knowledge – and skill with a trusty lance- to fight, for the right price; after all, notarial knowledge does not come cheap.

Due to the unique magic practiced by Notaries, they are often employed as advisors-cum-bodyguards to nobles and other high-ranking officers. The same skills and knowledge to navigate magically-binding contracts govern mundane law, and a Notary can often be counted upon to enforce a mundane contract, often by force if the uncooperative other party fails to follow. They are also often found in the service of more unsavory parties; being able to bind someone to a magical contract works very well if said contract is leonine and heavily favoring one side over the other.

Weapon Skill: 1 Lance subcategory (A), Lance (C), 1 Anima subcategory (A), Anima (C)

Preferred Stats: Defense, Magic

Promotes from: Jurist

Promotion Item: Guiding Ring

Skill:

On Your Behalf:

Notaries may set up *Exchanges* between two adjacent units instead of between themselves and an adjacent unit. All other rules still apply to *Exchanges*.

Enforce Obligations:

Three times per battle, the Notary may use this skill on an ally within two spaces, even if it is not their Phase. The next lethal attack to hit the target will leave them at 1 HP unless they were already at 1 HP. *Enforce Obligations* cannot be used on the same ally more than once per battle, and it cannot be used on the Notary themselves. *Enforce Obligations* triggers before Miracle and any other effects that prevent lethal damage but is bypassed by Parity and Awareness.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+1	+1	0	+2	0	0	+3	+3	6

Adjudicator

The Adjudicator possesses great control over the finer parts of a magical contract, both in being able to manipulate the content and, through effort, being able to completely nullify such a contract. Adjudicators are thus often endangered, as for every unjust contract needing to be canceled to set one free from a dark curse, there is a dark wizard willing to kill to ensure their work remains in place. However, an Adjudicator is not to be underestimated; possessing martial as well as magical skills, Adjudicators are tough enough to pose threats to those who would get in their way.

Adjudicators tend to work as spell-breaking officers of law enforcement; their powers allow them to break strong enchantments, as well as empower their allies when the going gets tough. Some even find themselves as parts of adventuring parties, being able to break curses on equipment or on cursed areas, assuming they can identify them in time. Like Notaries, a skilled Adjudicator is often in demand by members of high society, seeking their services to ensure their own protection both magical and mundane.

Weapon Skill: 1 Anima subcategory (B), Anima (C), 1 Lance subcategory (B), Lance (C), 1 Sword subcategory (B), Sword (C)

Preferred Stats: Strength, Magic

Promotes from: Jurist

Promotion Item: Guiding Ring

Skill:

Scales of Justice:

Adjudicators may now trade character stats when *Exchanging*. All trades have a cap of 5 and the same rules apply to these as other *Exchanges*. The following exchanges can be made:

- Str for Mag and vice versa
- Def for Res and vice versa
- Str for Def and vice versa
- Mag for Res and vice versa

Nullify Contract:

For 5 HP as a free action, Adjudicators may cancel all beneficial effects on any enemy within 2 spaces, or all negative effects on an ally within 2 spaces. This includes forcibly dismissing enemy summons, ending enemy *Exchanges* if one party to the *Exchange* is the target and removing debuffs from an ally such as Berserk or Turncoat. If the effect is inherent to the tile such as a terrain buff, the enemy cannot benefit from it until their next turn.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+2	+2	0	0	+2	0	+3	+3	6

Hustler

Games of chance are the Hustler's bread and butter. Cheating, in a Hustler's book, is simply the loser's word for "winner". Whether it is a loaded die, five aces in the sleeve, or someone's palms getting greased, the Hustler leaves absolutely nothing to chance. This approach extends to the Hustler's combat style; while not preferring the front line, the Hustler is perfectly happy to support their allies and stack the deck in favor of their fellows.

Like the Gambler, the Hustler lives for the thrill of the chase, and so will almost never be found anywhere steady; whether it is in the corner of some dark saloon betting against the richest fool he can play, or the glitzy, glamorous big city playing a wannabe noble for all he's worth, the Hustler lives for the hunt, and plays as dirty as they possibly can.

Weapon Skill: 1 Light subcategory (B), Light (C), 1 Staff subcategory (B), Staff (C), 1 Hidden subcategory (B), Hidden (C)

Preferred Stats: Magic, Luck

Promotes from: Gambler

Promotion Item: Treasure Mark

Special: Critical Eye

Skill:

Stacked Deck:

If more allies than enemies are within two spaces of the Gambler, +5 DMG and +10 Critical. If more enemies than allies are within two spaces of the Gambler, +10 Eva and +3 DR. If both are equal, this skill does not activate.

Loaded Die

The Hustler may, as a free action, ensure that their own or an adjacent ally's Character Skill activates in the next three combats, assuming their attacks land, until all three combats have been completed or the buffed target is reduced to 0 HP. However, after the effects of *Loaded Die* wear off (but not if the target is reduced to 0 HP), the buffed target cannot activate their Character Skill for three combats. In addition, the Hustler has a natural +10 bonus to activating Character Skills that replaces *Wild Card*.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+3	+2	0	0	0	+2	+4	+4	7

Con Artist

For the Con Artist, mere card tricks alone no longer satisfy their desire and they have abandoned gambling for a far greater high, the heist. They seek to go larger; forgery, counterfeiting, fraud and the like are their domain. The same principles apply, however; the more prideful the mark, the easier it is to swindle them, and the stupider the mark, the better the take. Finally, like any good con, the Con Artist always has an escape plan, fleeing from a dangerous situation with nary a ruffle on their oft-sharp dress.

The nature of a Con Artist leaves them averse to organization, except with other fellow Con Artists to take on a large, well-funded mark. However, the occasional schemer might find themselves with a heart of gold, and so they might work with small groups of would-be heroes, finding a target to scheme against, to take their ill-gotten goods and return it to the rightful owners.

Weapon Skill: 1 Light subcategory (A), Light (C), 1 Hidden subcategory (A), Hidden (C),

Preferred Stats: Skill, Luck

Promotes from: Gambler

Promotion Item: Treasure Mark

Special: Critical Eye

Skill:

Know When to Fold 'Em:

Once per battle, the Con Artist upon reaching 0 HP automatically ends the combat at 1 HP regardless of remaining counterattacks and is placed 1 space in the opposite direction from the enemy they had been fighting. This triggers separately from and before the Miracle skill and any other effects that would allow them to survive lethal damage. If the Con Artist would be moved into an impassible space by *Know When to Fold 'Em*, the Con Artist will still be ejected from battle, but will not move from their space.

Confidence Scheme:

The Con Artist grants themselves and all allies within two spaces a +10 bonus to activating Character Skills. This bonus to activated Character Skills replaces that of *Wild Card*.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+3	+2	0	0	0	+2	+3	+3	7

Orator

With a silky voice and a silver tongue, the Orator takes the battlefield with soft speech and a large stick. The Orator has focused their talents onto improving their speech skills, and so has become even more talented at using the power of words to alter the world around them. Changing the very emotions of those around them, the Orator can use their honeyed words to stir the hearts of those around them, or drain the spirits of their enemies.

The proper place of the Orator lies not within an academy's walls, reading books, but outside, practicing their craft and honing their skill. The Orator will generally be found working for those who can afford their services to write or deliver speeches for them, or debating philosophers and the like to practice their oration. Some leaders may themselves be Orators, having used their talents to persuade others of their skills.

Weapon Skill: 1 Light subcategory (B), Light (C), 1 Staff subcategory (B), Staff (C), 1 Anima subcategory (B), Anima (C)

Preferred Stats: Skill, Magic

Promotes from: Cantor

Promotion Item: Guiding Ring

Skill:

Grand Oration:

Orators may target enemies or allies within two spaces with *Grand Oration* as a free action costing 10 HP. *Grand Oration* and *Word of Power* cannot be cast in the same turn. All effects caused by *Grand Oration* last for 2 turns.

- Enemy Effect: The Orator may inflict any effect cast by C-rank Dance Performances or below with the exception of Enamoring Step.
- Ally Effect: The Orator may cast any buff caused by C-rank Lyric Performances and below.

Awakened Voice:

Word of Power's cost is now reduced to 3 points of HP for every 1 stat point gained or lost for a total of a 5-point stat change.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	0	+3	+2	0	0	+2	+1	+2	+2	6

Rhetorician

Delving deeper into the language of existence itself, the Rhetorician has learned to recreate magical effects through speech alone. Speaking tides of water and falling rocks into existence upon the enemy, the Rhetorician has expanded their mystical talents to the point that magic and speech is one and the same to them. With one word, they could raise the spirits of those around them, with another, subsume an enemy in flames.

Unlike the Orator, the Rhetorician seeks to study the language of the world further. In lieu of developing their speech skills, they seek ever stronger and ever more powerful words to use against their enemies, delving into ancient texts and searching them out if they have to. The Rhetorician is thus equally as likely to be found adventuring in the world, often laden with ancient tomes and codices, as they are to be found in a library seeking the same.

Weapon Skill: 1 Light subcategory (A), Light (C), 1 Staff subcategory (A), Staff (C),

Preferred Stats: Resistance, Magic

Promotes from: Cantor

Promotion Item: Guiding Ring

Skill:

Memory Magic:

The Rhetorician can perform various spells on their turn based on the caster's level for the cost of HP. Every 2 levels, the Rhetorician may learn a new spell or one not previously selected. At the 19th level, the Rhetorician may select any spell not yet picked.

Level	Spell	HP	Level	Spell	HP	Level	Spell	HP
1	Wave	5	7	Barrier	15	13	Inspire	18
	Clear	10		Arcwave	9		Addle	15
3	Yliaster	7	9	Vampireroot	8	15	Landslide	12
	Sandstorm	9		Silence	12		Ambrosia	14
5	Thani	10	11	Arcquake	9	17	Paralyse	15
	Light Screen	8		Hayseed	10		Yggdrasil	15

Practiced Rhetoric:

Word of Power's cost is now reduced to 3 points of HP for every 1 stat point gained or lost for a total of a 5-point stat change.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	0	+3	+2	0	0	+1	+2	+3	+3	6

Monitor

Hidden in the shadows or hitting from afar, the Monitor's skills in reconnaissance gathering are unrivalled. The Monitor, instead of taking directly to the frontline, prefers to provide support, watching the enemy for openings. The Monitor also specializes in countering enemy attempts at gathering reconnaissance; while the trusty smoke bomb serves well on the battlefield, the Monitor is privy to many methods of counterintelligence.

A Monitor is often employed to counteract the deeds of enemy spies and infiltrators, under the premise of taking one to catch one. Of course, with their experience, one might be found just as easily bringing their knowledge to bear gathering information, being far harder to find than the average spy due to their skills in counterintelligence being just as useful against mere novices.

Weapon Skill: 1 Bow subcategory (B), 1 Hidden subcategory (B), 1 Dark subcategory (B), Bow (C), Hidden (C), Dark (C)

Preferred Stats: Skill, Magic

Promotes from: Spy

Promotion Item: Fell Contract

Skill:

Reconnaissance Suppression:

Monitors can deploy a smoke bomb on their location, producing a cloud that extends to the adjacent squares from their location. Allies within the cloud have +10 Hit/Eva and +3 DR and are immune to *Espionage*, as well as *Flush Quarry* and other effects that remove the benefits of defensive terrain. The smoke cloud lasts for two turns. Allies within the cloud cannot be *Monitored* by any means, even by getting hit with *Trick Up the Sleeve*.

Active Surveillance:

Enemies attacked by the Monitor become *Monitored*. In addition, the Monitor may use *Espionage* on two targets at once.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	+1	+1	+2	0	+2	0	+2	+3	+3	7

Infiltrator

Some missions require active infiltration of the territory, and the aptly-named Infiltrator is the best at executing such a dangerous task. With special tools used to hinder the attempts to stop their mission, the Infiltrator specializes in skulking around the sides, subduing those who would stop them, gathering the information or retrieving their objective, and leaving without a trace. Infiltrators even use some magic to catch their targets off guard, sparking fires to cause distractions, or summoning vines to entangle an unruly guard.

Infiltrators will generally work in tandem with Monitors, with Monitors covering their advance while the Infiltrator disappears into the background, not to be seen again until the mission is completed. Like with any other skilled spy, however, employers all over the spectrum can make use of their varied, many talents to gain a valuable edge.

Weapon Skill: 1 Bow subcategory (B), 1 Hidden subcategory (B), 1 Anima subcategory (B), Bow (C), Hidden (C), Anima (C)

Preferred Stats: Skill, Magic

Promotes from: Spy

Promotion Item: Fell Contract

Skill:

Trick Up The Sleeve:

The Infiltrator may load a Trick onto their next combat to add an effect as a free action. A Trick's effect lasts for two turns. The Trick applies on a successful hit and activates within that combat.

- Corrosive Spray: The marked enemy loses 5 points from both defensive stats and has a -10 to Dodge.
- Fast-Acting Poison: The marked enemy takes 5 damage after every combat they enter and at the beginning of each Phase. This Poison can be cured with any effect, item or equipment that can cure Poison and enemies naturally resistant to statuses or poison cannot be marked with *Fast-Acting Poison*.
- Blinder: The marked enemy loses -20 Hit/Eva.

The Infiltrator also *Monitors* enemies they mark with a Trick.

Escape Route:

After the Infiltrator deploys a Trick or uses their Lockpick, they may move again using their remaining movement as if they had Canto.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+3	+2	0	+1	0	+2	+3	+3	7

Sergeant

The Sergeant is often the officer put in charge of a group of new soldiers, teaching them the basics of battle and drumming into them the importance of remembering such things, with a foul mouth and a slap aside the head if necessary. The Sergeant's lessons are never forgotten, however; many a soldier credits their Sergeant with their survival in battle, understanding the necessity of such quick and dirty educational methods.

The Sergeant will thus generally be found in a military setting, being the trusted, albeit stern instructor to newer cadets, but occasionally, one might be hired on retainer for a noble with particularly unruly children in need of a crash course in respect. However, some Sergeants may find themselves more suited to civilian life, where the hard lessons they learned in the military life become very valuable to educate those less hardened.

Weapon Skill: 1 Whip subcategory (A), Whip (C), 1 Sword subcategory (A), Sword (C)

Preferred Stats: Skill, Defense

Promotes from: Instructor

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Combat Drill:

Upon downing an enemy, the Sergeant's *Instruct* buffs are doubled for a turn.

Spur:

If the Sergeant activates *Instruct* (instead of activating its doubled effects through *Combat Drill*), all buffed allies become immune to stat penalties and negative statuses, whether inflicted by terrain, skills or other sources, for the duration of *Instruct*. Any negative statuses currently on allies buffed by *Spur* are purged. *Spurred* allies can ignore movement penalties on terrain, but not move through impassible terrain unless other buffs allow them to.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	0	+2	0	+3	0	0	+4	+4	6

Tutor

Dedication to education is a worthy pursuit. The Tutor embodies that virtue. A dilettante in various topics from magic to swordsmanship to more mundane topics, the Tutor provides a more holistic education and focuses upon enriching their charges. Whether they are stern taskmasters, nurturing parental figures or shifty, stealthy mentors, the Tutor approaches their task with gusto, and is as much enriched by their students as they enrich them.

The Tutor may thus be found almost anywhere; from the trusted inner circle of royalty to the quietest rural schoolhouse, the Tutor makes their home wherever students are in need of their talents, whether it is their knowledge, their discipline or, occasionally, the caring hand of a parental figure where one is absent.

Weapon Skill: 1 Whip subcategory (B), Whip (C), 1 Sword subcategory (B), Sword (C), 1 Anima subcategory (B), Anima (C)

Preferred Stats: Skill, Magic

Promotes from: Instructor

Promotion Item: Hero's Crest

Special: Levitation

Skill:

Students Educating the Master:

The Tutor gains whichever buffs they grant through *Instruct*, and are affected by its doubling effect.

Trusted Counsel:

The Tutor may designate an ally at the beginning of the map as their *Student*. That Student, even if they are not otherwise eligible under their selected *Instruct* buff due to lacking the proficiency, benefits from *Instruct*. Furthermore, the *Student* receives tripled buffs instead of doubled buffs when *Instruct* is activated.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+2	+1	0	0	0	0	+3	+3	6

Ace

Every good story needs a brave hero, and the Ace provides one. Storming onto the scene, the Ace is the babyfaced, beloved and boisterous bruiser that thwarts the Nemesis' evil schemes. Believing in nothing less than fair play and righteousness, the Ace flies high, refusing nothing less than honorable combat. Of course, in reality, the narratives the Ace is often part of are naught but larger-than-life stories, but the Ace should never be underestimated; when the need arises, the Ace can become the hero they have simply only played the role of.

Weapon Skill: 1 Axe subcategory (A), Axe (C), 1 Fist subcategory (A), Fist (C)

Preferred Stats: Strength, Skill

Promotes from: Gladiator

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Fair Play:

The Ace gains doubled *Approval* from combat if an ally within two spaces is under 50% HP and also gains a stack of *Approval* for using consumable items on allies and Rescuing them.

High Flyer:

The Ace can apply this skill to their next combat as a free action. After their next combat, the Ace ends up on the opposite square on the other side of their opponent from their original space. This also grants two *Approval* stacks if the Ace survives the combat.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+3	0	+2	0	0	0	+2	+3	+3	6

Nemesis

Every good story needs, as much as a hero, a dastardly villain to root against. The Nemesis fills this role. Lying, cheating and stealing their way to the top, the Nemesis arouses scorn from the audience, cheating the Ace of their rightfully earned victory and making every struggle seem so difficult that the final victory of the Ace seems earned. A good Nemesis, of course, learns to be loved and hated at the same time; hated for being the enemy, but loved for their sense of style and charisma. In particular, their skill at taunting the enemy is, if done well, often praised, equal to the best actors or orators.

Weapon Skill: 1 Fist subcategory (B), Fist (C), 1 Axe subcategory (B), Axe (C), 1 Hidden subcategory (B), Hidden (C)

Preferred Stats: Skill, Speed

Promotes from: Gladiator

Promotion Item: Fell Contract

Special: Critical Eye

Skill:

Trash Talk:

Nemeses may apply *Trash Talk* to their next combat as a free action; if the Nemesis lands a critical hit or downs their target, the Nemesis gains full stacks of *Approval* instead of a single stack. However, if the Nemesis fails to either land a critical hit or down the target, the Nemesis instead loses a stack of *Approval*.

Wolfhound Hammer:

The Nemesis can apply this skill to their next combat as a free action if the enemy is at 1 range. After their next combat, the Nemesis' opponent is placed on the other side of the Nemesis from their original spot after combat. This also grants two *Approval* stacks if the Nemesis survives the combat.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	0	+2	0	+2	0	0	+3	+3	6

Great Merchant

Veterans of both the market and the world, Great Merchants have taken countless expeditions to far-off lands to attain the best possible wares. No field is too far, no area too dangerous for the Great Merchant to venture to, all in the name of profit. The Great Merchant is no slouch in combat, of course; when pressed, the Great Merchant can move with a surprising grace and strength, all in the name of protecting their wares. The fact that bodyguards are occasionally somewhat expensive to hire is of course entirely unrelated.

The Great Merchant is most at home wherever profits are to be made; whether atop the high seas seeking far off lands with which to trade or running a company of traders to pool their profits, the Great Merchant has learned through trial and error the best ways of making profit, and will work for their keep. After all, gold is power, and the Great Merchant is the most powerful of all.

Weapon Skill: 1 Lance subcategory (A), 1 Bow subcategory (A), Lance (C), Bow (C)

Preferred Stats: Luck, Defense

Promotes from: Merchant

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Greed is Good:

Great Merchants gain two Gold Bars for defeating enemies in combats they have initiated.

Best Money Can Buy:

Gold Bars can be consumed to trade for consumable items. The more Gold Bars that are expended, the better the consumable item. In addition, the Great Merchant can apply items as a free action, or directly after trading.

- 1 Gold Bar = Herbs (5 QL)
- 2 Gold Bar = Vulnerary (1 QL)
- 3 Gold Bars = Tonic or status restoring items aside from Nul Needle (1 QL)
- 4 Gold Bars = Concoction or any temporary buff item (1 QL)
- 5 Gold Bars = Any previous result at max QL

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	0	+2	+3	+2	0	0	+3	+3	6

Magnate

No man should sit idle upon their laurels. The Magnate is no different. At the very pinnacle of wealth, the Magnate has long since abandoned doing the work themselves, preferring to leave it to agents and employees. However, this should not be mistaken for idleness; the Magnate leaves the lesser work so they can handle the harder, tougher work of management, but when forced to make an appearance personally, the Magnate brings all of their experience to bear, being both leader and fighter and bringing those under their employ on the battlefield.

The Magnate, as mentioned before, is not very likely to adventure unlike their Great Merchant counterparts, and so will generally remain behind the scenes, working their magic. However, when forced or when pressed, the Magnate does not hesitate to bring their forces to bear on the fool that threatens their company, their profits or their employees; while a good Magnate can draw wealth, a great one protects their employees, understanding the necessity of trustworthy allies in an oft-untrustworthy world.

Weapon Skill: 1 Lance subcategory (B), Lance (C), 1 Bow subcategory (B), Bow (C), 1 Anima subcategory (B), Anima (C)

Preferred Stats: Luck, Magic

Promotes from: Merchant

Promotion Item: Hero's Crest

Special: Levitation

Skill:

Employment Contract:

The Magnate may hire a Sellsword by sacrificing a single Gold Bar. Sellswords have equal stats to the Magnate, with the exception of their offensive stat, which is equal to the Magnate's highest offensive stat and switches to fit the weapon the Sellsword is summoned with. Sellswords may be equipped with any D-rank weapon or below with the exception of Devil Weapons, Staves or Performances. Sellswords default to A-rank Proficiency in whichever weapon they are summoned with. Sellswords cannot trade or hold items, and they will disappear upon being reduced to 0 HP. Sellswords kills trigger *Profiteer*. Only one Sellsword can be present per map per Magnate.

Investment Opportunity:

The Magnate may consume Gold Bars to buff allies using *Aurum Potestas Est's* bonuses instead of themselves as a free action. Sellswords buffed through *Investment* also gain +3 Crit per Gold Bar invested for a total of +15 Critical.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+2	+1	+2	0	0	0	+3	+3	6

Technician

Like their distant cousins the Mechanists, Technicians fuse magic and technology together; while their Turrets are not nearly as effective as the Automatons the Mechanists may create, the Technician's craft does not lie in automation, but in versatility. A skilled Technician turns their contraptions into entire arsenals on struts, making it nigh-on impossible to fight a prepared Technician without some preparation.

Weapon Skill: 1 Axe subcategory (B), Axe (C), 1 Bow subcategory (B), Bow (C), 1 Anima subcategory (B), Anima (C)

Preferred Stats: Defense, Magic

Promotes from: Inventor

Promotion Item: Hero's Crest

Special: Sack

Skill:

Technological Mastery:

The Technician's Turrets are upgraded from their Inventor versions and the Technician may place three of them at once. Turrets now have 5+(Technician's SKL) as MT. In addition, they may deploy more types of Turrets:

- Septic Poison: *Poison Arrows* now inflict two stacks of poison.
- Cacophonia: *Sparkling Shots* now inflict -15 Hit/Eva.
- Pinning Dart: *Steel Darts* now ignore 5 points of enemy RES and reduces the target's EVA by 10 for two turns.
- Detainment Charm: Turrets inflict -3 AT for two turns.
- Fragilizing Bolts: Turrets inflict -5 DR for two turns.

Upgrade:

The Technician may deploy a Turret with two modifiers (i.e. Septic Poison and Cacophonia). An *Upgraded* Turret takes up two slots.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+2	+2	0	+1	+1	0	+3	+3	6

Machinist

Mobile contraptions are difficult to create with magic; without is a feat even harder to achieve. Machinists are almost unrivalled in the feats they have achieved, making mobile siege engines miniaturized to the size of a man. While such engines are not nearly as durable as the full-sized versions, they do provide enough use for Machinists to be high in demand, akin to the works of a Mechanist or a Technician.

Weapon Skill: 1 Axe subcategory (B), Axe (C), 1 Bow subcategory (B), Bow (C), 1 Staff subcategory (B), Staff (C)

Preferred Stats: Magic, Skill

Promotes from: Inventor

Promotion Item: Hero's Crest

Special: Sack

Skill:

Mobile Turret:

In lieu of deploying multiple stationary Turrets, the Machinist can deploy a single, tougher *Mobile Turret*. The Turret has equivalent stats to the Machinist with the exception of DEF, RES and HP, which are halved. This Turret may double opponents and can be doubled, and may crit. Both Mobile and stationary Turrets have MT equal to 5+(Machinist's SKL). Mobile Turrets are not overridden by deploying stationary Turrets. A Mobile Turret cannot be healed, cannot trade inventories and cannot rescue or be rescued.

Suppression:

If the Machinist or their allies target the same opponent a Turret has already attacked, +10 Hit and +3 DMG against that enemy.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+3	+1	+2	0	+1	0	+2	+3	+3	6

Jonin

Veteran Shinobi are often put in charge of Shinobi cells. Dubbed Jonin, these veterans are skilled at direct combat, in addition to their stealthier preferences. Mastering the sword as well as the knife and the tome, a Jonin, though they prefer to sneak around, is equal to the task of fighting in battle, with their skills allowing them to cripple or weaken an enemy, either for themselves or their allies to finish off. Being wary of a Jonin is worthwhile; the single cut one gave you, or the slight burn one visited upon you could easily spell the difference between life and death.

Weapon Skill: 1 Hidden subcategory (B), Hidden (C), 1 Anima subcategory (B), Anima (C), 1 Sword subcategory (B), Sword (C),

Preferred Stats: Magic, Strength

Promotes from: Shinobi

Promotion Item: Fell Contract

Special: Critical Eye, Sack

Skill:

Ikken Hissatsu:

The Jonin has a (SKL+LCK%) chance to add SKL/2 damage to their attack.

Wing Clipper:

The Jonin's Hidden and Sword weaponry inflict a penalty of -3 DR and -10 Eva on targets struck by them for one turn.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+2	+2	0	0	0	+1	+3	+3	7

Kisho

Pursuing dark arts to enhance their fighting capabilities, the Kisho live up to the mystical reputation of a Shinobi. Wielding magic in conjunction with sharp blades, the Kisho have managed to hone their magical talents to the extent of being able to create clones of themselves, sustained through magic and entirely ephemeral. These clones act as another tool in their arsenal of theatricality and deception, as decoys and as force multipliers. While not nearly as effective as an army, for such clones are easily dispatched with a single hit, in a small, confined setting, a Kisho can use their skills to great effect. After all, when a seemingly mortally wounded Kisho disappears into shadows, who does not fear for when they next strike?

Weapon Skill: 1 Hidden subcategory (B), Hidden (C), 1 Anima subcategory (B), Anima (C), 1 Dark subcategory (B), Dark (C),

Preferred Stats: Magic, Skill

Promotes from: Shinobi

Promotion Item: Fell Contract

Special: Critical Eye, Sack

Skill:

Kage Bunshin:

The Kisho may use their main action to deploy a *Branch Shade* of themselves on an adjacent tile. The *Branch Shade* shares all the stats of the Kisho and inherits the Kisho's equipped weapon, but has no Skills except for *Snake Venom* and *Shadow Walk*. The *Branch Shade* cannot be protected by effects that would activate upon lethal damage and cannot be healed. If the Kisho takes lethal damage of their own once per map, they may swap places with the *Branch Shade* provided it is within two spaces, surviving at 1 HP and destroying the *Branch Shade*. If the *Branch Shade* is destroyed this way, it cannot be resummoned until the end of the map. The *Branch Shade* cannot be traded with, rescue or be rescued.

Shadow Walk:

The Kisho may, once per Phase, swap positions with the *Branch Shade* for 2 MOV, as long as the *Branch Shade* was within their movement range. The *Branch Shade* may also execute *Shadow Walk*, but only either the Kisho or the *Branch Shade* may swap positions per Phase.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+2	+1	0	0	0	0	+3	+3	7

Attendant

The spirits of the dead are powerful forces, akin to those manipulating the elements. Necromancers summon their spirits to use them as fighters, Witches and the like commune with their souls for knowledge and boons. However, the souls of the deceased are not to be trifled with; an angered ghost cannot be trapped within a cage, nor stopped with swords and spears. As such, some Morticians choose to specialise further into combatting such spirits.

Attendants, as they are called, are dubbed thusly as they attend funerals and wakes, warding off spirits. Dancing across the borders of life and death, Attendants feel most at home closest to death, fending off spirits with magic and steel. Their affinity for the border between life and death is so powerful that Attendants even have the power to survive lethal wounds, holding themselves from the veil through their connections. While some of their tasks can be far more peaceful in nature, the Attendant is a combatant proper.

Weapon Skill: 1 Lance subcategory (A), 1 Anima subcategory (A), Lance (A), Anima (A)

Preferred Stats: Skill, Resistance

Promotes from: Mortician

Promotion Item: Fell Contract

Special: Critical Eye

Skill:

Sanguine Rouge:

For every 10 HP below Maximum, +2 Critical and +2 DMG. *Guide to Afterlife* can activate on the Attendant.

Fruits of Underworld:

Once per map, while downed, the Attendant may pick themselves up, restoring themselves to 1 HP, and may act on the same turn. This can be triggered during any Player Phase the Attendant is downed except on the same turn they were downed.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+2	+1	0	0	0	0	+3	+3	7

Medium

Some spirits are far too powerful to banish through force alone. Some have information yet to tell those remaining on this side of life. There are those attracted to the spirits, even possessing the power to communicate with them. While many of them enter Necromancy, some become Morticians, using their affinity for spirits to placate them. Those with great spiritual affinity become Mediums, with direct links to the spirits beyond.

With greater magical skills, Mediums possess a whole host of skills, being able to heal or cast curses on others using their connections to spirits. Their affinity for spirits lets them protect those close to death by having their spirit allies ward their very souls, or have the presences of the lost slowly drag their opponents into the beyond.

Weapon Skill: 1 Lance subcategory (B), Lance (C), 1 Anima subcategory (B), Anima (C), 1 Staff subcategory (B), Staff (C)

Preferred Stats: Magic, Resistance

Promotes from: Mortician

Promotion Item: Fell Contract

Skill:

Gateway to Afterlife:

If the enemy is under 75% HP, +2 DMG and 5 Critical. These bonuses increase to +5 DMG and +10 Critical if the enemy is under 50% HP.

Lingering Carmine:

Guide to Afterlife's effects are doubled. If any unit has the Medium's *Guide to Afterlife* active on them, the Medium gains +10 Hit/Eva.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+2	+2	0	0	+1	0	+3	+3	7

Ballistician

Siege engines are effective tools of war. The mightiest wall cannot withstand an onslaught from trebuchets or cannon for very long. While Siege Engineers can operate engines of war, their main role revolves around building (or demolishing) fortifications for their allies.

Ballisticians are those who specialise more clearly into running siege engines. Some are drawn from the ranks of Pioneers, drawing upon their engineering knowledge, while others are drawn from the ranks of Ranger Knights, whose desire for ever larger weapons lends them towards operating the largest weapon on the battlefield. Operating clockwork siege engines, Ballisticians ride upon them into battle like Puppeteers mount their clockwork puppets. These engines are designed to deploy upon a moment's notice, sacrificing mobility for range and damage, allowing the Ballistician unrivalled coverage of the entire battlefield.

Weapon Skill: 1 Bow subcategory (B), Bow (C), 1 Sword subcategory (B), Sword (C), 1 Axe subcategory (B), Axe (C) or 1 Bow subcategory (B), Bow (C), 1 Hidden subcategory (B), Hidden (C), 1 Axe subcategory (B), Axe (C)*

Preferred Stats: Skill, Strength

Promotes from: Ranger Knight or Pioneer

Promotion Item: Hero's Crest

Special: Karakuri, Dismount/Canto

Skill:

Ballistician:

The Ballistician may operate any Ballistae of a rank equal to their Bow Rank. While operating a Ballista, the Ballistician may not activate *Siege Artillery*.

Siege Artillery:

The Ballistician may enter an Artillery state as a free action, sacrificing their ability to move. In return, all of their Bow weapons gain +2 range, instantly destroy obstacles and ignore Armored DR, but cannot double. Ballisticians may exit this state as a free action, but can only enter or exit this state once per Phase; if they have entered it that Phase, they may not exit it that same Phase and vice versa.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	0	+2	0	+2	0	+1	+5/+4*	+5/+4*	7

*When promoting from Pioneer.

Arbalester

Some Ranger Knights pursue the art of carrying ever larger bows and crossbows, with sharper bolts and arrows, to puncture through even the hardest armors. Dubbed Arbalesters, these bowmen often carry customized bows and crossbows, or ammunition, with these bows sometimes dwarfing their already big wielders. Unlike most other archers that focus on fire rate, an Arbalester prefers to pack all of their damage into one, single shot that can hardly be blocked. Their approach is often rewarded; even the largest opponent falls when they are struck with a bolt that can pierce diamond.

Weapon Skill: 1 Bow subcategory (B), Bow (C), 1 Sword subcategory (B), Sword (C), 1 Fist subcategory (B), Fist (C)

Preferred Stats: Defense, Strength

Promotes from: Ranger Knight

Promotion Item: Hero's Crest

Skill:

Pavise Protection:

While the Arbalester remains above 70% HP, +3 DR.

Giant Slayer:

For every 5 HP above 20 HP the enemy has, the Arbalester gains +2 Critical.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+3	0	0	0	+3	0	0	+3	+3	5

Physician

Specialists at medical treatment, Physicians are talented healers. From studying work in the field and collaborating with Alchemists and other healers, Physicians have gained skill in producing medicines targeted towards the problems of the patient, even able to find components on the battlefield to quickly produce medicines. Of course, field work can be fairly dangerous; for that reason, Physicians prefer packing large clubs or walking sticks in order to protect themselves on their journeys. Bludgeoning weapons are easier for Physicians, whose time is better spent learning their art than learning combat arts.

Weapon Skill: 1 Staff subcategory (B), Staff (C), 1 Axe subcategory (B), Axe (C), 1 Hidden subcategory (B), Hidden (C)

Preferred Stats: Skill, Resistance

Promotes from: Hospitalist

Promotion Item: Guiding Ring

Skill:

General Pharmaceuticals:

Physicians may use a main action to generate items based on the terrain they are in. This action costs 10 HP and only activates where there is a free slot in the inventory.

- Plains/Floor/ Sand/Desert: Vulneraries and Concoctions
- Forest/Deep Forest/Forts/Thrones: Status-restoring items aside from Nul Needle
- Hills/Adjacent to or on Mountain/Pillars: Temporary buff items
- Special Terrain: Any of the above

Emergency Medicine:

Triage now activates on fallen allies at the maximum. In addition, the effects of *Triage* are altered:

- Under 75% HP, +3 HP
- Under 50% HP, +5 HP
- Under 25% HP, +7 HP.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+2	+2	0	0	0	0	+3	+3	6

Surgeon

Surgery requires a delicate touch and an understanding of anatomy. Surgeons are those Hospitalists that have gained sufficient skills in this area to offer their services as surgical experts. Operating in dangerous conditions, the Surgeon normally prefers a more stable setting, but operates when and where they must. Their knowledge of anatomy, of course, grants them a greater advantage than their peers when it comes to combat; when one knows where to cut to sever a tendon, or to open an artery, combat suddenly becomes a lot more lethal for the opponent. Another prized quality is steel under stress; a Surgeon with trembling hands can be deadly for the patient. Surgeons can thus weather the harshest conditions, all to stand beside their patients.

Weapon Skill: 1 Staff subcategory (B), Staff (C), 1 Sword subcategory (B), Sword (C), 1 Hidden subcategory (B), Hidden (C)

Preferred Stats: Skill, Strength

Promotes from: Hospitalist

Promotion Item: Guiding Ring

Special: Critical Eye

Skill:

Bonesaw:

Surgeons ignore 10% of the enemy's defensive stats with a minimum of 2 bonus damage as a result of *Bonesaw*. This can result in the Surgeon dealing damage even if the Surgeon otherwise would not.

Steady Hands:

For every 10 HP under Maximum, +1 HP healed and +2 DMG.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+1	+1	0	0	0	+1	+3	+3	6

~Weapons Overview~

~Fists~

Fists are the weapons for those who want to get up close and personal with their enemies, being fairly light and easy to hit with, but with generally low Might to compensate. They are divided into the light and flighty Cestus, the sharp, well-rounded Claws and the heavy, bludgeoning Gauntlets. Fists are unique in that **when initiating combat, if the wielder would make a follow up attack, they do so immediately.**

~Whips~

Whips are long, flexible and light weapons, best wielded by those who feel the need to turn combat into performance. Most similar in performance to swords, Whips are divided into precise and accurate Leather whips that are easier to strike with, heavy but crushing Metal whips, and short, balanced and crop-like Rod whips. While not particularly special compared to Fists, Whips provide a viable alternative for people wishing for a different weapon aside from the usual Sword/Axe/Lance triangle. They do, however, have an odd quality; **Whips can strike enemies in spaces diagonal to the wielder, but only within the eight squares around the wielder.**

~Trick~

Trick Weapons are a catch-all term for various elaborate and esoteric weapons that do not fall under the scope of either Fist, Whips or the classic systems found in the core Handbook. Unlike Whips or Fists, there is no devoted Class to wielding these weapons alone. To compensate, their unique gimmick is that the subcategories correspond to the classic Sword/Axe/Lance triangle; if your character has proficiency in any of these categories, **they may take a Trick subcategory in lieu of taking a conventional subcategory from Sword, Axe or Lance.** To compensate, **Trick weapons are within the Weapon Triangle and the normal Weapon Triangle mechanics apply to them.**

Trick weapons are divided into Gunsen, ornate war fans and corresponding with Swords, Scythes, slashing implements corresponding with Lances, and Nunchaku, chained rods corresponding to Axes. Each tree has a unique gimmick that will be discussed in further detail here.

~Gunsen~

Gunsen are war fans carried by soldiers and officers at times of war, often made from metal or wood and decorated for various purposes, used for things from cooling oneself down to fighting like any other weapon. Unlike swords, they are rather light, with low Might and so not doing very much damage to others. To compensate for their low Might, however, Gunsen can **buff adjacent allies if the wielder completes a combat using a Gunsen.** They can be taken in lieu of any Sword subcategory. Gunsen are weak to Lances and Scythes, and strong against Axes and Nunchaku.

~Gunsen Buff Mechanics~

Gunsen buffs are applied to the wielder's adjacent allies after a combat in which Gunsen are used and **wear off between Phases**. For instance, if the buff of an Iron Gunsen (+5 Evasion) is applied during a combat during the Player Phase, it applies to all combats participated in by the buffed unit during the Player Phase but it will disappear when the game progresses to the Enemy Phase. However, if the same buff is applied during the Enemy Phase, the buff will remain active throughout the entire Enemy Phase until progression to the Player Phase. **Gunsen buffs on Allied NPCs are only active during the same Phase in which the buff was applied.** Furthermore, **only one Gunsen buff may be active on a character at any one time.** When two Gunsen that buff the same stat buff the character, **only the stronger Gunsen buff applies.**

~Scythes~

Unlike Nunchaku or Gunsen, Scythes do not carry much in the way of unique behavior in combat, and are somewhere between Spears and Piercing lances in strength. To compensate, a scythe wielder has access to two different options; the long-ranged, but weak Kama or the stronger, but short-ranged Scythe. They can be taken in lieu of any Lance subcategory. Furthermore, Scythes are **doubly affected by the Weapon Triangle**; when at an advantage, they gain +30 Hit and +2 Damage, but when at a disadvantage, they lose -30 Hit and -2 Damage. Scythes are strong against Swords and Gunsen, and weak against Axes and Nunchaku.

~Nunchaku~

Nunchaku are generally two wooden sticks, bound together by a chain, used not dissimilarly to a flail or a morning-star. Somewhere between Hacking and Throwing weapons, Nunchaku occupy an odd niche in blunt weaponry. **Nunchaku possess the same ability as Whips to strike diagonally, as long as the enemy is within the eight spaces around the wielder.** They can be taken in lieu of any Axe subcategory. Nunchaku are strong against Lances and Scythes and weak against Swords and Gunsen.

~New Anima Categories~

This supplement also contains two new subcategories for Anima users looking to expand their horizons; Water and Earth.

~Water~

Water is similar to Wind Magic in strength and weight, falling somewhere between Wind and Fire Magic in terms of power and accuracy, lacking the pure range of Wind but allowing a Water user to defend themselves from attack. Water Magic is effective against Horseback units, light enough to allow them to parry the blows of their opponents with ease; there is also a mild focus on health restoration, as Water Magic contains multiple tomes that drain the health of enemies.

~Earth~

Earth Magic exists in an intermediate state of strength between Anima and Dark Magic. While not as powerful as Grimoires, Earth Magic makes up for it in sheer durability; many Earth tomes focus on buffing their wielder's defenses, turning them as hard as the rocks they throw at their opponents, or debuffing their enemies, blinding them with the sands of the desert, while some are reliant on overwhelming power to crush the enemy.

~Nature~

Nature Magic is, in many respects, a lot closer to Ancient magic than its Anima cousins in that the vast majority of Nature Magic **inflicts statuses on the target**. Nature Magic in fact employs two status effects specific to Nature Magic:

- Backfire: If the target of Backfire uses Tomes or Staves while under this status, they take damage equal to their own MAG/2.
- Drain: Every turn they are afflicted with Drain, the enemy inflicted with Drain loses (the caster's MAG/2) HP and the person that inflicted Drain gains that health.

—

Cestus:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Leather Cestus	E	1	4	3	90	5	40
Iron Cestus	E	1	5	5	85	0	40
Steel Cestus	D	1	6	6	80	10	35
Brass Knuckle	D	1	7	3	80	10	35
Effective vs. Armor							
Silver Cestus	C	1	8	6	80	0	30
+ 1 AS when equipped							
Chargebreaker	C	1	9	5	85	0	30
Effective vs. Horseback							
Yawara	B	1	10	6	80	10	25
+3 AS when equipped							
Swordcatcher	B	1	10	6	75	0	25
Weapon Triangle Advantage vs. Swords							
Magma Knuckle	B	1-2	12	5	75	0	25
Magic Weapon (Fire/Cestus)							
Narayanastra	A	1	12	9	70	5	20
Effective vs. Flying							
Blizzard Knuckle	A	1-2	13	8	70	0	20
Magic Weapon (Wind/Cestus)							
Uno Omnibus	S	1-2	15	9	65	10	15
Magic Weapon (Thunder/Cestus)							
Tiger Strike	S	1	13	10	65	0	15
+5 AS when equipped							
Platinum Aster	S	1	15	6	65	0	15
Doubles attacks made							

1

Magic Weapon (Dread/Claws)

Gauntlet:

[illegible]

Leather:

[illegible]

1

1

—

Gunsen:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Iron Gunsen	E	1	6	4	90	5	40
+5 EVA to adjacent allies							
Devil Tessen	E	1	13	9	85	0	40
+5 Hit, +3 DMG to adjacent allies			Every attack has a 31-LCK% chance of backfiring on the user				
Steel Gunsen	D	1	7	5	80	5	35
+1 DMG to adjacent allies							
Elegant Tessen	D	1	7	4	80	0	40
+5 Hit to adjacent allies			Effective. vs. Armored				
Silver Gunsen	C	1	8	6	75	5	30
+2 AS to adjacent allies							
Ox God	C	1	9	5	75	0	30
+1 DR to adjacent allies			Weapon Triangle Advantage vs. Dark				
Blade Tessen	C	1	10	5	75	10	30
+5 CRIT to adjacent allies							
Horse God	B	1	12	6	70	5	25
+5 HIT/EVA to adjacent allies			Weapon Triangle Advantage vs. Anima				
Iron Princess	B	1-2	14	6	70	0	25
+3 AS to adjacent allies			Magic Weapon (Wind/Gunsen)				
Snake God	A	1	15	8	65	0	20
+2 DMG to adjacent allies			Weapon Triangle Advantage vs. Light				
Kachidoki	A	1	15	8	65	0	20
+2 DR to adjacent allies			Effective vs. Mounted				
Kiwami	A	1-2	16	7	65	0	20
+10 CRIT to adjacent allies							
Susano-o	S	1-2	17	8	60	0	20
+10 HIT/EVA to adjacent allies			Magic Weapon (Thunder/Gunsen)				
Amaterasu	S	1-2	17	9	60	0	15
+2 DMG/AS to adjacent allies			Magic Weapon (Fire/Gunsen)				
Tsukiyomi	S	1	18	10	60	10	15
+10 Crit/Dodge to adjacent allies							

Scythe:

Name	Rank	Rng.	WT	MT	Hit	Crit	QL
Iron Scythe	E	1	5	5	90	5	40
Iron Kama	E	1-2	6	3	85	0	40
Devil Scythe	E	1	15	13	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user							
Steel Scythe	D	1	8	9	85	5	35
Steel Kama	D	1-2	10	7	75	0	35
Dueling Scythe	D	1	10	8	85	0	35
Reverses Weapon Triangle							
Silver Scythe	C	1	10	11	80	5	30
Silver Kama	C	1-2	11	9	70	0	30
Killer Scythe	C	1	11	8	80	15	30
Crescent Sickle	B	1	14	12	75	0	25
Prancing Mantle	B	1-2	13	6	70	0	25
Doubles attacks made							
Ankou	B	1	14	10	75	0	25
Effective vs. Armored							
Sinmara	B	1-2	15	9	70	0	25
Magic Weapon (Fire/Scythe)							
Scythe of Sariael	A	1	15	13	70	15	30
Demilune Rosette	A	1-2	16	10	70	0	20
Ignores Armored DR							
Kosa Bojowa	A	1	15	10	70	0	20
Effective vs. Mounted							
Crocea Mors	A	1	16	7	60	0	20
Ignores DEF							
Thanatos	S	1-2	18	15	60	0	15
Magic Weapon (Ancient/Scythe), inflicts Poison for 3 turns							
Cronus	S	1	18	11	60	0	15
Drains HP							
Eris	S	1-2	19	15	60	20	15

1

Name	Rank	Rng.	WT	MT	Hit	Crit	QL
Iron Nunchaku	E	1	6	4	80	0	40
Devil Nunchaku	E	1	15	15	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user							
Steel Nunchaku	D	1	9	7	70	0	35
Steel Clackers	D	1	11	8	70	0	35
Guarantees follow-ups							
Meteor Hammer	D	1	10	6	80	0	35
Effective vs. Armored							
Silver Nunchaku	C	1	14	12	65	0	30
Slungshot	C	1	15	10	65	15	30
Tabak-Toyok	B	1	16	11	70	0	25
Effective vs. Horseback							
Varunapasha	B	1-2	17	13	60	0	25
Magic Weapon (Holy/Nunchaku)							
Sansetsukon	A	1	16	10	65	0	20
Doubles attacks made							
Gridarvor	A	1	17	12	65	0	20
Effective vs. Wyvern							
Agneyastra	A	1-2	17	11	60	0	20
Magic Weapon (Fire/Nunchaku)							
Gada	S	1	17	14	60	10	20
Drains HP							
Kaumodaki	S	1-2	18	15	60	0	15
Magic Weapon (Thunder/Nunchaku)							
Ruyi Jingu Bang	S	1-2	18	16	60	0	15
+5 DR, Effective vs. Levitation							

—

Water:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Wave	E	1-2	4	4	85	0	40
Splash	E	1-2	4	3	90	5	40
Elwave	D	1-2	5	5	80	0	35
Yliaster	D	1-2	6	3	75	0	35
Drains HP							
Arcwave	C	1-2	8	6	75	0	30
Manna	C	1-2	9	5	70	0	30
Drains HP							
Undertow	C	1-2	7	4	75	15	30
Flood	B	1-2	12	7	70	0	25
Ambrosia	B	1-2	13	6	65	0	25
Drains HP							
Nagamani	B	1-2	13	10	70	0	25
Magic Weapon (Water/Bludgeon)							
Tsunami	A	1-2	14	9	65	0	20
Amrita	A	1-2	15	8	60	0	20
Drains HP							
Maelstrom	A	1-2	14	10	60	0	20
Inflicts Paralyze for 1 turn							
Deluge	S	1-2	15	13	60	0	15
Apostolus Viridi	S	1-2	15	12	60	0	15
Magic Weapon (Water/Leather)							
Eitr	S	1-2	17	10	60	0	15
Drains HP							
Neptune	S	1-2	16	14	60	0	15
Magic Weapon (Water/Piercing)							

1

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Quake	E	1-2	6	5	85	0	40
Stalagmite	E	1-2	7	5	80	5	40
Elquake	D	1-2	8	8	75	0	35
Orichalchos	D	1-2	7	6	75	0	35
+2 DR while equipped							
Arcquake	C	1-2	10	10	70	0	30
Sandstorm	C	1-2	10	8	65	0	30
Reduces enemy's Hit by 10 for 1 turn							
Faultline	C	1-2	12	8	65	20	30
Tremor	B	1-2	12	11	65	0	25
Landslide	B	1-2	13	9	65	0	25
Reduces enemy's DMG by 5 for 1 turn							
Earthshock	B	1-2	13	-	65	0	25
MT is ½ of STR							
Labrys	B	1-2	14	12	70	0	25
Magic Weapon (Earth/Hacking)							
Fissure	A	1-2	15	13	65	0	20
Adamant	A	1-2	14	10	65	0	20
+4 DR while equipped							
Rockfall	A	1-2	16	12	60	0	20
Prevents enemy counters for 1 turn							
Tartarus	A	1-2	17	43	60	15	20
Ignores user's MAG							
Gaea	S	1-2	17	15	60	10	15
Gehenna	S	1-2	17	13	60	0	15
+6 DR while equipped							
Brynhildr	S	1-2	16	12	60	0	15
Inflicts Paralyze for 1 turn							
Xirang	S	1-2	18	15	60	0	15
Magic Weapon (Earth/Crushing)							

Nature:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Pollenbloom	E	1-2	6	4	75	0	40
Reduces enemy Hit by 10 for 1 turn							
Strangleroot	E	1-2	7	5	75	0	40
Reduces enemy Evade by 10 for 1 turn							
Belladonna	D	1-2	9	6	70	0	35
Inflicts Poison for 2 turns							
Ingrain	D	1-2	7	6	70	0	35
Inflicts Paralyze for 1 turn							
Corpsebloom	C	1-2	11	8	70	0	30
Inflicts Fear for 1 turn							
Hayseed	C	1-2	10	7	70	0	30
Inflicts Backfire for 1 turn							
Vampireroot	B	1-2	12	8	70	0	25
Inflicts Drain for 2 turns							
Dry Bramble	B	1-2	13	8	70	0	25
Inflicts Backfire for 2 turns							
Acrid Sap	B	1-2	13	9	70	0	25
Reduces target DEF by 5 for 2 turns							
Bai Zhu	B	1-2	14	10	70	0	25
Magic Weapon (Nature/Bludgeon)		Inflicts Drain for 3 turns					
Rose's Thorns	A	1-2	15	10	65	0	20
Cancels 1 enemy counterattack							
Dandelion	A	1-2	14	10	65	0	20
Inflicts Backfire for 3 turns, inflicts on adjacent targets to enemy							
Fangorn	A	1-2	16	11	60	0	20
Magic Weapon (Nature/Piercing)		Inflicts Sleep for 1 turn					
Flytrap	A	1-2	18	-	60	-	20
Reduces enemy HP by ¼ MHP, cannot critically hit or double							
Rage Blossom	S	1-2	14	12	60	0	15
Inflicts Berserk for 2 turns							
Yggdrasil	S	1-2	16	12	60	0	15
Reduces enemy DR by 5 for 2 turns							
Bacchus	S	1-2	16	13	60	0	15
Magic Weapon (Nature/Thrusting)		Inflicts Addle and Silence for 2 turns					

~Unique Weapons~

Name	Type	Class	Rng	WT	MT	Hit	Crit	QL
Ameno Uzume	Gunsen	Dancer	1	8	5	80	10	40
+3 DMG to adjacent allies			Performed allies gain +10 Crit					
Ogmios	Metal	Flagellant	1-2	9	8	80	15	40
Magic Weapon (Judgment/Metal), eff. vs. Undead and Monsters								
Parashu	Scythe	Soldier	1	8	7	75	20	40
Effective vs. Flying								
Citrinitas	Dagger	Alchemist	1-2	12	6	80	10	40
Magic Weapon (Dagger/Fire), Drains HP								
Enma's Promise	Cestus	Brawler	1	9	7	85	10	40
+1 MT per 5 HP lost								
Uchide no Kozuchi	Nunchaku	Disciple	1	8	8	75	10	40
Reverses Weapon Triangle								
Coach Whip	Leather	Tamer	1	7	5	80	10	40
Effective vs. Mounted/Beast, +5 DR vs. Mounted/Beast units								
Hameln's Pipe	Instrument	Bard	-	-	-	-	-	40
Target gains Effective damage against Mounted and Beast units for 3 turns								
The Bard's Song	Judgment	Wordsmith	1-2	9	8	80	15	40
+3 MT while a <i>Genre</i> is active								
Earthbreaker	Hacking	Pioneer	1	9	10	80	15	40
+5 MT when fighting enemies in defensive terrain								
Nostradamus	Lyrics	Seer	-	-	-	-	-	40
Target is rendered immune to critical hits and gains +5 DMG for 3 turns								
Alharzed	Grimoire	Occultist	1	18	15	75	10	40
For every 2 HP used in <i>Sacrifice</i> , +1 DR during combat								
Zanni	Rod	Jester	1	11	9	85	0	40
Inflicts -15 Eva for 1 turn								
Baetylus	Claws	Warden	1-2	10	9	80	10	40
Magic Weapon (Earth/Claws), restores 10 HP to the Warden every turn								
Infantry Sword	Thrusting	Cadet	1	9	9	80	10	40
+10 Critical to adjacent allies								
Pixie Staff	Ailment	Conjurer	1-Mag/2	-	-	40	-	40
Can copy any non-S rank Ailment staff or apply the effects of Polymorph								
Fairy Staff	Buffing	Conjurer	-	-	-	-	-	40
Can copy any non-repositioning, non-S rank Buff staff or apply the effects of Embiggen								

Name	Type	Class	Rng	WT	MT	Hit	Crit	QL
Black Fiend's Promise	Slashing	Warden Knight	1	8	8	80	0	40
+5 DEF to wielder and adjacent allies								
White Fiend's Salvation	Healing	Warden Knight	-	-	-	-	-	40
Heals (MAG) HP to all adjacent allies and grants +5 RES to user and targeted allies for 1 turn								
Thrysus	Buffing	Geomancer	-	-	-	-	-	40
Grants <i>Nature Power</i> buffs to the target depending on the target's surrounding terrain for 3 turns								
Ullr	Bludgeon	Artificer	1-2	12	10	75	20	40
Magic Weapon (Thunder/Bludgeon)								
Galatea	Buffing	Artist	1-Mag/2	-	-	-	-	40
Deploys or redeploys the Imago at any target square within the Staff's range								
Carnwennan	Exotic	Sentry	1-2	9	9	70	10	40
Inflicts -30 Hit for 3 turns								
Iago	Dagger	Thespian	1	8	8	80	30	40
Discombobulator	Bludgeon	Investigator	1	14	10	70	0	40
Paralyses for 1 turn								
Geppetto	Ailment	Puppeteer	1-Mag/2	-	-	40	-	40
Inflicts Turncoat for 2 turns								
Yamato Takeru	Gunsen	Kinshi Rider	1	8	5	80	0	40
Allies gain +15 Hit/Eva								
Shiranui	Bludgeon	Ogre Brave	1-2	15	10	65	0	40
Magic Weapon (Fire/Bludgeon)								
Astolfo	Thrusting	Griffon Rider	1	12	10	75	0	40
Effective vs. Levitation								
Plague	Ailment	Witch	1-Mag/2	-	-	40	-	40
Inflicts Poison and -10 Hit/Eva for 2 turns								
Raider's Whip	Leather	Explorer	1	8	7	75	30	40
Mons Meg	Fire	Demolitionist	2-10	20	13	70	-	10
Can't follow up								
Mappa Mare	Water	Astrologer	1-2	13	9	70	0	40
Drains HP								
Sandstorm	Piercing	Dromedary Rider	1	11	10	70	30	40
Nue	Hacking	Oniguma Rider	1	14	10	65	0	40
Inflicts Fear for 1 turn								

Name	Type	Class	Rng	WT	MT	Hit	Crit	QL
Snipe Hunter	Spear	Landstrider Knight	1-2	10	8	75	5	40
Guarantees follow-ups								
Herald of Order	Earth	Jurist	1-2	13	10	70	0	40
Magic Weapon (Earth/Piercing)								
Ace of Spades	Warding	Gambler	1-2	11	10	70	0	40
Magic Weapon (Knife/Warding)			User is immune to crits and statuses					
Lone Prayer	Holy	Cantor	1-2	13	12	70	10	40
Negates equipment effects								
Sova	Longbow	Spy	2-3	12	8	70	5	40
+10 Crit against Monitored targets								
Undertaker	Gauntlet	Gladiator	1	11	11	70	10	40
Effective against units under 50% HP								
Zofia	Metal	Instructor	1-2	9	10	70	10	40
Magic Weapon (Holy/Metal)								
Colzione	Piercing	Merchant	1-2	10	9	70	0	40
Magic Weapon (Wind/Piercing)								
Homewrecker	Bludgeon	Inventor	1	15	9	65	10	40
Effective vs. Summons								
Fuuma	Knife	Shinobi	1-2	13	12	75	10	40
Magic Weapon (Wind/Knife)								
Homa Lance	Piercing	Mortician	1	8	8	75	10	40
+15 Critical under 50% HP								
Kraken Slayer	Greatbow	Ranger Knight	2	10	12	75	10	40
Ignores 5 DR								
Caduceus	Healing	Nurse	1-2	-	-	-	-	40
Heals (10+MAG) HP, if target is under 50% HP grants +5 DR for 1 turn								

~Ported Weapons~

Name	Type	Rank	Rng.	WT	MT	Hit	Crit	QL
Emerald Axe	Hacking	C	1	10	10	70	0	30
+20 Hit and +2 DMG against Lances, -20 Hit and -2 DMG against Swords (replacing normal WTA/WTd)								
Ruby Sword	Slashing	C	1	8	8	70	0	30
+20 Hit and +2 DMG against Axes, -20 Hit and -2 DMG against Lances (replacing normal WTA/WTd)								
Sapphire Lance	Piercing	C	1	9	9	70	0	30
+20 Hit and +2 DMG against Swords, -20 Hit and -2 DMG against Axes (replacing normal WTA/WTd)								
Gronnraven	Wind	C	1-2	8	8	75	0	30
Weapon Triangle Advantage against Hidden, Bow and Staff								
Rauthrowl	Dread	C	1-2	11	11	65	10	30
+3 Critical per adjacent ally								
Blarblade	Holy	C	1-2	6	6	75	10	30
+5 MT if the user has any buffs on them								
Eldrserpent	Fire	C	1-2	8	8	70	0	30
Against enemies at >= 2 range, +3 DR								
Dauthifox	Ancient	C	1-2	9	6	70	0	30
After combat, reduces enemy AT by 4 for 2 turns								
Hrimwolf	Warding	C	1-2	8	8	80	0	30
+3 DR against Mounted units								

~Items~

Shields:

Name	Effect
Leather Shield	Grants +1 DEF and +1 WT.
Iron Shield	Grants +2 DEF and +2 WT.
Steel Shield	Grants +3 DEF and +3 WT.
Silver Shield	Grants +4 DEF and +4 WT.
Tower Shield	Grants +5 DEF and +5 WT.
Hexlock Shield	Grants +2 DEF, +2 RES and +4 WT.
Barrier Shield	Grants +3 RES and +3 WT.
Pavise Shield	Grants +3 DEF and +5 WT. Has a (SKL+LCK)% chance of halving physical damage taken. Does not stack with Pavise.
Ochain Shield	Grants +3 DEF and +5 WT. 25% chance to degrade critical hits to normal hits. Does not stack with Iron Rune.
Svalinn	Grants +3 DEF, +3 RES and +6 WT.
Pridwen	Grants +3 DEF and +6 WT. Restores 1/5 th of maximum HP at the beginning of the Phase. Does not stack with Renewal.
Listener	Grants +3 DEF, +15 EVA and +5 WT.
Rho Aias	Grants +7 DEF and +7 WT.

Rings:

Name	Effect
Accuracy Ring	Grants +10 Hit.
Evasion Ring	Grants +10 Eva.
Speed Ring	Grants +2 AS.
Dispel Ring	Grants +2 RES.
Goddess Ring	Grants +2 LCK. Allows the wielder to use up their action to restore 10 HP.
Prayer Ring	Restores 5 HP at the beginning of the Phase.
March Ring	Grants +1 MOV.
Critical Ring	Grants +5 Crit.
Nibelung	Restores 1/4 of damage dealt as health, but inflicts -5 Defense/Resistance while equipped.
Aegis Ring	Has a (SKL+LCK)% chance of halving magical damage taken. Does not stack with Aegis.
Summoner's Ring	All summoned units within 2 spaces gain +15 Hit/Eva.
Mairon/Devil Ring	Grants +6 MT, but every attack has a 31-LCK% of backfiring.

~Core Additions~

Weapons:

Name	Type	Rank	Rng.	WT	MT	Hit	Crit	QL
Bonesmasher	Crushing	C	1	10	8	70	0	30
Weapon Triangle Advantage against Fists								
Kohryu	Crushing	C	1	11	9	70	0	30
Weapon Triangle Advantage against Whips								
Ji Zhua Lian	Hacking	C	1	12	11	70	0	30
Weapon Triangle Advantage against Fists								
Monk's Spade	Piercing	C	1	10	11	70	0	30
Weapon Triangle Advantage against Fists								
Gako	Dagger	D	1	9	6	70	0	35
Weapon Triangle Advantage against Whips								

Items:

Name	Effect
Fist Crystal	Increases one Fist Subcategory Proficiency by 1 Rank
Whip Crystal	Increases one Whip Subcategory Proficiency by 1 Rank
Expert Gem	Increases all Fist Proficiencies by 1 Rank
Lash Gem	Increases all Whip Proficiencies by 1 Rank

~Changelog~

v0.85:

- Earth Magic no longer targets Defense. Earth Magic MT and WT increased across the board.
- Added the Ranger Knight, Mortician and Hospitalist classes with associated weaponry.
- Buffed Conjurers; Conjurers now receive 30 Hit instead of 20 Hit while using Ailment staves.

v0.80:

- Removal of promotion bonuses across First and Promoted Class units to bring them closer in line with vanilla Handbook classes.
- Earth Magic changed; Earth Magic is no longer restricted to 1 range but now inflicts Physical damage.
- New category of Ported Weapons added based on weaponry from Fire Emblem Heroes.
- Nature Magic added.
- Addition of the Thespian, Investigator, Puppeteer, Kinshi Rider, Ogre Brave, Griffon Rider, Witch, Explorer, Demolitionist, Astrologer, Dromedary Rider, Oniguma Rider, Landstrider Knight, Jurist, Gambler, Cantor, Spy, Gladiator, Instructor, Merchant, Inventor and Shinobi class lines with associated unique weapons.
- Cestus and Claw numbers brought down in line with other Fist weapons.
- Seer changes:
 - *Thou Shalt Not Die* removed, replaced with *Conviction* and *Zeal*.
- Warden Knight changes:
 - *Follower's Blessing* no longer interacts with *Redeemer's Creed*.
- Conjurer changes:
 - *Embiggen* only grants a temporary (MAG) barrier.
- Pioneer changes:
 - *Adaptive Engineering* now only grants +5 EVA/+2 DR.
- Cadet changes:
 - Combat Orders: *Take Cover* only grants +5 EVA/+2 DR in defensive terrain and Concentrate Fire only grants +5 points to healing and damage.
- All-around reduction of stat buffs.
- Reduced the Contents page due to ridiculous size.

v.0.75:

- General CON/AID increase to allow more effective use of Fist/Whip weaponry across the Brawler and Disciple trees, as well as buffing Skalds and Chroniclers.
- Added the Conjurer, Warden Knight, Geomancer, Artificer, Artist and Sentry lines with associated unique weapons (Pixie Staff, Fairy Staff, Black Fiend's Promise, White Fiend's Salvation, Thrysus, Ullr, Galatea and Carnwennan).
- Flagellant tree tweaks:
 - Flagellants now gain *Magical Corrosion*, reducing enemy mage EVA.
 - Venators gain *Shadow Dance*, gaining bonuses to Crit in EVA-boosting terrain.
- Disciple tree tweaks:
 - Disciple's *Meditate* changed to only remove 3 damage instead of 5.
- Seer tree tweaks:
 - *Foresight's* effect changed to an active skill that changes dice rolls.
 - Seers now have Performance/Staff (D) instead of Performance (C/D).
- Occultist tree reworked:
 - Occultists are now based around the skill *Sacrifice*, allowing them to sacrifice HP for additional unresisted damage.
 - Theurgists no longer have *Patron's Blessing* and *Transubstantiation* and gain *Soul Eater* and *Emboldened Spirit* instead, boosting stats while using *Sacrifice*.
 - The Warlock's *Symbiotic Possession* has been renamed to *Symbiosis*. Warlocks also gain *Soul Rend* instead of *Strength of the Will*, increasing damage against low-health enemies.
- Cadet tree tweaks:
 - Combat Orders can also target the Cadet themselves.
 - *Withstand* now no longer deactivates upon movement and remains active until the Commissar's next Phase.
 - Commissars gain *Forlorn Hope* upon promotion, buffing them and nearby allies if they are outnumbered by enemies.
- Tamer tree tweaks:
 - Beastmaster Companions now have stats equal to the Beastmaster -5.
- Seer tree tweaks:
 - Heralds no longer gain *Sword of the Faithful* and instead gain *Divine Retribution*, dealing damage to enemies that engage them directly. *Thou Shalt Not Die* also protects a buffed ally for the entire Phase.
- Wordsmith tree tweaks:

- Chroniclers now get *Legacy of War*, increasing Hit/Eva after Performing or using their class skill.
- Nostradamus buffed to grant 5 DMG instead of 3.
- Fist Category tweaks:
 - Removed 15 Crit from Platinum Aster.
 - Changed Dragon Claws to effective vs. Pegasus.
 - All Gauntlets received MT increases.
 - Tweaked general MT over all subcategories.
 - Baetylus buffed to grant 10 HP healing per turn.
- Whip Category tweaks:
 - Tiro Finale's effect changed to deal more damage when the enemy is under 50% HP.

v.0.70:

- Rebalanced all weapons to fall in line with PHB 2.3. Raging Demon is no longer a Druidic weapon in line with Druidic weapons being removed.
- General weapon and class tweaks.
- Whips can now strike diagonally from their original location, and Nunchaku possess the same ability.
- Water and Earth Magic trees added.
- Grandmaster renamed to Savant to prepare for future compatibility with BMM42's Third Tier supplement. In addition, the Disciple and Artisan's skills have changed:
 - Disciple's *Perfection of Form* is now changed to an active action (Meditate) to gain +10 Hit/Crit.
 - Artisan's *Realized Potential* now adds +3 AS to the bonuses from Meditate. In addition, *Perfection of Technique* now grants Weapon Triangle Advantage instead of Hit/Eva.
- Tamer tree changes:
 - Aveners renamed to Gamekeepers.
 - Tamer's *Man's Best Friend*: The bonuses granted by Hounds are now granted when Tamers initiate combat, and the bonuses have been changed to negating terrain bonuses and gaining +3 DMG.
 - Beastmasters no longer gain *Field Medicine* and instead gain *Hunter-Seeker*, allowing them to summon their pets as active units. They also gain *Hunting in Tandem* instead of *Beast Hunter*, boosting the stats of Beastmasters if they attack in tandem with their companions.
 - Gamekeepers now gain *Mastery of Taming* instead of *Veterinary Medicine*, boosting the effects of *Man's Best Friend*.

- Performer changes:
 - Skalds gain *War Chant* instead of *Bellow*, healing allies for 10 HP after performance.
 - Playwrights gain *Muse's Inspiration* instead of *All The World's A Stage*, gaining damage after Performance or use of Performance items.
- Scythe of Sariel and Crescent Sickle added to the Scythe tree.
- Aura Knuckles added to the Claws tree.
- Added Shields and Rings as accessories.
- Added the Seer, Pioneer, Occultist, Jester, Warden and Cadet trees with the requisite class-only weapons (Nostradamus, Earthbreaker, Alharzed, Zanni, Baetylus and Infantry Sword.)

v.0.67:

- Tweaked Raging Demon's stats and rank to place it in line with other Magic Weapons from the Player's Handbook.
- Added the Wordsmith line and associated unique weapon (The Ninth Wave).
- Added the Skald promotion for Bards.
- Added a unique weapon for the Bard promotion line (Hameln Pipe).
- Changed the wording on the Artisan's *Perfection of Technique* to clarify its effects and added an additional 5 Hit/Eva to its buff.

v.0.65:

- Damage numbers on Cestus and Claws tweaked to bring them in line with other weapons. Experientia Aurum is now a Judgment/Gauntlet weapon.
- Added the Hermeticist class as a promotion to Alchemists.
- Changes made to the Alchemist and Polymath:
 - Alchemists no longer receive *Law of Equivalent Exchange* and instead receive *Power of Alchemy*.
 - *Mastery of Transmutation* now takes HP instead of Tome QL.
- Added the Tamer class line and requisite signature weapon (Coach Whip).
- Tweaked Pugilists and Ruffians:
 - Ruffians now have *Sack* instead of *Raid*.
 - Pugilists gain *Critical Eye* upon promotion.

v.0.60:

- Weapon effects changed:
 - Vajrastra is now effective against Wyverns and Dragons (futureproofing for whenever anyone works on a Manakete supplement

- or Dragon Laguz) and grants +3 DR to compensate for limited utility outside of Dragons and Wyverns.
- Mohinastra is now effective against Levitation.
- Added the Alchemist classes with unique weapon (Citrinitas).
- Changes made to the Disciple, Ruffian, Artisan, Savant, Slayer and Venator:
 - The Disciple's *Perfection of Form* now grants 10 Hit or 10 Eva.
 - The Ruffian's *Bloody Minded Determination* now grants 2 DR and 2 DMG.
 - The Artisan's *Realised Potential* can now trade up to 5 QL for 5 DMG. In addition, *Perfection of Technique* now grants 10 Hit/Eva.
 - The Grandmaster's *Perfection of Knowledge* now negates WTD and grants doubled WTA bonuses. In addition, *Lead by Example* grants 15 Hit/Eva.
 - Slayers now have +10 Hit against Monsters and Undead in line with the Venator.
 - Venator's *Tame the Chaos* now has a special interaction with Druidic weapons.

v.0.55:

- New weapons added to Core Additions (Bonesmasher, Kohryu, Gako, Ji Zhua Lian and Monk's Spade).
- Weapon effects changed:
 - Crocea Mors and Genji Gloves now passively ignore DEF but have lower stats to compensate.
 - Raging Demon is now a Fist/Druidic weapon.
 - Tiro Finale's effect and stats overhauled completely.
 - Platinum Aster's stats lowered to compensate for its Brave effect.
- The Grandmaster's *Flourishing of Technique* was removed and replaced with *Lead by Example*.

v.0.50:

- Supplement officially released.