

Class of Heroes Race/Major Guide

by Kazamu

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C L A S S O F H E R O E S
Races and Majors Guide

Version 1.1.1
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2. VERSION HISTORY [VER]

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Version 1.1.1 (June 19, 2009)

- Added a tip regarding using the Cleric's Appraise ability
- Fixed the name of the last Evoker spell

Version 1.1 (June 15, 2009)

- Added a section on HP Growth

Version 1.0 (June 14, 2009)

- This guide was started

3. INTRODUCTORY NOTES [INT]

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Unlike many RPGs of today, Class of Heroes takes on a different sort of approach to the way that stats are controlled. In most typical RPGs, it is the job of the character that normally governs how stats are distributed, or how players are inclined to set points to stats.

In Class of Heroes, the main factor that controls how stats are distributed is the character's race. Each race starts out with its own unique set of stats that more or less control what sort of job players are likely to choose for them, despite how the race may look.

For instance, Fairies would most likely be believed to make for the best magicians, but by the rules of the game, it is Agility that Fairies excel most in.

Another great example are the Edgeists. Although their image depicts more of a fighting type of character, giving the thought that they would best make Monks, it is Wisdom and Faith that they actually excel in.

Why the producers decided to make things so confusing like this is questionable, but thankfully bonus points available during character creation can help players to shape characters the way that they want them to be (to an extent).

The bottom line is, if you're going to try to make the best party possible, you should generally try to give particular jobs to characters of races that have the sort of stats for it to make sense.

For example, making a caster out of a Drake would pretty much be a waste of all that Strength and Vitality. Plus, they'd only be able to get a little higher at Wisdom and/or Faith than some races are initially.

This guide isn't to inform players which races to put together, it's a guide on each major race on an individual basis. If you're looking to figure out who to include in the party, please refer to the Affinity guide.

4. RACES -- STATS [RST]

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Below is a list of the initial stats that each character race begins with. Remember that these stats can all be increased at least by 10 points through bonus points during the initial creation of them.

Affinity levels, explained in the appropriate guide, can further affect these stats to make characters more powerful than they began. However, it needs to be noted that even though 2 characters may be able to obtain the same stats through bonus points, it's still the character's race that governs such things as Max HP.

For example, during a test run, I made a Sprite Warrior with an initial Vitality of 15. By the time it was at level 66, it still had under 900 HP. A Drake Warrior with an initial Vitality of 15 surpassed the Sprite's Max HP at level 33. By level 53, the Drake had more than double, and by 66, the Drake had

almost 3 times as much HP as the Sprite.

It also needs to be noted that during the leveling up process, the Sprite's Vitality dropped to 14, 1 less than it was set to initially. The Drake, on the other hand, had an increase in Vitality to 23, 8 points higher than what was initially set. This test was done without the aid of increasing affinity.

STR = Strength
WIS = Wisdom
FTH = Faith
VIT = Vitality
AGI = Agility
LUK = Luck
EVD = Evade

	STR	WIS	FTH	VIT	AGI	LUK	EVD
Human	8	8	8	9	8	9	12
Elf	7	10	10	7	9	8	13
Dwarf	11	6	10	11	6	7	10
Erdgeist	5	14	11	5	5	9	9
Halfling	6	6	5	6	12	14	14
Sprite	5	9	7	5	14	12	18
Felpier	9	7	8	10	12	6	14
Drake	14	5	5	14	6	8	11
Diablon	9	12	8	10	8	7	12
Celestian	7	8	14	7	8	10	12

Below is a chart that lists the general HP growth speeds from fastest to slowest. Although this does correspond well with what you can get from just looking at the chart, it's important to note that it is ultimately the sort of balance to expect by level 99 despite any initial Vitality boosts or choice of majors.

Best Drake
 Dwarf, Diablon
 Felpier, Human
 Celestian, Elf, Halfling
Worst Sprite, Erdgeist

5. MAJORS -- STATS [MST]

Although character races govern most stats, they do not control all stats. Majors have their own effect on how a character can perform in battle. You will likely notice that different characters have different values of accuracy (the number directly below the characters' HP).

Accuracy is controlled firstly by the character's major and can be modified slightly by the equipment that the character uses.

Characters of fighting classes naturally have higher values of accuracy, while classes that excel in the art of magic have lower amounts of accuracy. Fighting classes are guaranteed to reach the maximum of 99 accuracy (without equipment), while casters will only reach the mid-40s by level 99.

6. HP GROWTH [HPG]

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A thread regarding the "slow" HP growth of the Valkyrie came to my attention. It would appear that HP growth is not solely based on character race as I had first perceived. A couple of quick tests shows that the character's major does indeed play a role in governing a character's HP growth.

I ran a test with a team completely made up of Drakes, since their high Vitality makes for the largest range of possible HP gains. I chose a Warrior, Wizard, Devout, Thief, Ranger and Evoker for this test. Below are the results.

Test 1 -- Keeping Vitality at its initial position

	Lv	HP	STR	WIS	FTH	VIT	AGI	LUC
Warrior	1	29	14	5	5	14	6	8
	99	5248	27	14	17	27	18	20
Wizard	1	26	14	12	5	14	6	8
	99	4591	27	17	14	27	18	20
Devout	1	19	14	5	12	14	6	8
	99	4797	27	16	17	27	18	20
Thief	1	29	14	5	5	14	10	12
	99	4431	27	16	14	27	17	20
Ranger	1	21	14	5	5	14	10	12
	99	4834	27	17	14	27	18	20
Evoker	1	20	14	13	13	14	6	13
	99	4530	27	17	17	27	18	20

As you can see in this test, the Warrior clearly beats the other classes, which are obviously not fighting classes, at obtaining the highest amount of HP at level 99.

What is perhaps a point of greater interest, however, is that despite the stats initially set, all of the stats at level 99 are very close to one another. Now, it's important to note that I did not use this party on the battlefield, which means that their affinity ratings were at the default of 111% (+1% from each of the 5 Drakes, and 3 Drakes were Good while the others were Neutral).

What this means is that regardless as to how many Bonus Points you get at the time of creation, every character will inevitably reach a point at which their stats are roughly +10 their initial race stats (disregarding the effects of affinity). It may takes 10s of levels to achieve, but it will happen.

Test 2 -- Starting with maximum Vitality

	Lv	HP	STR	WIS	FTH	VIT	AGI	LUC
Warrior	1	28	14	5	5	24	6	8
	99	4828	27	17	16	27	18	19
Wizard	1	31	14	12	5	24	6	8
	99	4677	27	17	16	27	18	20

Devout	1	27	14	5	12	24	6	8
	99	4752	27	16	17	27	18	20
Thief	1	39	14	5	5	24	10	12
	99	4795	27	16	17	27	18	20
Ranger	1	33	14	5	5	24	10	12
	99	4728	27	17	17	27	17	18
Evoker	1	33	14	13	13	24	6	13
	99	4554	27	17	17	27	17	20

Looking at this chart and comparing it to the previous chart should raise a lot of suspicion. If the characters are all starting with max Vitality, why are most ending up with less, or roughly the same, HP as when their Vitality was not changed?

The randomness of HP gained per level might be one reason for this, but it would require more strenuous amounts of tests to be certain. Notice how this time the amounts of HP are not only lower in many cases, but they are also much closer to one another than previously. Not that there was an extremely huge difference between the HP of the Warrior and the Evoker before anyways (~700 at level 99).

Test 3 -- Test 1 and 2 with the Valkyrie

For this test, I made 4 Warriors for the extra characters (1 Neutral, 3 Good), since Drakes can take on the major without any added stats.

	Lv	HP	STR	WIS	FTH	VIT	AGI	LUC
Valk1	1	25	14	9	13	14	10	10
	99	4954	27	17	17	27	18	20
Valk2	1	40	14	9	13	24	10	10
	99	5212	27	16	17	27	18	20

This test more or less blew the results of Test 1 and Test 2 away. In this test, the Valkyrie that started with maximum Vitality actually did clearly beat the Valkyrie with default Vitality. This, in my opinion, proves that the randomness of HP gains can be quite misleading.

In the end, although the character's major may actually have an influence on their HP growth, it's clear that the character's race is much more influential.

Now, before you take all of this to mean that casters can never have more HP than fighters, there is something more to note about in regards to HP and how to achieve more.

Although it is a very slow process, players have the option of switching the majors of characters. In doing so, the character's level is reset to 1 and their HP is reduced to roughly half of what it used to be. Any magic spells learned will be kept, with the restriction of how many spells in that category the new major can learn.

If you're following, this means that you can take a character, level it up to level 99 and switch majors, and you'll wind up with a character that can obtain

about 150% of the amount of HP that they originally had at level 99. Keep doing this over and over, and eventually you'll be able to reach about 200% of the HP you were able to reach at level 99 the first time.

Take note that 9,999 HP is the maximum, however, HP is stored as 2 separate values (1 of which is a hidden stat), which is why changing the major of a character with 9,999 HP does not necessarily result in a level 1 character with roughly 5,000 HP (you can actually get a level 1 character with about 5,700 HP, for example).

7. MAJORS -- REQUIREMENTS [MRQ]

Just like taking classes in a school, majors require having certain pre-requisites. In the case of Class of Heroes, these are in the form of stats, alignment and sometimes even gender.

	STR	WIS	FTH	VIT	AGI	LUK	Align	Gender
Warrior	12	-	-	-	-	-	Any	Any
Wizard	-	12	-	-	-	-	Any	Any
Devout	-	-	12	-	-	-	Any	Any
Thief	-	-	-	-	10	12	N/E	Any
Cleric	-	13	13	-	-	-	G/E	Any
Evoker	-	13	13	-	-	13	N	Any
Ranger	12	-	-	10	10	12	N/E	Any
Alchemist	10	13	-	10	-	13	G/E	Any
Psychicer	-	13	13	8	8	14	G/E	Any
Monk	13	9	12	13	10	9	G/N	Any
Samurai	12	13	9	12	11	9	G/N	Any
Valkyrie	14	9	13	14	10	10	N	F
Paladin	15	10	13	15	10	13	G	M
Kunoichi	13	11	12	13	15	15	E	F
Ninja	13	12	11	13	15	15	E	M

Below is a chart indicating the number of points any particular race would require in order to take on the given major.

	Hu	El	Dw	Er	Ha	Sp	Fe	Dr	Di	Ce
Warrior	4	5	1	7	6	7	3	-	3	5
Wizard	4	2	6	-	6	3	5	7	-	4
Devout	4	2	2	1	7	5	4	7	4	-
Thief	5	3	9	8	-	-	6	8	7	4
Cleric	10	6	10	2	15	10	11	16	6	5
Evoker	14	11	16	6	15	11	18	21	12	8
Ranger	10	11	10	20	10	12	9	8	10	12
Alchemist	12	14	13	16	15	15	14	13	8	14
Psychicer	15	13	19	13	17	15	19	24	13	10
Monk	16	16	15	22	24	21	16	16	15	15
Samurai	16	16	16	20	23	20	15	18	12	18
Valkyrie	20	20	19	26	27	24	20	18	19	17
Paladin	26	25	25	31	29	28	26	24	24	23
Kunoichi	29	28	28	33	30	27	28	29	26	27
Ninja	29	28	28	32	30	27	28	29	25	32

It may come as a surprise, but the figures in this chart really only indicate how easy it is for a race to take on a major. What it doesn't provide is a way of indicating how well the race can adapt to the major that they are given.

Unfortunately, there's more to factors like HP than simply adding extra points into Vitality. The character needs to be of a race that naturally excels in HP growth to gain the sort of HP required to stay alive in the front row.

8. RACES -- SKILLS [RSK]

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Certain races have skills that they learn automatically just for being who they are. These skills can sometimes be seen on multiple different races, but there are a few which are unique to specific races.

Erdgeists

Levitate	No harm will be taken from traps on the floor.
Protection	Protects you from attacks that can instantly kill.

Sprite

Levitate	No harm will be taken from traps on the floor.
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Drake

Breath	Deal damage to many foes. Range is based on level.
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Diablon

Breath	Deal damage to many foes. Range is based on level.
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Celestians

Levitate	No harm will be taken from traps on the floor.
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9. MAJORS -- SKILLS [MSK]

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Similar to how some races have their own skills, each major has its own set of skills that can be learned. Sometimes these skills are given to you right off the bat, but most need to be earned by leveling up.

Warrior

Lv	Name	Effect
13	Tri Slash	Strike three times in a fluid and powerful motion.
16	Dual Fist	Equip a one-handed weapon in each fist to attack with.
50	True Dual Fist	Equip any weapon in each hand to attack with.
99	Satori	Enables the sacred technique of reincarnation.

Wizard

Lv	Name	Effect
1	Magic Bane	Enables high damage against spirits and magical monsters.
13	Unleash	Focus the mind to double the effect of spells.
96	Satori	Enables the sacred technique of reincarnation.

Devout

Lv	Name	Effect
1	Divinity	Enables high damage against ghosts and the undead.
7	MP Stroll	MP will recover as you walk through the labyrinth.
13	MP Swap	Exchange your MP with that of a classmate's.
96	Satori	Enables the sacred technique of reincarnation.

Thief

Lv	Name	Effect
1	Thievery	Grants further mastery of natural thieving skills.
7	Mug	Attack any foe and potentially steal gold as well.
26	Dual Fist	Equip a one-handed weapon in each fist to attack with.
94	Satori	Enables the sacred technique of reincarnation.

Cleric

Lv	Name	Effect
1	Divinity	Enables high damage against ghosts and the undead.
1	Appraise	Use a keen eye to examine items you've obtained.
4	Magic Bane	Enables high damage against spirits and magical monsters.
7	Requiem	A prayer for the soul purifies a group of undead.
91	Satori	Enables the sacred technique of reincarnation.

Evoker

Lv	Name	Effect
7	Evoke Ring	A circle of power boosts a summon's HP, ATK, and DEF.
91	Satori	Enables the sacred technique of reincarnation.

Ranger

Lv	Name	Effect
1	Thievery	Grants further mastery of natural thieving skills.
13	Lock On	A shot aimed at the vitals that can kill in one strike.
89	Satori	Enables the sacred technique of reincarnation.

Alchemist

Lv	Name	Effect
1	Alchemy	Create and modify items with the art of alchemy.
7	Lucky Draw	Increases chance of acquiring items after battle.
10	Appraise	Use a keen eye to examine items you've obtained.
13	Item Dance	Use all of your stock of an item in one round.
29	Dual Fist	Equip a one-handed weapon in each fist to attack with.
45	True Dual Fist	Equip any weapon in each hand to attack with.
80	Satori	Enables the sacred technique of reincarnation.

Psychicer

Lv	Name	Effect
7	Magic Bane	Enables high damage against spirits and magical monsters.
7	Sniper	A weapon's range is made limitless. Hit any foe in any row.
13	Barrier	Summon a wall to nullify attacks. Can be reinforced.
26	Dual Fist	Equip a one-handed weapon in each fist to attack with.
65	True Dual Fist	Equip any weapon in each hand to attack with.
89	Satori	Enables the sacred technique of reincarnation.

Monk

Lv	Name	Effect
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1	Foresight	Raises evasion at set levels. Armor weakens this.
7	Counter	Chance to counter an enemy's attack.
13	Blitz	Attack three times consecutively with fierce force.
20	Dual Fist	Equip a one-handed weapon in each fist to attack with.
50	1 Inch Fist	Attack with bare fists for a chance of an instant kill.
60	True Dual Fist	Equip any weapon in each hand to attack with.
87	Satori	Enables the sacred technique of reincarnation.

Samurai

Lv	Name	Effect
7	Dual Fist	Equip a one-handed weapon in each fist to attack with.
13	Dlash Run	Take a quick swipe at all enemies in the front row.
55	True Dual Fist	Equip any weapon in each hand to attack with.
87	Satori	Enables the sacred technique of reincarnation.

Valkyrie

Lv	Name	Effect
7	Divinity	Enables high damage against ghosts and the undead.
13	Bold Move	Deal great damage to one foe at the cost of your Defense.
23	Dual Fist	Equip a one-handed weapon in each fist to attack with.
60	True Dual Fist	Equip any weapon in each hand to attack with.
85	Satori	Enables the sacred technique of reincarnation.

Paladin

Lv	Name	Effect
7	Divinity	Enables high damage against ghosts and the undead.
13	Cover	Take damage from attacks in an ally's stead.
23	Dual Fist	Equip a one-handed weapon in each fist to attack with.
60	True Dual Fist	Equip any weapon in each hand to attack with.
85	Satori	Enables the sacred technique of reincarnation.

Kunoichi

Lv	Name	Effect
1	1 Inch Fist	Attack with bare fists for a chance of an instant kill.
1	Thievery	Grants further mastery of natural thieving skills.
1	Foresight	Raises evasion at set levels. Armor weakens this.
7	Fierce Hit	Deal a fierce blow to any foe that can confuse it as well.
20	Dual Fist	Equip a one-handed weapon in each fist to attack with.
26	Divinity	Enables high damage against ghosts and the undead.
26	Magic Bane	Enables high damage against spirits and magical monsters.
55	True Dual Fist	Equip any weapon in each hand to attack with.
82	Satori	Enables the sacred technique of reincarnation.

Ninja

Lv	Name	Effect
1	1 Inch Fist	Attack with bare fists for a chance of an instant kill.
1	Thievery	Grants further mastery of natural thieving skills.
1	Foresight	Raises evasion at set levels. Armor weakens this.
7	Assassinate	A silent attack that can dispatch foes in one strike.
20	Dual Fist	Equip a one-handed weapon in each fist to attack with.
26	Divinity	Enables high damage against ghosts and the undead.
26	Magic Bane	Enables high damage against spirits and magical monsters.
55	True Dual Fist	Equip any weapon in each hand to attack with.
81	Satori	Enables the sacred technique of reincarnation.

10. MAJORS -- SPELLS [MSP]

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There are 4 categories of magic in Class of Heroes and while certain classes learn some of the magic in one or more areas, hybrids often only learn 2 spells from a given category. These hybrids are not constrained to the 2 spells that they learn, however. The spells can be forgotten and new spells can take their place.

Below is a chart listing the different majors and how many spells will be retained when switching majors. These numbers are NOT how many spells in each category the major will learn. Note that the Evoker is the ONLY major that can use summon magic. Once you switch majors, you lose all of your summons.

A good plan to get as many spells as possible is to make a Cleric or Psychicer. Once they learn all of the spells (black and white for Cleric, psychic for Psychicer), switch over to the other job and learn all of their spells. In the end, you'll wind up with either a Cleric that can use all white and black spells and 3 psychic spells in every level of magic, or a Psychicer with all psychic spells and 3 black and 3 white spells in every level of magic.

After you've got all of the spells, you can go further by switching to any other major, and you'll have whatever major you choose with a wide selection of spells. So you can make a Samurai with 2 black, 1 white and 1 psychic spell in every level of magic. Or a Warrior with 1 spell of each type of magic in every level of magic.

Although it's a painstakingly long process, it helps ensure that you have backup healers / casters in case the main one(s) run out of MP.

	Bl	Wh	Ps	Su
Warrior	1	1	1	0
Wizard	4	3	3	0
Devout	3	4	3	0
Thief	1	1	1	0
Cleric	4	4	3	0
Evoker	2	2	3	2
Ranger	1	1	2	0
Alchemist	2	2	2	0
Psychicer	3	3	4	0
Monk	1	1	2	0
Samurai	2	1	1	0
Valkyrie	1	2	1	0
Paladin	1	3	1	0
Kunoichi	1	1	2	0
Ninja	1	1	2	0

Black Magic

Lv	Name	Effect
1	Fire	Deal fire damage to one foe. Strong vs. earth.
	Sight	Display the map of the labyrinth. Lasting effect.
	Sleepum	Puts a group of foes to sleep.
	Slow	Lower a foe's evasion. Effect is stackable.
2	Bolt	Deal bolt damage to one foe. Strong vs. water.
	Levitas	All allies will float above traps. Lasting effect.
	Dreadum	Strike fear into the hearts of one group of foes.
	Dasper	Lower a foe's spell resistance. Effect is stackable.

3	Aqua	Deal water damage to one foe. Strong vs. fire.
	Firegan	Deal high fire damage to a group. Strong vs. earth.
	Chaos	Confuse a group of foes.
	Slowgan	Lower a group's evasion. Effect is stackable.
4	Quake	Deal earth damage to one foe. Strong vs. bolt.
	Boltgan	Deal high bolt damage to a group. Strong vs. water.
	Paralum	Paralyze an enemy group.
	Daspergan	Lower a group's spell resistance. Effect is stackable.
5	Dark	Deal dark damage to once foe. Strong vs. light.
	Aquagan	Deal high water damage to a group. Strong vs. fire.
	Poisum	Attack a group of foes with a poison fog.
	Silenum	Seal the spells of a group of enemies.
6	Quakegan	Deal high earth damage to a group. Strong vs. bolt.
	Darkgan	Deal high dark damage to a group. Strong vs. light.
	Stonum	Petrify a group of enemies.
	Invalum	Erase spell effects from all combatants.
7	Big Bang	Attack all foes with a world-shaking explosion.
	Teleport	Warp to a previously visited place. Usable in battle.
	Demendum	Banish a group of foes into the void. No EXP earned.
	Ragnarok	Target all allies with random effects. Uses all level 7 MP.

White Magic

Lv	Name	Effect
1	Heal	Restore an ally's HP.
	Luminus	Temporarily light up the labyrinth. No effect in the dark.
	Awaken	Wakes one sleeping ally.
	Haste	Raise an ally's evasion. Effect is stackable.
2	Calm	Cure fear from an ally.
	Uspcr	Raise an ally's spell resistance. Effect is stackable.
	Scan	Search a treasure chest for traps.
	Findum	Locates allies within the labyrinth.
3	Healgan	Restore the HP of all allies.
	Lumigan	Illuminate the labyrinth. Lasting effect.
	Order	Cure an ally's confusion.
	Hastgan	Raise the evasion of all allies. Effect is stackable.
4	Massage	Cure an ally's paralysis.
	Uspcrgan	Raise the spell resistance of all allies. Stackable.
	Scopum	Discern foes more easily. Lasting effect.
	Hastgana	Raise the evasion of all allies. Lasting, stackable effect.
5	Healgana	Greatly restore the HP of all allies.
	Shine	Deal light damage to one foe. Strong vs. dark.
	Detox	Cure an ally's poison.
	Uspcrgana	Raise the resistance of all allies. Lasting, stackable effect.
6	Metaheal	Completely restore an ally's HP.
	Shinegan	Deal high light damage to a group. Strong vs. dark.
	Soft	Cure an ally's petrification.
	Death	End the life of one foe.
7	Metacure	Restore the status of all allies.
	Revive	Revive a fallen ally with all HP.
	Deathgan	End the lives of an entire group of enemies.
	Escapum	Instantly escape from the labyrinth.

Psychic Magic

Lv	Name	Effect
1	Vanishum	Instantly escape from battle.
	Blind	Lower a foe's accuracy. Effect is stackable.
	Wall	Defend an ally from attacks by back-row enemies.
	Defen	Raise an ally's resistance to attacks. Stackable.

- 2 Kinesis Attack one foe using telekinesis.
- Offen Raise an ally's accuracy. Effect is stackable.
- Salve Cure an ally of poison.
- Bully Coerce all weaker foes to run away.
- 3 Mind Map See a map of a 7x7 block surrounding the current area.
- Wallgan Defend all allies from attacks by back-row enemies.
- Psyinvalum Erase the spell effects from all allies.
- Insight Reveal the secrets of the labyrinth. Lasting effect.
- 4 Kinesgan Attack a group of foes using telekinesis.
- Blindgan Lower the accuracy of a group. Effect is stackable.
- Defgana Raise all allies' resistance to attacks. Lasting effects.
- Defgan Raise all allies' resistance to attacks. Stackable.
- 5 Offgan Raise the accuracy of all allies. Effect is stackable.
- Offgana Raise the accuracy of all allies. Lasting effect.
- Dispel Erase the spell effects from all foes.
- Phase Warp to a previously visited place. Usable in battle.
- 6 Beam Deal random, psychic damage to one foe.
- Cure Cure the status of an ally.
- Unlock Use psychic powers to unlock treasure chests and doors.
- Apraisum Use psychic powers to appraise unidentified items.
- 7 Beamgan Deal random, psychic damage to a group.
- Restore Restore all HP and cure status of an ally.
- Psych Raise the stamina of an ally. Spell will be forgotten.
- Magnet Lift a curse from an ally. Spell will be forgotten.

Summon Magic

* Note: All spell descriptions say "Summon spell, Cost: #G, Level dependant"

Lv	Name	Cost	Location
1	Coin	10G	Novice's Road (X13 Y13)
	Firefly	20G	Holdeah Cave (X17 Y11)
2	Pest	40G	Particus Road (X6 Y13)
	Wings	50G	Kausa Path (X16 Y17)
3	Mole	80G	Pa'tol Road (X7 Y12)
	Rotblade	90G	Jetro Temple (X17 Y2)
4	Plant	130G	Yamhaus Ruins (X7 Y17)
	Lepus	140G	Howler Path (X12 Y8)
5	Skeleton	190G	Zaskia Pass (X12 Y7)
	Slime	200G	Flake Pass (X2 Y2)
6	Godbeast	260G	Dukett Path (X18 Y18)
	Soul	270G	Boest Cave (X17 Y19)
7	Godplant	340G	Tohaus Trail (X10 Y2)
	Nymph	350G	Lark Cave (X10 Y10)

11. RACES -- INDIVIDUAL ANALYSIS [RIN]

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Humans

Humans do not particularly excel in any area, making them highly flexible when it comes to career choices. They obtain a decent amount of HP from level-ups, which makes them a good choice to put in the front row. The downside to Humans is their lack of race skills, meaning that you'll need to carry multiple weapons if you make them into fighters, so that when you encounter ghosts or magical enemies they won't be doing nothing.

Elves

Elves are another nearly well-rounded class similar to Humans, but with a little more focus in magic stats and slightly lowered Vitality. The lowered Vitality puts Elves on level with Halflings and Celestians in terms of HP growth, making it rather questionable whether or not it's a good idea to put one in the front. Similarly to Humans again, Elves do not have any sort of special abilities to put themselves apart from others.

Hybrid classes of physical attacks and magic would make good choices for Elves (e.g. Ranger, Samurai perhaps).

Dwarf

Dwarves are pretty much what you should expect. They are a powerhouse type of race. They excel primarily in Strength and Vitality, though their high Faith also makes them good choices for healers such as a Devout or Cleric, or even a Paladin or Valkyrie.

Erdgeist

Despite the way they appear in their portraits, Erdgeists are anything but good choices for use in the front row. Erdgeists start with a low amount of strength and their HP growth is sub-standard for a front row position. You may notice from their stats that they excel in the magic categories (i.e. Faith and Wisdom), making magic-based majors like a Devout, Wizard or Cleric more ideal for them.

Their Levitation ability is useful to have since it basically means that they won't take damage from shock tiles. Most other races need to have a spell cast or an item used in order to grant them the ability to levitate over them.

Halflings

Halflings are great choices when Agility and/or Luck matters to the major desired such as Thieves, Ninjas and Kunoichi. Their generally lower HP growth means that they are quite vulnerable in the front.

Sprites

Contrary to common belief, Sprites in Class of Heroes do not excel in magic stats so much as they do in Agility and Luck, which makes them good choices for Thieves and other Agility-based majors. Their HP growth is terrible, and thus, they should never get the chance to see the front row of the battlefield. Their magic stats are not so low that they cannot take on magical majors without difficulty however, so the thought of using a Sprite as a Devout, Wizard or Cleric should not be discouraged.

Similarly to Erdgeists, Sprites also have the Levitate ability, so shock tiles are no threat to Sprites (Note that there are shock walls though).

Felpiers

Felpiers gain a fair amount of HP throughout their leveling process, but not

nearly as much as Drakes. Their more balanced stats make them ideal choices for hybrid majors such as the Samurai and may even be quite successful for Agility-based majors such as the Ninja and Kunoichi, or even a Thief.

Drakes

Drakes take on the role of the typical warrior type in Class of Heroes. They excel at Strength and Vitality, but have terrible magic stats (i.e. Faith and Wisdom) and their Agility and Luck are rather poor. Essentially, what this means is with good armour and weapons, Drakes can be a force to be reckoned with. To top it off, they have a Breath ability which helps them get rid of monsters that don't die easily by physical attacks.

Diablons

Diablons share the same sort of HP growth as Dwarves, making them excellent choices in the front row. Although their initial Vitality is the same as the Felpier, Diablons gain more HP than Felpiers. Their increased Wisdom over Felpiers may make them more suitable characters for offensive magic majors such as Wizards and Samurai.

Similarly to Drakes, Diablons also have the Breath ability, which could possibly make Diablons second in line as the best warrior race. Weapons can take care of most monsters, while the Breath ability can take care of magical and ghost type monsters.

Celestian

Their high Faith makes Celestians the ideal choice for healing majors such as the Devout and the Cleric. Their HP growth is close to that of the Elves and Halflings, which makes them rather questionable for front row usage.

12. MAJORS -- INDIVIDUAL ANALYSIS [MIN]

=====

Warrior

Warriors excel in the use of melee weapons. Anything there is to say about the Warrior, you probably already know. They are the backbone of the party and its a very highly recommended idea to have one in your party at least during the beginning when your party is low in level since Warriors are the quickest to level up.

Wizard

Wizards gets full access to black magic and gets a special ability to increase its effect. Magic is great because, if used properly, it can deal a lot of damage to its targets. At the same time, however, magic usage is highly restrictive. You can only use magic in any level a maximum of 9 times. In other words, you can only cast up to 63 times before you need to recover MP. Another thing to watch out for are Anti-Magic Zones in the dungeons. Anti-Magic Zones make it so that existing spell effects die out prematurely, and also restricts spells from being cast.

Devout

Devouts are the number one type of healers. Not only do they get full access to white magic, they also learn an ability called MP Stroll, which allows them to recover 1 MP every 100 - Level steps (with a minimum of 10 steps). This ability allows Devouts to keep casting white magic without too much concern for recovery.

Thief

Thieves are the best at what they do, which is basically any thief-related abilities, such as picking locks, disarming traps and stealing. Thieves are a must have even when considering other jobs that have these abilities. They have them, but they aren't as good at doing them.

Cleric

Clerics are masters of both white and black magic, but without the bonuses that the Wizard and Devout receive. However, what Clerics do get that the others do not is the ability to appraise items and no major can beat a Cleric at doing so.

Clerics are, in my opinion, must haves. The ability to appraise will save millions of gold by the end of the game since everything you find in the dungeons need to be appraised. Backing them up with a Wizard will help provide additional black magic for the party.

Keep in mind that you don't have to bring a Cleric with you to appraise the items. You could make disposable Clerics back at Particus so that if one gets stuck with Fear, you can just create another to take its place. Then just expel the one that got the Fear status. Alternatively, you can cast such spells as Calm on the character to remove the status ailment.

Evoker

Evokers are a unique major in that their spells do not deal damage directly like white, black and even psychic magic. Rather, Evokers call monsters to do the fighting for them. The ability to summon these monsters does not come from leveling up like magic does either. It must be obtained in the dungeons.

To help assist Evokers, they also learn a bit of psychic magic.

Ranger

Rangers provide physical support from the back. Aside from that, there's not really anything earth-shattering to talk about. They are perhaps one of the least needed majors in a party. They do learn an ability that attempts to one-shot enemies though and they also learn a bit of psychic magic.

Alchemist

Alchemists provide alchemical services on the battlefield, which can be quite useful if you're spending the time to appraise everything that you find before

returning to Particus. Alchemists learn some psychic abilities to help make them somewhat more useful.

In my opinion, I would avoid the Alchemist. It doesn't really serve any grand purpose on the battlefield and it's the slowest major to level up. They learn an ability to use all of the same item in stock at once, but that sounds more like throwing items out the door to me. I can't recall a time where I actually needed to use more than 1 item during a round.

They also get an ability that increases the chances of getting items, which may help to get some rare items, but that also means more junk items. Personally, I find myself finding enough items as is without an Alchemist.

Psychicer

Psychicers have full access to psychic magic and learn an ability that allows them to fight an enemy anywhere from anywhere, making them a good back support major.

Monk

Monks are masters of unarmed combat. They also gain an ability that increases their evade rate naturally. However, equipping armour will degrade this ability, so it can be troublesome to determine whether it's better to rely on keeping the evade rate high or increasing its defense with armour. I've never been a fan of using characters bare, but I suppose it does save on resources.

Samurai

The Samurai is a hybrid major of physical and magical attacks. Simply put, think of a Warrior with the ability to learn 2 black magic spells at each level of magic. Samurai are great to have when facing large crowds, especially if the larger numbers are in front. The Samurai learns an ability that can attack all of the enemies in a group, but only the group closest to the party.

Valkyrie

The Valkyrie is a hybrid major of physical attacks and white magic that is only available to females. The Valkyrie is a daring major, in that its ability tries to deal a powerful blow to an enemy at the expense of abandoning its defense. It's a great ability to use so long as all of the enemies are focused on attacking the rest of the party, but a hit could mean a devastating blow to the Valkyrie.

Paladin

Paladins are, like Valkyries, a mix of a Warrior and a Devout, but is only available to males. Paladins (and Valkyries) learn some white magic, but do not ever get full access. Paladins are best made to act as meat shields, as they learn a Cover ability which causes them to try to protect other team members.

In my opinion, Paladins don't really offer much more than what other majors already provide. Plus, Paladins take much longer to level up than most other majors that can provide those services.

Kunoichi

The Kunoichi is a hybrid major of physical attacks and psychic abilities and is only available to females. Similarly to other hybrids, the Kunoichi does not get full access to these abilities and only learns a subset of them. Kunoichi get a special ability that allow them to confuse an enemy. Kunoichi also get the abilities of Thieves, but be warned that they are not as successful at these tasks as a Thief.

Ninja

The Ninja is essentially the Kunoichi with a different special ability and is only available to males. Rather than dealing high damage and confusing enemies, the Ninja tries to one-shot enemies, or, in other words, kill them in one hit.

13. MAJORS -- EXPERIENCE [MXP]

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Another area where Class of Heroes differs from most typical RPGs is in the way that characters level up. Rather than set amounts of experience per level for all characters, each major requires a different amount of experience to get to the next level. Due to this, players will inevitably find characters at different levels early on and throughout the game until everyone starts reaching level 99.

Warrior

Lv	Current	Total	Lv	Current	Total
2	400	400	51	260,100	4,552,500
3	900	1,300	52	270,400	4,822,900
4	1,600	2,900	53	280,900	5,103,800
5	2,500	5,400	54	291,600	5,395,400
6	3,600	9,000	55	302,500	5,697,900
7	4,900	13,900	56	313,600	6,011,500
8	6,400	20,300	57	324,900	6,336,400
9	8,100	28,400	58	336,400	6,672,800
10	10,000	38,400	59	348,100	7,020,900
11	12,100	50,500	60	360,000	7,380,900
12	14,400	64,900	61	372,100	7,753,000
13	16,900	81,800	62	384,400	8,137,400
14	19,600	101,400	63	396,900	8,534,300
15	22,500	123,900	64	409,600	8,943,900
16	25,600	149,500	65	422,500	9,366,400
17	28,900	178,400	66	435,600	9,802,000
18	32,400	210,800	67	448,900	10,250,900
19	36,100	246,900	68	462,400	10,713,300
20	40,000	286,900	69	476,100	11,189,400
21	44,100	331,000	70	490,000	11,679,400
22	48,400	379,400	71	504,100	12,183,500
23	52,900	432,300	72	518,400	12,701,900
24	57,600	489,900	73	532,900	13,234,800
25	62,500	552,400	74	547,600	13,782,400
26	67,600	620,000	75	562,500	14,344,900
27	72,900	692,900	76	577,600	14,922,500
28	78,400	771,300	77	592,900	15,515,400
29	84,100	855,400	78	608,400	16,123,800

30	90,000	945,400	79	624,100	16,747,900
31	96,100	1,041,500	80	640,000	17,387,900
32	102,400	1,143,900	81	656,100	18,044,000
33	108,900	1,252,800	82	672,400	18,716,400
34	115,600	1,368,400	83	688,900	19,405,300
35	122,500	1,490,900	84	705,600	20,110,900
36	129,600	1,620,500	85	722,500	20,833,400
37	136,900	1,757,400	86	739,600	21,573,000
38	144,400	1,901,800	87	756,900	22,329,900
39	152,100	2,053,900	88	774,400	23,104,300
40	160,000	2,213,900	89	792,100	23,896,400
41	168,100	2,382,000	90	810,000	24,706,400
42	176,400	2,558,400	91	828,100	25,534,500
43	184,900	2,743,300	92	846,400	26,380,900
44	193,600	2,936,900	93	864,900	27,245,800
45	202,500	3,139,400	94	883,600	28,129,400
46	211,600	3,351,000	95	902,500	29,031,900
47	220,900	3,571,900	96	921,600	29,953,500
48	230,400	3,802,300	97	940,900	30,894,400
49	240,100	4,042,400	98	960,400	31,854,800
50	250,000	4,292,400	99	980,100	32,834,900

Wizard, Devout

Lv	Current	Total	Lv	Current	Total
2	440	440	51	286,110	5,007,750
3	990	1,430	52	297,440	5,305,190
4	1,760	3,190	53	308,990	5,614,180
5	2,750	5,940	54	320,760	5,934,940
6	3,960	9,900	55	332,750	6,267,690
7	5,390	15,290	56	344,960	6,612,650
8	7,040	22,330	57	357,390	6,970,040
9	8,910	31,240	58	370,040	7,340,080
10	11,000	42,240	59	382,910	7,722,990
11	13,310	55,550	60	396,000	8,118,990
12	15,840	71,390	61	409,310	8,528,300
13	18,590	89,980	62	422,840	8,951,140
14	21,560	111,540	63	436,590	9,387,730
15	24,750	136,290	64	450,560	9,838,290
16	28,160	164,450	65	464,750	10,303,040
17	31,790	196,240	66	479,160	10,782,200
18	35,640	231,880	67	493,790	11,275,990
19	39,710	271,590	68	508,640	11,784,630
20	44,000	315,590	69	523,710	12,308,340
21	48,510	364,100	70	539,000	12,847,340
22	53,240	417,340	71	554,510	13,401,850
23	58,190	475,530	72	570,240	13,972,090
24	63,360	538,890	73	586,190	14,558,280
25	68,750	607,640	74	602,360	15,160,640
26	74,360	682,000	75	618,750	15,779,390
27	80,190	762,190	76	635,360	16,414,750
28	86,240	848,430	77	652,190	17,066,940
29	92,510	940,940	78	669,240	17,736,180
30	99,000	1,039,940	79	686,510	18,422,690
31	105,710	1,145,650	80	704,000	19,126,690
32	112,640	1,258,290	81	721,710	19,848,400
33	119,790	1,378,080	82	739,640	20,588,040
34	127,160	1,505,240	83	757,790	21,345,830
35	134,750	1,639,990	84	776,160	22,121,990
36	142,560	1,782,550	85	794,750	22,916,740

37	150,590	1,933,140	86	813,560	23,730,300
38	158,840	2,091,980	87	832,590	24,562,890
39	167,310	2,259,290	88	851,840	25,414,730
40	176,000	2,435,290	89	871,310	26,286,040
41	184,910	2,620,200	90	891,000	27,177,040
42	194,040	2,814,240	91	910,910	28,087,950
43	203,390	3,017,630	92	931,040	29,018,990
44	212,960	3,230,590	93	951,390	29,970,380
45	222,750	3,453,340	94	971,960	30,942,340
46	232,760	3,686,100	95	992,750	31,935,090
47	242,990	3,929,090	96	1,013,760	32,948,850
48	253,440	4,182,530	97	1,034,990	33,983,840
49	264,110	4,446,640	98	1,056,440	35,040,280
50	275,000	4,721,640	99	1,078,110	36,118,390

Thief

Lv	Current	Total	Lv	Current	Total
2	480	480	51	312,120	5,463,000
3	1,080	1,560	52	324,480	5,787,480
4	1,920	3,480	53	337,080	6,124,560
5	3,000	6,480	54	349,920	6,474,480
6	4,320	10,800	55	363,000	6,837,480
7	5,880	16,680	56	376,320	7,213,800
8	7,680	24,360	57	389,880	7,603,680
9	9,720	34,080	58	403,680	8,007,360
10	12,000	46,080	59	417,720	8,425,080
11	14,520	60,600	60	432,000	8,857,080
12	17,280	77,880	61	446,520	9,303,600
13	20,280	98,160	62	461,280	9,764,880
14	23,520	121,680	63	476,280	10,241,160
15	27,000	148,680	64	491,520	10,732,680
16	30,720	179,400	65	507,000	11,239,680
17	34,680	214,080	66	522,720	11,762,400
18	38,880	252,960	67	538,680	12,301,080
19	43,320	296,280	68	554,880	12,855,960
20	48,000	344,280	69	571,320	13,427,280
21	52,920	397,200	70	588,000	14,015,280
22	58,080	455,280	71	604,920	14,620,200
23	63,480	518,760	72	622,080	15,242,280
24	69,120	587,880	73	639,480	15,881,760
25	75,000	662,880	74	657,120	16,538,880
26	81,120	744,000	75	675,000	17,213,880
27	87,480	831,480	76	693,120	17,907,000
28	94,080	925,560	77	711,480	18,618,480
29	100,920	1,026,480	78	730,080	19,348,560
30	108,000	1,134,480	79	748,920	20,097,480
31	115,320	1,249,800	80	768,000	20,865,480
32	122,880	1,372,680	81	787,320	21,652,800
33	130,680	1,503,360	82	806,880	22,459,680
34	138,720	1,642,080	83	826,680	23,286,360
35	147,000	1,789,080	84	846,720	24,133,080
36	155,520	1,944,600	85	867,000	25,000,080
37	164,280	2,108,880	86	887,520	25,887,600
38	173,280	2,282,160	87	908,280	26,795,880
39	182,520	2,464,680	88	929,280	27,725,160
40	192,000	2,656,680	89	950,520	28,675,680
41	201,720	2,858,400	90	972,000	29,647,680
42	211,680	3,070,080	91	993,720	30,641,400
43	221,880	3,291,960	92	1,015,680	31,657,080

44	232,320	3,524,280	93	1,037,880	32,694,960
45	243,000	3,767,280	94	1,060,320	33,755,280
46	253,920	4,021,200	95	1,083,000	34,838,280
47	265,080	4,286,280	96	1,105,920	35,944,200
48	276,480	4,562,760	97	1,129,080	37,073,280
49	288,120	4,850,880	98	1,152,480	38,225,760
50	300,000	5,150,880	99	1,176,120	39,401,880

Cleric, Evoker

Lv	Current	Total	Lv	Current	Total
2	520	520	51	338,130	5,918,250
3	1,170	1,690	52	351,520	6,269,770
4	2,080	3,770	53	365,170	6,634,940
5	3,250	7,020	54	379,080	7,014,020
6	4,680	11,700	55	393,250	7,407,270
7	6,370	18,070	56	407,680	7,814,950
8	8,320	26,390	57	422,370	8,237,320
9	10,530	36,920	58	437,320	8,674,640
10	13,000	49,920	59	452,530	9,127,170
11	15,730	65,650	60	468,000	9,595,170
12	18,720	84,370	61	483,730	10,078,900
13	21,970	106,340	62	499,720	10,578,620
14	25,480	131,820	63	515,970	11,094,590
15	29,250	161,070	64	532,480	11,627,070
16	33,280	194,350	65	549,250	12,176,320
17	37,570	231,920	66	566,280	12,742,600
18	42,120	274,040	67	583,570	13,326,170
19	46,930	320,970	68	601,120	13,927,290
20	52,000	372,970	69	618,930	14,546,220
21	57,330	430,300	70	637,000	15,183,220
22	62,920	493,220	71	655,330	15,838,550
23	68,770	561,990	72	673,920	16,512,470
24	74,880	636,870	73	692,770	17,205,240
25	81,250	718,120	74	711,880	17,917,120
26	87,880	806,000	75	731,250	18,648,370
27	94,770	900,770	76	750,880	19,399,250
28	101,920	1,002,690	77	770,770	20,170,020
29	109,330	1,112,020	78	790,920	20,960,940
30	117,000	1,229,020	79	811,330	21,772,270
31	124,930	1,353,950	80	832,000	22,604,270
32	133,120	1,487,070	81	852,930	23,457,200
33	141,570	1,628,640	82	874,120	24,331,320
34	150,280	1,778,920	83	895,570	25,226,890
35	159,250	1,938,170	84	917,280	26,144,170
36	168,480	2,106,650	85	939,250	27,083,420
37	177,970	2,284,620	86	961,480	28,044,900
38	187,720	2,472,340	87	983,970	29,028,870
39	197,730	2,670,070	88	1,006,720	30,035,590
40	208,000	2,878,070	89	1,029,730	31,065,320
41	218,530	3,096,600	90	1,053,000	32,118,320
42	229,320	3,325,920	91	1,076,530	33,194,850
43	240,370	3,566,290	92	1,100,320	34,295,170
44	251,680	3,817,970	93	1,124,370	35,419,540
45	263,250	4,081,220	94	1,148,680	36,568,220
46	275,080	4,356,300	95	1,173,250	37,741,470
47	287,170	4,643,470	96	1,198,080	38,939,550
48	299,520	4,942,990	97	1,223,170	40,162,720
49	312,130	5,255,120	98	1,248,520	41,411,240
50	325,000	5,580,120	99	1,274,130	42,685,370

Ranger, Psychicer

Lv	Current	Total	Lv	Current	Total
2	560	560	51	364,140	6,373,500
3	1,260	1,820	52	378,560	6,752,060
4	2,240	4,060	53	393,260	7,145,320
5	3,500	7,560	54	408,240	7,553,560
6	5,040	12,600	55	423,500	7,977,060
7	6,860	19,460	56	439,040	8,416,100
8	8,960	28,420	57	454,860	8,870,960
9	11,340	39,760	58	470,960	9,341,920
10	14,000	53,760	59	487,340	9,829,260
11	16,940	70,700	60	504,000	10,333,260
12	20,160	90,860	61	520,940	10,854,200
13	23,660	114,520	62	538,160	11,392,360
14	27,440	141,960	63	555,660	11,948,020
15	31,500	173,460	64	573,440	12,521,460
16	35,840	209,300	65	591,500	13,112,960
17	40,460	249,760	66	609,840	13,722,800
18	45,360	295,120	67	628,460	14,351,260
19	50,540	345,660	68	647,360	14,998,620
20	56,000	401,660	69	666,540	15,665,160
21	61,740	463,400	70	686,000	16,351,160
22	67,760	531,160	71	705,740	17,056,900
23	74,060	605,220	72	725,760	17,782,660
24	80,640	685,860	73	746,060	18,528,720
25	87,500	773,360	74	766,640	19,295,360
26	94,640	868,000	75	787,500	20,082,860
27	102,060	970,060	76	808,640	20,891,500
28	109,760	1,079,820	77	830,060	21,721,560
29	117,740	1,197,560	78	851,760	22,573,320
30	126,000	1,323,560	79	873,740	23,447,060
31	134,540	1,458,100	80	896,000	24,343,060
32	143,360	1,601,460	81	918,540	25,261,600
33	152,460	1,753,920	82	941,360	26,202,960
34	161,840	1,915,760	83	964,460	27,167,420
35	171,500	2,087,260	84	987,840	28,155,260
36	181,440	2,268,700	85	1,011,500	29,166,760
37	191,660	2,460,360	86	1,035,440	30,202,200
38	202,160	2,662,520	87	1,059,660	31,261,860
39	212,940	2,875,460	88	1,084,160	32,346,020
40	224,000	3,099,460	89	1,108,940	33,454,960
41	235,340	3,334,800	90	1,134,000	34,588,960
42	246,960	3,581,760	91	1,159,340	35,748,300
43	258,860	3,840,620	92	1,184,960	36,933,260
44	271,040	4,111,660	93	1,210,860	38,144,120
45	283,500	4,395,160	94	1,237,040	39,381,160
46	296,240	4,691,400	95	1,263,500	40,644,660
47	309,260	5,000,660	96	1,290,240	41,934,900
48	322,560	5,323,220	97	1,317,260	43,252,160
49	336,140	5,659,360	98	1,344,560	44,596,720
50	350,000	6,009,360	99	1,372,140	45,968,860

Alchemist

Lv	Current	Total	Lv	Current	Total
2	800	800	51	520,200	9,105,000
3	1,800	2,600	52	540,800	9,645,800
4	3,200	5,800	53	561,800	10,207,600

5	5,000	10,800	54	583,200	10,790,800
6	7,200	18,000	55	605,000	11,395,800
7	9,800	27,800	56	627,200	12,023,000
8	12,800	40,600	57	649,800	12,672,800
9	16,200	56,800	58	672,800	13,345,600
10	20,000	76,800	59	696,200	14,041,800
11	24,200	101,000	60	720,000	14,761,800
12	28,800	129,800	61	744,200	15,506,000
13	33,800	163,600	62	768,800	16,274,800
14	39,200	202,800	63	793,800	17,068,600
15	45,000	247,800	64	819,200	17,887,800
16	51,200	299,000	65	845,000	18,732,800
17	57,800	356,800	66	871,200	19,604,000
18	64,800	421,600	67	897,800	20,501,800
19	72,200	493,800	68	924,800	21,426,600
20	80,000	573,800	69	952,200	22,378,800
21	88,200	662,000	70	980,000	23,358,800
22	96,800	758,800	71	1,008,200	24,367,000
23	105,800	864,600	72	1,036,800	25,403,800
24	115,200	979,800	73	1,065,800	26,469,600
25	125,000	1,104,800	74	1,095,200	27,564,800
26	135,200	1,240,000	75	1,125,000	28,689,800
27	145,800	1,385,800	76	1,155,200	29,845,000
28	156,800	1,542,600	77	1,185,800	31,030,800
29	168,200	1,710,800	78	1,216,800	32,247,600
30	180,000	1,890,800	79	1,248,200	33,495,800
31	192,200	2,083,000	80	1,280,000	34,775,800
32	204,800	2,287,800	81	1,312,200	36,088,000
33	217,800	2,505,600	82	1,344,800	37,432,800
34	231,200	2,736,800	83	1,377,800	38,810,600
35	245,000	2,981,800	84	1,411,200	40,221,800
36	259,200	3,241,000	85	1,445,000	41,666,800
37	273,800	3,514,800	86	1,479,200	43,146,000
38	288,800	3,803,600	87	1,513,800	44,659,800
39	304,200	4,107,800	88	1,548,800	46,208,600
40	320,000	4,427,800	89	1,584,200	47,792,800
41	336,200	4,764,000	90	1,620,000	49,412,800
42	352,800	5,116,800	91	1,656,200	51,069,000
43	369,800	5,486,600	92	1,692,800	52,761,800
44	387,200	5,873,800	93	1,729,800	54,491,600
45	405,000	6,278,800	94	1,767,200	56,258,800
46	423,200	6,702,000	95	1,805,000	58,063,800
47	441,800	7,143,800	96	1,843,200	59,907,000
48	460,800	7,604,600	97	1,881,800	61,788,800
49	480,200	8,084,800	98	1,920,800	63,709,600
50	500,000	8,584,800	99	1,960,200	65,669,800

Monk, Samurai

Lv	Current	Total	Lv	Current	Total
2	600	600	51	390,150	6,828,750
3	1,350	1,950	52	405,600	7,234,350
4	2,400	4,350	53	421,350	7,655,700
5	3,750	8,100	54	437,400	8,093,100
6	5,400	13,500	55	453,750	8,546,850
7	7,350	20,850	56	470,400	9,017,250
8	9,600	30,450	57	487,350	9,504,600
9	12,150	42,600	58	504,600	10,009,200
10	15,000	57,600	59	522,150	10,531,350
11	18,150	75,750	60	540,000	11,071,350

12	21,600	97,350	61	558,150	11,629,500
13	25,350	122,700	62	576,600	12,206,100
14	29,400	152,100	63	595,350	12,801,450
15	33,750	185,850	64	614,400	13,415,850
16	38,400	224,250	65	633,750	14,049,600
17	43,350	267,600	66	653,400	14,703,000
18	48,600	316,200	67	673,350	15,376,350
19	54,150	370,350	68	693,600	16,069,950
20	60,000	430,350	69	714,150	16,784,100
21	66,150	496,500	70	735,000	17,519,100
22	72,600	569,100	71	756,150	18,275,250
23	79,350	648,450	72	777,600	19,052,850
24	86,400	734,850	73	799,350	19,852,200
25	93,750	828,600	74	821,400	20,673,600
26	101,400	930,000	75	843,750	21,517,350
27	109,350	1,039,350	76	866,400	22,383,750
28	117,600	1,156,950	77	889,350	23,273,100
29	126,150	1,283,100	78	912,600	24,185,700
30	135,000	1,418,100	79	936,150	25,121,850
31	144,150	1,562,250	80	960,000	26,081,850
32	153,600	1,715,850	81	984,150	27,066,000
33	163,350	1,879,200	82	1,008,600	28,074,600
34	173,400	2,052,600	83	1,033,350	29,107,950
35	183,750	2,236,350	84	1,058,400	30,166,350
36	194,400	2,430,750	85	1,083,750	31,250,100
37	205,350	2,636,100	86	1,109,400	32,359,500
38	216,600	2,852,700	87	1,135,350	33,494,850
39	228,150	3,080,850	88	1,161,600	34,656,450
40	240,000	3,320,850	89	1,188,150	35,844,600
41	252,150	3,573,000	90	1,215,000	37,059,600
42	264,600	3,837,600	91	1,242,150	38,301,750
43	277,350	4,114,950	92	1,269,600	39,571,350
44	290,400	4,405,350	93	1,297,350	40,868,700
45	303,750	4,709,100	94	1,325,400	42,194,100
46	317,400	5,026,500	95	1,353,750	43,547,850
47	331,350	5,357,850	96	1,382,400	44,930,250
48	345,600	5,703,450	97	1,411,350	46,341,600
49	360,150	6,063,600	98	1,440,600	47,782,200
50	375,000	6,438,600	99	1,470,150	49,252,350

Valkyrie

Lv	Current	Total	Lv	Current	Total
2	640	640	51	416,160	7,284,000
3	1,440	2,080	52	432,640	7,716,640
4	2,560	4,640	53	449,440	8,166,080
5	4,000	8,640	54	466,560	8,632,640
6	5,760	14,400	55	484,000	9,116,640
7	7,840	22,240	56	501,760	9,618,400
8	10,240	32,480	57	519,840	10,138,240
9	12,960	45,440	58	538,240	10,676,480
10	16,000	61,440	59	556,960	11,233,440
11	19,360	80,800	60	576,000	11,809,440
12	23,040	103,840	61	595,360	12,404,800
13	27,040	130,880	62	615,040	13,019,840
14	31,360	162,240	63	635,040	13,654,880
15	36,000	198,240	64	655,360	14,310,240
16	40,960	239,200	65	676,000	14,986,240
17	46,240	285,440	66	696,960	15,683,200
18	51,840	337,280	67	718,240	16,401,440

19	57,760	395,040	68	739,840	17,141,280
20	64,000	459,040	69	761,760	17,903,040
21	70,560	529,600	70	784,000	18,687,040
22	77,440	607,040	71	806,560	19,493,600
23	84,640	691,680	72	829,440	20,323,040
24	92,160	783,840	73	852,640	21,175,680
25	100,000	883,840	74	876,160	22,051,840
26	108,160	992,000	75	900,000	22,951,840
27	116,640	1,108,640	76	924,160	23,876,000
28	125,440	1,234,080	77	948,640	24,824,640
29	134,560	1,368,640	78	973,440	25,798,080
30	144,000	1,512,640	79	998,560	26,796,640
31	153,760	1,666,400	80	1,024,000	27,820,640
32	163,840	1,830,240	81	1,049,760	28,870,400
33	174,240	2,004,480	82	1,075,840	29,946,240
34	184,960	2,189,440	83	1,102,240	31,048,480
35	196,000	2,385,440	84	1,128,960	32,177,440
36	207,360	2,592,800	85	1,156,000	33,333,440
37	219,040	2,811,840	86	1,183,360	34,516,800
38	231,040	3,042,880	87	1,211,040	35,727,840
39	243,360	3,286,240	88	1,239,040	36,966,880
40	256,000	3,542,240	89	1,267,360	38,234,240
41	268,960	3,811,200	90	1,296,000	39,530,240
42	282,240	4,093,440	91	1,324,960	40,855,200
43	295,840	4,389,280	92	1,354,240	42,209,440
44	309,760	4,699,040	93	1,383,840	43,593,280
45	324,000	5,023,040	94	1,413,760	45,007,040
46	338,560	5,361,600	95	1,444,000	46,451,040
47	353,440	5,715,040	96	1,474,560	47,925,600
48	368,640	6,083,680	97	1,505,440	49,431,040
49	384,160	6,467,840	98	1,536,640	50,967,680
50	400,000	6,867,840	99	1,568,160	52,535,840

Paladin

Lv	Current	Total	Lv	Current	Total
2	680	680	51	442,170	7,739,250
3	1,530	2,210	52	459,680	8,198,930
4	2,720	4,930	53	477,530	8,676,460
5	4,250	9,180	54	495,720	9,172,180
6	6,120	15,300	55	514,250	9,686,430
7	8,330	23,630	56	533,120	10,219,550
8	10,880	34,510	57	552,330	10,771,880
9	13,770	48,280	58	571,880	11,343,760
10	17,000	65,280	59	591,770	11,935,530
11	20,570	85,850	60	612,000	12,547,530
12	24,480	110,330	61	632,570	13,180,100
13	28,730	139,060	62	653,480	13,833,580
14	33,320	172,380	63	674,730	14,508,310
15	38,250	210,630	64	696,320	15,204,630
16	43,520	254,150	65	718,250	15,922,880
17	49,130	303,280	66	740,520	16,663,400
18	55,080	358,360	67	763,130	17,426,530
19	61,370	419,730	68	786,080	18,212,610
20	68,000	487,730	69	809,370	19,021,980
21	74,970	562,700	70	833,000	19,854,980
22	82,280	644,980	71	856,970	20,711,950
23	89,930	734,910	72	881,280	21,593,230
24	97,920	832,830	73	905,930	22,499,160
25	106,250	939,080	74	930,920	23,430,080

26	114,920	1,054,000	75	956,250	24,386,330
27	123,930	1,177,930	76	981,920	25,368,250
28	133,280	1,311,210	77	1,007,930	26,376,180
29	142,970	1,454,180	78	1,034,280	27,410,460
30	153,000	1,607,180	79	1,060,970	28,471,430
31	163,370	1,770,550	80	1,088,000	29,559,430
32	174,080	1,944,630	81	1,115,370	30,674,800
33	185,130	2,129,760	82	1,143,080	31,817,880
34	196,520	2,326,280	83	1,171,130	32,989,010
35	208,250	2,534,530	84	1,199,520	34,188,530
36	220,320	2,754,850	85	1,228,250	35,416,780
37	232,730	2,987,580	86	1,257,320	36,674,100
38	245,480	3,233,060	87	1,286,730	37,960,830
39	258,570	3,491,630	88	1,316,480	39,277,310
40	272,000	3,763,630	89	1,346,570	40,623,880
41	285,770	4,049,400	90	1,377,000	42,000,880
42	299,880	4,349,280	91	1,407,770	43,408,650
43	314,330	4,663,610	92	1,438,880	44,847,530
44	329,120	4,992,730	93	1,470,330	46,317,860
45	344,250	5,336,980	94	1,502,120	47,819,980
46	359,720	5,696,700	95	1,534,250	49,354,230
47	375,530	6,072,230	96	1,566,720	50,920,950
48	391,680	6,463,910	97	1,599,530	52,520,480
49	408,170	6,872,080	98	1,632,680	54,153,160
50	425,000	7,297,080	99	1,666,170	55,819,330

Kunoichi

Lv	Current	Total	Lv	Current	Total
2	720	720	51	468,180	8,194,500
3	1,620	2,340	52	486,720	8,681,220
4	2,880	5,220	53	505,620	9,186,840
5	4,500	9,720	54	524,880	9,711,720
6	6,480	16,200	55	544,500	10,256,220
7	8,820	25,020	56	564,480	10,820,700
8	11,520	36,540	57	584,820	11,405,520
9	14,580	51,120	58	605,520	12,011,040
10	18,000	69,120	59	626,580	12,637,620
11	21,780	90,900	60	648,000	13,285,620
12	25,920	116,820	61	669,780	13,955,400
13	30,420	147,240	62	691,920	14,647,320
14	35,280	182,520	63	714,420	15,361,740
15	40,500	223,020	64	737,280	16,099,020
16	46,080	269,100	65	760,500	16,859,520
17	52,020	321,120	66	784,080	17,643,600
18	58,320	379,440	67	808,020	18,451,620
19	64,980	444,420	68	832,320	19,283,940
20	72,000	516,420	69	856,980	20,140,920
21	79,380	595,800	70	882,000	21,022,920
22	87,120	682,920	71	907,380	21,930,300
23	95,220	778,140	72	933,120	22,863,420
24	103,680	881,820	73	959,220	23,822,640
25	112,500	994,320	74	985,680	24,808,320
26	121,680	1,116,000	75	1,012,500	25,820,820
27	131,220	1,247,220	76	1,039,680	26,860,500
28	141,120	1,388,340	77	1,067,220	27,927,720
29	151,380	1,539,720	78	1,095,120	29,022,840
30	162,000	1,701,720	79	1,123,380	30,146,220
31	172,980	1,874,700	80	1,152,000	31,298,220
32	184,320	2,059,020	81	1,180,980	32,479,200

33	196,020	2,255,040	82	1,210,320	33,689,520
34	208,080	2,463,120	83	1,240,020	34,929,540
35	220,500	2,683,620	84	1,270,080	36,199,620
36	233,280	2,916,900	85	1,300,500	37,500,120
37	246,420	3,163,320	86	1,331,280	38,831,400
38	259,920	3,423,240	87	1,362,420	40,193,820
39	273,780	3,697,020	88	1,393,920	41,587,740
40	288,000	3,985,020	89	1,425,780	43,013,520
41	302,580	4,287,600	90	1,458,000	44,471,520
42	317,520	4,605,120	91	1,490,580	45,962,100
43	332,820	4,937,940	92	1,523,520	47,485,620
44	348,480	5,286,420	93	1,556,820	49,042,440
45	364,500	5,650,920	94	1,590,480	50,632,920
46	380,880	6,031,800	95	1,624,500	52,257,420
47	397,620	6,429,420	96	1,658,880	53,916,300
48	414,720	6,844,140	97	1,693,620	55,609,920
49	432,180	7,276,320	98	1,728,720	57,338,640
50	450,000	7,726,320	99	1,764,180	59,102,820

Ninja

Lv	Current	Total	Lv	Current	Total
2	760	760	51	494,190	8,649,750
3	1,710	2,470	52	513,760	9,163,510
4	3,040	5,510	53	533,710	9,697,220
5	4,750	10,260	54	554,040	10,251,260
6	6,840	17,100	55	574,750	10,826,010
7	9,310	26,410	56	595,840	11,421,850
8	12,160	38,570	57	617,310	12,039,160
9	15,390	53,960	58	639,160	12,678,320
10	19,000	72,960	59	661,390	13,339,710
11	22,990	95,950	60	684,000	14,023,710
12	27,360	123,310	61	706,990	14,730,700
13	32,110	155,420	62	730,360	15,461,060
14	37,240	192,660	63	754,110	16,215,170
15	42,750	235,410	64	778,240	16,993,410
16	48,640	284,050	65	802,750	17,796,160
17	54,910	338,960	66	827,640	18,623,800
18	61,560	400,520	67	852,910	19,476,710
19	68,590	469,110	68	878,560	20,355,270
20	76,000	545,110	69	904,590	21,259,860
21	83,790	628,900	70	931,000	22,190,860
22	91,960	720,860	71	957,790	23,148,650
23	100,510	821,370	72	984,960	24,133,610
24	109,440	930,810	73	1,012,510	25,146,120
25	118,750	1,049,560	74	1,040,440	26,186,560
26	128,440	1,178,000	75	1,068,750	27,255,310
27	138,510	1,316,510	76	1,097,440	28,352,750
28	148,960	1,465,470	77	1,126,510	29,479,260
29	159,790	1,625,260	78	1,155,960	30,635,220
30	171,000	1,796,260	79	1,185,790	31,821,010
31	182,590	1,978,850	80	1,216,000	33,037,010
32	194,560	2,173,410	81	1,246,590	34,283,600
33	206,910	2,380,320	82	1,277,560	35,561,160
34	219,640	2,599,960	83	1,308,910	36,870,070
35	232,750	2,832,710	84	1,340,640	38,210,710
36	246,240	3,078,950	85	1,372,750	39,583,460
37	260,110	3,339,060	86	1,405,240	40,988,700
38	274,360	3,613,420	87	1,438,110	42,426,810
39	288,990	3,902,410	88	1,471,360	43,898,170

40	304,000	4,206,410	89	1,504,990	45,403,160
41	319,390	4,525,800	90	1,539,000	46,942,160
42	335,160	4,860,960	91	1,573,390	48,515,550
43	351,310	5,212,270	92	1,608,160	50,123,710
44	367,840	5,580,110	93	1,643,310	51,767,020
45	384,750	5,964,860	94	1,678,840	53,445,860
46	402,040	6,366,900	95	1,714,750	55,160,610
47	419,710	6,786,610	96	1,751,040	56,911,650
48	437,760	7,224,370	97	1,787,710	58,699,360
49	456,190	7,680,560	98	1,824,760	60,524,120
50	475,000	8,155,560	99	1,862,190	62,386,310

14. MAJORS -- EXPERIENCE (SUMMARY) [MXS]

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For those who are more mathematical and/or hate looking at charts, the current experience required for any given level can be calculated with the following.

EXP required = Level ^ 2 * Class EXP factor

And to find the total EXP required:

Total EXP required = Class EXP factor (n * (n + 1) * (2n + 1) / 6 - 1)

That mess next to Class EXP factor is the sum of squares minus the square of 1, which is 1 (since you don't need any experience to get to level 1), simplified.

Class Factor Table

Major	Factor	Major	Factor
-----	-----	-----	-----
Warrior	100	Psychicer	140
Wizard	110	Monk	150
Devout	110	Samurai	150
Thief	120	Valkyrie	160
Cleric	130	Paladin	170
Evoker	130	Kunoichi	180
Ranger	140	Ninja	190
Alchemist	200		

15. CREDITS AND THANKS [CRE]

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Big thanks goes to Atlus, Acquire and ZeroDiv for making this game, and making it available to English players in a form that the greater population ENJOYS Japanese games (i.e. English text, original Japanese voices), unlike MANY OTHER localization companies... <_<

All information was gathered by me, Kazamu. Yes, including the EXP charts. I didn't actually get every job up to level 99 though, so no, I'm not that bored. I leveled up a Warrior through the Infirmary until I saw the pattern, then tested a few other jobs and found the same pattern occurring.

Thanks to Light_lord for the tip on using Calm to recover Feared Clerics.

This guide was written by yours truly (Kazamu).

16. CONTACT INFO [CON]

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You can contact me by sending a message to Kazamu on GameSpot, or sending an e-mail to Illusion.Subs@gmail.com

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