**Alchemist**

Active Skills

**Assassin**

Active Skills

Feint – Hits a single target for no damage, but greatly raises Hate.  
 CT: Short, Delay: None, Cost: Low, *Accelerates user*

**Grappler**

Active Skills

**Gladiator**

Active Skills

**Musketeer**

Actions

1) Burstfire - Hits a single target for standard damage.   
CT: Short, Delay: None, Cost: None

2) Salvo - Hits targets in a column for slightly less damage than standard.  
CT: Medium, Delay: Brief, Cost: Medium

3) Double Tap – Hits two random targets for standard damage, but with reduced accuracy.   
CT: Short, Delay: None, Cost: Medium

4) Tranquilizer - Hits a single target for no damage, but might cause Sleep, or Fatigue.   
CT: Medium, Delay: None, Cost: Medium-High

5) Elemental Clip - Changes the elemental property of Musketeer skills to Fire/Ice/Volt/Phys.  
 CT: Very Short, Delay None, Cost: Low, *Accelerates user*

6) Exploit - Hits a target for no damage but weakens an enemy’s resistance towards an element, altered by #5.  
 CT: Short, Delay None, Cost: Medium-Low, *Accelerates user*

7) Suppressing Fire - Protect an ally or oneself by shooting in defense, doing damage and inflicting stun. Generates hate for user.  
 CT: Long, Delay: None, Cost: Low

Soul Skill) Elemental Discharge - For five of Horatio’s turns the enchanted ally does x4 weakness damage instead of x2. Activates Tokens.  
 CT: Immediate, Delay: None, Cost: High

Character-specific Actions

Jeanne) Bird of Prey – User steals a large amount of DEX from the target. If either the enemy or ally is dispelled, the effect is lost.  
 CT: Medium, Delay: None, Cost: Medium

Saladin) Warning Shot – Inflict Fear in a small area.  
 CT: Long, Delay: None, Cost: Medium-High

Gregory) Roulette – Lowers DEF and END to zero while charging. Deals intense neutral piercing damage.  
 CT: Very Long, Delay: Brief, Cost: High, *Tied to Attack and Magic*

Yolanda) Firefly – Enchants one ally with Firefly status. Activates Tokens.  
 CT: Short, Delay: None, Cost: Medium-High, *Accelerates the user*

Information

Sleep – Holds enemy for a time. If attacked, double damage is dealt, but the afflicted wakes up from the hold.

Fatigue – Increases Cost of Actions by x1.5

Fear – Reduces DEX of affected, and prevents them from growing or utilizing Hate.

Firefly - Dramatically raises Hate growth from afflicted’s actions.

**Priestess**

Actions

1) Aid – Heals a single target by a small amount and gives them an Aid Token.  
CT: Short, Delay: None, Cost: None, *Accelerates the user*

2) Halo – Heals a single target by a moderate amount and enchants them with Halo. Activates Tokens.  
CT: Short, Delay: None, Cost: Low

3) Blessing – Heals a single target by a lot and heals all Physical afflictions.  
CT: Medium, Delay: None, Cost: Medium

4) Clarity – Increases an ally’s DEX by 2.5 times for one of their turns. Also cures all Mental states.  
CT: Short, Delay: Brief, Cost: Medium-High

5) Healing Wave – Heals a row of allies by a moderate amount. Activates Tokens.  
 CT: Medium, Delay: None, Cost: Medium-High

6) Restoration – Revives and heals a single target to full HP.   
 CT: Long, Delay: Brief, Cost: High

7) Banish – Deals intense damage to summons, demons and undead. Ineffective versus everything else.  
 CT: Long, Delay: None, Cost: High

Soul Skill) Miracle – A huge healing circle that hits all nine tiles from the center. Heals by a lot. Activates Tokens.  
 CT: Immediate, Delay: None, Cost: Very High

Character-specific Actions

Viola) Kyrie – Deals moderate Ether damage to the target and inflicts Blindness.  
 CT: Short, Delay: None, Cost: Medium-Low

Lucille) Emergency Care – Heals a single target by a lot and enchants them with Aversion  
 CT: Immediate, Delay: Medium, Cost: Medium

Anastasia) Vitality Charm – Enchants the target with Vital Charm  
CT: Medium, Delay: None, Cost: Medium-High

Eleanor) Martyr – Greatly raises user’s odds, heals self and all adjacent allies within a cross pattern by a moderate amount.  
 CT: Short, Delay: None, Cost: High

Information

Aid Token – If the ally would be affected by a status effect, they aren’t. Removed after use and heals some SP/stam.

Halo – A Blessing. Increases the power of all healing effects by 30% and increases Ether resistance. Lasts five turns.

Token Activation – Activates the SP-generating side effect of Aid Tokens, but does not remove them.

Aversion – Lowers odds for three turns.

Blindness – Greatly lowers DEX of affected for five turns.

Vital Charm – Increases the power of all healing effects by 50% and MAXHP by 50% for ten turns.

**Sniper**

Active Skills

**Sorcerer**

Active Skills

**Valkyrie**

Actions

1) Riot Thrust – Two-tile wide Row strike, standard damage against target, reduced damage to secondary target.  
CT: Short, Delay: None, Cost: None

2) Heavenly Caress – Hits enemy for heavy Ether damage and inflicts Concussion.  
CT: Medium, Delay: None, Cost: Medium

3) Cover – Takes damage for an assigned ally until the user’s next turn.  
CT: Immediate, Delay: Medium, Cost: Medium-Low

4) Fortify – Enchants a column with Fortify.  
CT: Medium, Delay: None, Cost: Medium

5) Passionate Defense – Steals Odds from an ally.  
 CT: Short, Delay: None, Cost: Medium-High *Accelerates the User*

6) Maiden’s Faith – Enchants an ally with Faith and adds Life Token.  
 CT: Short, Delay: None, Cost: Low *Accelerates the User*

7) Song of Heroes – Enchants user and allies in cross-pattern with Valor. Activates Tokens.  
 CT: Long, Delay: None, Cost High.

Soul Skill) Sanctuary – All enemy attacks are ineffective against allies in a large circle. Lasts for two of Horatio’s turns. Activates Tokens.  
 CT: Immediate, Delay: None, Cost: Very High

Character-specific Actions

Faraday) Sentinel – Increases user’s END and RES by 2.5 times and greatly increases Odds until their next turn. Activates Tokens.  
 CT: Short, Delay: Long, Cost: Medium-High

Iria) Heaven’s Breath – Heals allies in a column by a lot. Increases their speed by SPD by 1.5 until their next turn.  
 CT: Medium, Delay: Medium, Cost: High.

Olivia) Valiant – Enchants a single target with Valiant.  
 CT: Short, Delay: Brief, Cost: Medium-High

Haley) Leyline Break – Hits enemies in a column for medium Physical damage. Interrupts actions. Activates Tokens.  
 CT: Short, Delay: Medium, Cost: Very High

Information

Fortify – Raises END and RES of an ally. Increases odds slightly. Lasts five turns.

Life Token – If critical attack damage is dealt, it is negated. Removed after use and heals HP.

Valiant – The higher the Odds, the greater the damage. However, it locks Odds from increasing. Lasts five turns.

Faith – A strong Regen. Stacks with Valor.

Valor – A moderate-strength Regen. Stacks with Faith.

Concussion – Chance of forgetting to act, reduced RES.

**Warlock/Witch**

Actions

1) Riot Thrust – Two-tile wide Row strike, standard damage against target, reduced damage to secondary target.  
CT: Short, Delay: None, Cost: None

2) Heavenly Caress – Hits enemy for heavy Ether damage and inflicts Concussion.  
CT: Medium, Delay: None, Cost: Medium

3) Cover – Takes damage for an assigned ally until the user’s next turn.  
CT: Immediate, Delay: Medium, Cost: Medium-Low

4) Fortify – Enchants a column with Fortify.  
CT: Medium, Delay: None, Cost: Medium

5) Passionate Defense – Steals Odds from an ally.  
 CT: Short, Delay: None, Cost: Medium-High *Accelerates the User*

6) Maiden’s Faith – Enchants an ally with Faith and adds Life Token.  
 CT: Short, Delay: None, Cost: Low *Accelerates the User*

7) Song of Heroes – Enchants user and allies in cross-pattern with Valor. Activates Tokens.  
 CT: Long, Delay: None, Cost High.

Soul Skill) Sanctuary – All enemy attacks are ineffective against allies in a large circle. Lasts for two of Horatio’s turns. Activates Tokens.  
 CT: Immediate, Delay: None, Cost: Very High

Character-specific Actions

Leveat)

Sasha)

Mercedes)

Petruchio)

Information

Allow for Taunt (ATK+/DEF-/ODDS+) + Confusion (Strike self) combo

Allow for Drain Tank counter combo (Sentinel + DoT-life over time + Counterattack