

# Tactics Ogre: Let Us Cling Together Skill FAQ

by coineineagh

Updated to v3.3 on Feb 27, 2015

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!           Tactics Ogre: Let Us Cling Together (PSP)           !
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!                   SKILL FAQ                                   !
!
!                   by coineineagh                             !
!                   version 3.3                               !
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Dedicated to my wife Suby, my son Owen, and my bouncy baby boy Andy!

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## {1} INTRODUCTION

-----

This FAQ is long overdue, and serves to detail all the complexities of skill availability for class and level. The biggest problem posed, was how to make the overview understandable and easy to reference. I hope the format works for everyone who needs to look up this info. When comparing a skill for all classes, the game already allows a good overview by pressing "square + >".

Note that I didn't go into detail about most TP-using skills, with the only exception being Meditate. Most TP-using skills are unique to classes, with only a few being shared among classes. There is already a Class FAQ that describes most of these skills, along with evaluations of them:  
[www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/62169](http://www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/62169)  
But since the FAQ only described human skills, I decided to describe the remaining humanoid & monster skills, albeit with less stylish presentation. The guide also describes roughly what spells are available to each class.

If you have just started this game, and are mesmerized by the sheer number of skills you can learn, you may be struck with indecision as to the correct choices to make. In that case, allow me to redirect you to my Skill Improvement FAQ, in particular the chapter Early-Game Advice, which can quickly help you avoid making one of the many easy mistakes beginning players make.

## {2} CLASS COMPARISON

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--- Classes by rank

I offer up what I consider to be a definitive ranking of classes, evaluated over the totality of the game. From the short but difficult start to the long endgame. I have strived to eliminate all subjective considerations (enjoyment, personal preference, playstyle, etc.) so that all that remains is an objective assessment of the classes based on their power, usefulness, versatility and overall combat options. Short comparative summaries are included for clarity.

- 01/44 - LORD: Nearly all magic and weapons, all general skills, good crossover TP skills. Very few downsides to this class, except that it requires certain storyline decisions which are not ideal for the ending.
- 02/44 - SHAMAN: The ultimate caster. Fast and powerful. It has TP skills to boost its magical attacks, and access to powerful elemental spells.
- 03/44 - KNIGHT COMMANDER: A precursor to the Lord class, and with superior melee skills. Decent magic options, too.
- 04/44 - NINJA/KUNOICHI: Sturdy, deadly and fast. Despite coming later, it outcompetes Archer due to its mobility, magic and utility.
- 05/44 - ARCHER: Early game ranged superiority. Simple but effective. Archers are hailed as the most important starting class in the game.
- 06/44 - PRINCESS: A strong mage with melee weapon options, the game's best exorcist, and a decent healer/support caster to boot.
- 07/44 - ROGUE: Very fast, with Speedstar, Sneak Attack, Stealing, and lots of other TP skills. The most versatile unit in the game; frail but suitable for both melee & ranged.
- 08/44 - RUNE FENCER/VALKYRIE: The Conserve MP exploit won't become available until the mid game, but it makes up for its shortcomings later on, when its TP skills and summon magic make it a great hybrid class.

- 09/44 - RANGER: Becomes a powerful bow attacker with the Ji'ygla's set, but this is very late game, by which time magic has eclipsed ranged. Before this, Ranger shines with Double Attack and physical strength.
- 10/44 - BUCCANEER: Combines the Speedstar of a Rogue with a Ninja's Double Attacks. It remains inferior to both, because it has less versatility, and no magic.
- 11/44 - WICCE: A special mage class with some melee competence, and she can apply Spellcraft to herself without losing her ability to attack.
- 12/44 - ASTROMANCER: A late game recruit, but access to all Apocrypha is very significant. Inability to wear Winged or Sidhe Boots is a serious limitation, though.
- 13/44 - VARTAN: Good TP skills, but 6RT/square moved delays Vartan a lot. It's a powerful and reliable spearhead unit in the early game.
- 14/44 - PRIEST: Although eclipsed by Princess, her group healing is still superior. She is an effective support unit early on.
- 15/44 - FAMILIAR: Despite its humble beginnings, this class evolves into a fast and effective caster, with all manner of tricks up its sleeves.
- 16/44 - PATRIARCH/MATRIARCH: A good movement allowance for a generic mage class, with interesting skills, some melee ability, but its light armour wardrobe is less useful for a caster.
- 17/44 - DARK PRIEST: The poorest of the special caster classes. Despite its access to non-light apocrypha, its main attraction is its good movement allowance. Classmarks are a pain to get.
- 18/44 - NECROMANCER: This caster class is hailed as very speedy due to having the same base RT as Ninja, but most casters are only 3 points slower. Classmarks are a pain to get.
- 19/44 - LICH: A bit slow compared to other casters, but its high damage and many magic options make up for a lot. Converting into Lich is a pain.
- 20/44 - CYCLOPS: Access to a great deal of magic and lots of quirky TP skills. It can be built as a caster or melee attacker, and will be speedy at both tasks. But even monster toughness doesn't make up for its weak starting stats. As a 'demihuman' beast, it can use basic consumables.
- 21/44 - WIZARD/ENCHANTRESS: The 'starter' mage class eventually gets overshadowed by almost every other caster class. Engulf doesn't do enough to keep it competitive, due to slow TP accumulation, an issue that plagues most caster's TP skills.
- 22/44 - WARLOCK/WITCH: Despite being widely seen as the first 'upgrade' over Wizard, it's actually a significant setback if you aren't interested in using a golem alongside it. It's 1RT slower, and the tiny bit of extra INT doesn't make up for having to level this class from scratch.
- 23/44 - DRAGOON: Its TP skills can slay beasts and dragons just when they start to pose a threat, and they can double as a ranged unit with 2-handed crossbows, too.
- 24/44 - KNIGHT: An easily overlooked class that offers great early-game options and versatility. Excellent for duels, assisting during rescue missions, holding the front line, healing and can even equip 1-handed crossbows. It beats some of its more powerful knightish counterparts due to being available early game, when the options it offers are far more useful.
- 25/44 - WHITE KNIGHT: This Knight type may get in trouble without Phalanx, but has good supporting abilities, healing, debuff removers, and a skill for speeding allies up. It also has a good selection of weapons to use.
- 26/44 - PALADIN: The last class you can recruit in postgame, it has better healing/support than a regular Knight, it's faster, just as tough, more weapon choices, and doesn't lose its attack round to get Instill Light.
- 27/44 - GRYPHON: The first true monster class in the list. It deserves this privilege for being able to fly, and having strong TP skills, such as HP stealing, and Windshot with its huge area of effect.
- 28/44 - JUGGERNAUT: It has a high starting movement allowance, and can use the long reach of spears to gain almost as much mobility and battlefield control as Ninjas, but less powerful.

- 29/44 - CLERIC: This unit excels in healing and exorcism, but is sorely lacking when those services are not in need on the battlefield. It can only deal good damage with a ranked cudgels skill, or Lobber bombs.
- 30/44 - FUSILIER: The first class to introduce the nifty and interesting Fusils to the game, it suffers from slowness, and comes too late to compete with Archer.
- 31/44 - WARRIOR: Melee doesn't fare very well in this game, and this unit has most of its skills and weaponry focused on this. Still, it's fairly competent nonetheless, because its attacks can inflict good damage.
- 32/44 - BERSERKER: On the slow side of combat, this class is specialized in melee effectiveness, and performs well at this if it can get its STR high enough. But it's not the toughest of field units.
- 33/44 - DIVINE KNIGHT: This flying unit is a late game support class, and it can be a disappointment to many players. The TP skills it uses in support can still be very useful, if you actually use one. Unfortunately it's a generic-only class.
- 34/44 - COCKATRICE: TP skills can make a lot of difference, and this is why Cockatrice falls way behind Gryphon, despite being able to fly.
- 35/44 - TERROR KNIGHT: This unit is the slowest unit in the game, further hampered by heavy equipment. It's not as tough as a knight, but it can frighten many opponents and steal HP, which is very helpful.
- 36/44 - SONGSTRESS: A close range, late-game support class, and even more of a disappointment than Divine Knight, if you ask me. Instrument finishers are good when ranked up, but the only useful magic is Ardent Conga.
- 37/44 - HOPLITE: Very sturdy class, with access to spears. Its skills are all ranked skills, and it offers poor offense and support, but can run decent interference.
- 38/44 - CLAY, STONE, IRON & BALDUR GOLEM: Useful if you recruit one mid game, when elemental augments aren't that effective yet. But a golem's lack of any elemental attack is yet another limitation to this monster class in the late game.
- 39/44 - FLAME and FLOOD DRAGON: Slightly better than the other dragons because they can walk on lava and water, respectively.
- 40/44 - BEAST TAMER: A unit with mainly melee options, though it can be decent with blowguns. It's of little use without beast or dragon to Empower.
- 41/44 - ARC, DARK, CLOUD, EARTH, THUNDER, & FROST DRAGON: These dragons all play roughly the same. No mobility bonus, but they have Rampart Auras and Resonance, which can be put to good use.
- 42/44 - OCTOPUS: Not many maps have water within range of the frontline, and this monster is hampered by dry land. But when it has access, it can be very dangerous indeed. Situational power is highly unreliable, though. They make tough opponents on water maps, but are weak, impaired allies.
- 43/44 - HYDRA: Worse than the other dragons due to lack of Rampart Aura, although it reportedly has somewhat stronger attacks.
- 44/44 - SWORDMASTER: This is the worst class. 1 weapon option, frail in defense, and defensive skills singlemindedly focused on melee from opponents, while the dangerous enemy attacks are ranged and magic.

End results were initially based on discussions held in this thread:

[www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/67603296](http://www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/67603296)

--- Class stats at level 50

The original information was compiled by Were Tiger in his Class FAQ. I'm reposting his data below, and appending my own data on the non-human races:

```

+=====+
|Class      |HP|MP|Str|Vit|Dex|Agi|Avd|Int|Mnd|Res|ATK|DEF|WT|
+=====+
|Warrior    |299| 0|126|118|118|119|116|117|119|114| 8| 6|32|
|Archer     |279| 0|117|117|128|121|113|113|121|117| 8| 6|26|
|Wizard     |244|166|116|117|117|111|113|123|116|135| 7| 7|25|
|Cleric     |250|160|111|116|114|110|115|119|132|129| 7| 7|24|

```

Rune Fencer	277 105 115 121 115 117 119 119 115 126	6	8 26		
Knight	297	81 117 119 116 116 123 113 121 121	5	9 36	
Terror Knight	301	77 124 118 113 114 124 120 114 120	8	6 38	
Berserker	298	0 130 117 117 111 120 112 124 126	8	6 34	
Swordmaster	287	0 118 113 123 113 121 117 122 120	9	5 26	
Draagoon	291	0 122 123 113 117 122 120 116 115	7	7 28	
Ninja	288	0 116 114 125 118 125 119 112 117	8	6 22	
Rogue	287	0 121 115 122 121 121 119 117 111	10	4 23	
Fusilier	273	0 115 132 120 122 127 115 119	98	6	8 32
Beast Tamer	285	0 127 114 116 122 115 113 125 115	8	6 30	
Warlock	246 189	112 118 118 112 111 126 118 132	7	7 26	
Necromancer	228 232	103 115 114 112 113 132 117 142	6	8 22	
Lich	212 181	114 122 109 108 122 137 119 137	5	9 30	
Divine Knight	281 103	124 118 122 114 120 125 117 127	7	7 28	
Lord	288 152	124 119 123 118 118 118 118 118	8	6 25	
Ranger	284	0 120 118 130 121 127 113 111 118	7	7 25	
Priest	260 162	114 115 117 115 112 116 135 134	5	9 26	
Princess	275 178	118 118 118 118 118 124 118 124	6	8 25	
Dark Priest	266 167	115 114 112 115 117 135 116 134	5	9 25	
Paladin	296	83 125 132 119 119 113 116 118 120	6	8 33	
Astromancer	243 175	108 112 115 110 113 137 125 138	6	8 25	
Vartan	281	98 116 110 124 117 134 120 117 119	8	6 26	
White Knight	290	81 125 127 118 112 118 115 124 118	6	8 34	
Shaman	270 175	109 116 119 114 120 128 127 125	5	9 25	
Wicce	273 179	110 115 117 110 120 131 123 132	5	9 25	
Songstress	279	88 119 120 119 119 120 121 123 118	7	7 25	
Buccaneer	283	0 125 121 122 120 128 108 114 120	8	5 25	
KnightCommander	296	83 117 123 117 119 120 121 117 128	7	7 20	

Class	HPs MPs STR VIT DEX AGL AVD INT MND RES ATK DEF WT		
Hoplite	289 000 122 127 116 120 113 118 119 118	6	8 32
Juggernaut	260 000 125 121 120 115 121 114 120 117	9	5 28
P/Matriarch	260 102 110 119 118 109 120 133 115 130	7	7 24
Familiar	262 199 108 119 124 119 114 121 123 124	6	8 24
Cloud Dragon	575 000 132 133 120 114 112 117 120 120 205 151 31		
Earth Dragon	575 000 132 133 120 114 112 117 120 120 205 151 31		
Thunder Dragon	575 000 132 133 120 114 112 117 120 120 205 151 31		
Flood Dragon	575 000 132 133 120 114 112 117 120 120 205 151 31		
Flame Dragon	575 000 132 133 120 114 112 117 120 120 205 151 31		
Frost Dragon	575 000 132 133 120 114 112 117 120 120 205 151 31		
Arc Dragon	575 000 132 133 120 114 112 117 120 120 205 151 31		
Dark Dragon	575 000 132 133 120 114 112 117 120 120 205 151 31		
Hydra	359 000 134 126 127 116 113 118 118 115 221 140 31		
Clay Golem	280 000 129 127 123 112 115 122 122 118 231 183 31		
Stone Golem	285 000 126 130 120 114 113 126 120 119 234 185 31		
Iron Golem	290 000 123 133 121 120 120 125 113 112 237 188 31		
Baldur Golem	295 000 120 119 110 122 118 129 119 130 240 191 31		
Gryphon	334 000 124 120 132 121 127 117 111 116 199 135 29		
Cockatrice	560 000 118 126 130 132 119 116 112 115 196 134 29		
Octopus	353 000 134 127 118 116 120 116 124 113 206 141 31		
Cyclops	329 102 125 121 120 114 112 130 119 127 212 139 30		
Class	HPs MPs STR VIT DEX AGL AVD INT MND RES ATK DEF WT		

Special thanks to beatumdown for providing me with some missing Golem data.

{3} EXPLANATION OF CHARACTERS

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Behind the skill name is usually a number between 1 and 45: this indicates at what level the skill can be purchased by the class, although a unit may make use of a skill it already purchased while in another class, even if it is too low level to purchase it in its new class.

Other symbols and phrases you will see in the list need to be explained:

-- means the class cannot purchase or use the skill.

[] means the class cannot purchase, but can use the skill.

{1-handed only} means that the class can equip Axes or Fusils, but can only use the 1-handed versions.

{2-handed only} means that the class can equip Axes or Fusils, but can only use the 2-handed versions.

{Caldia fan only} means that the class can purchase the Hammers skill, but can only use the female-only Caldia fan.

{Iron & Caldia fans only} means that the class can purchase the Hammers skill, but can only use the male-only Iron Fan and female-only Caldia fan.

{caster only} means the class can only use caster staves: Everything except Baldur Mace (+1), Damasc Mace (+1) and Sagara cudgel. Cudgel availability is incredibly complex, so I will occasionally write unabbreviated explanations.

{ALL} means that the unit can use all the daggers, bows & crossbows.

{basic, Baldur & Damasc} means that many classes can only use 1-handed bows/crossbows. For Daggers it means that the class is limited in its use of daggers to: Sticker (+1), Baldur Dagger (+1) and Damasc Dagger (+1). For cudgels there are only {Baldur & Damasc} versions, since the basic cudgel is a caster staff, unavailable to non-mages. Sometimes the Cursed weapon is equippable too.

? means that the Resist-type skills were not extensively researched. The predominant level at which the skill is purchaseable is listed, although exceptions are possible per class, and have been witnessed. All classes can purchase the Resist-type skills; only the exact level is uncertain.

/ Some skills have 2 or 4 tiers of skill, and these are purchasable at different levels. These level availabilities are divided with " / ", going from tier 1 to tier 4. An example: The Spellstrike values for the Knight class lists " 8 / 19 / [] / --". This means it can purchase Spellstrike I and Spellstrike II at levels 8 & 19, respectively. It can use Spellstrike III if gained from another class, but not Spellstrike IV.

n/a means certain things in the skill overview are not actually purchaseable skills, but they were added nonetheless to improve the overview.

Since spells are important in the game, I will add castable spells behind each magic type in parentheses {}, to complete the class overview. For this, you must understand the following magic subtypes:

- "Missile", like Spiritsurge I-IV for Divine Magic. They can be bought in shops and found in story battles. Rank IV versions drop in San Bronsa.

- "Indirect", like Judgement I-IV for Divine Magic. They can be bought in shops and found in story battles. Rank IV versions drop in San Bronsa.

- "Summons", like Wisplight I-II for Divine Magic. Rank I can be bought in shops in Palace of the Dead. Rank II versions drop in San Bronsa.

- "Apocrypha", a.k.a. Forbidden Magic, like Heavenly Judge I-II for Divine Magic. The Divine versions drop in San Bronsa. The Dark versions drop in Palace of the Dead and when replaying certain story battles in world mode. The other 6 elements drop from their respective shrine guardian in story battles during the shrines quests. This is explained in detail in the final chapter of this FAQ.

- "Instill", which includes Instill Light and Lightguard for Divine Magic. These can be bought in shops. The offensive Instill buff only helps armed physical attacks. It won't boost unarmed monster attacks, TP skills, magic or finishers.

- "Utility", which includes a variety of buffs and debuffs, like Silent Light, Boon of Swiftiness, Dispel, and much more for Divine Magic. Most utility spells can be bought in shops, but a few are restricted to special shops like Deneb's

Emporium, or Palace of the Dead. Rare utility spells drop in Palace of the Dead and San Bronsa. The Pirate's Graveyard also has a few.

- "Exorcism", the spells Exorcism I-II exclusive to Divine Magic, which kills stilled undead. They are buyable in shops, rank II from Deneb.
- "Drain", the spells Drain Heart, Drain Mind, and Drain Power, exclusive to Dark Magic, they steal HP, MP and TP from targets, respectively. They can be bought in shops, but Drain Power only from Deneb or Palace of the Dead shops.
- "Heal", the single-target healing spells Heal I-IV are exclusive to Divine Magic. They can be bought, but rank IV only drops in San Bronsa.
- "Major Heal", the area-effect healing spells Major Heal I-III are exclusive to Divine Magic. Rank I & II are bought in shops, rank III drops in San Bronsa.

The final shop upgrade is in CODA (postgame), so you may not have full access.

#### {4} THE BASIC OVERVIEW & SKILL COSTS

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This is how the overview for each class will look. It is also a template I used to copy-paste onto each class. Different classes always pay the same amount of Skill Points (SP) for skills, and these SP costs are listed below. Some skills are purchased by any class at the same level. The universal levels are boxed: 120 [3] = costs 120SP, available at level 3. If there is no boxed value, then the skill is purchased by different classes at different levels, and you will find those levels listed under each class. The cost of separate tiers are shown with " / " in increasing order.

```
*{Name of Class}*
  Air Magic: 50 [1]
  Earth Magic: 50 [1]
Lightning Magic: 50 [1]
  Water Magic: 50 [1]
  Fire Magic: 50 [1]
  Ice Magic: 50 [1]
  Divine Magic: 50 [1]
  Dark Magic: 50 [1]
  Draconic Magic: 50 [1]
  Necromancy: 50 [1]
  Ninjutsu: 50 [1]
  Wardances: 50 [1]
  Songs: 50 [1]

  Fists: 50 [1]
  Daggers: 50 [1]
  Swords (1H): 50 [1]
  Swords (2H): 50 [1]
  Axes: 50 [1]
  Spears: 50 [1]
  Hammers: 50 [1]
  Katanas (1H): 50 [1]
  Katanas (2H): 50 [1]
  Cudgels: 50 [1]
  Whips: 50 [1]
  Spellbooks: 390 [15]
  Instruments: 50 [1]
  Blowguns: 50 [1]
  Bows: 50 [1]
  Crossbows: 50 [1]
  Fusils: 390 [15] {Crossbows skill prerequisite}
```



Thrown: 120 [3]

Shields: n/a

Body Armour: n/a

Other Armour: n/a

Anatomy: 120 [3]

Teratology: 120 [3]

Herpetology: 120 [3]

Draconology: 120 [3]

Sacrology: 120 [3]

Daemonology: 120 [3]

Aurology: 120 [3]

Thanatology: 120 [3]

Golemy: 120 [3]

Augment Air: 120 [3]

Augment Earth: 120 [3]

Augment Lightning: 120 [3]

Augment Water: 120 [3]

Augment Fire: 120 [3]

Augment Ice: 120 [3]

Augment Light: 120 [3]

Augment Dark: 120 [3]

Parry: 240

Deflect: 240

Overpower: 400

Resist Petrify: 90 [5?]

Resist Stun: 90 [5?]

Resist Sleep: 90 [5?]

Resist Charm: 90 [5?]

Resist Poison: 90 [5?]

Resist Silence: 90 [5?]

Resist Slow: 90 [5?]

Resist Bind: 90 [5?]

Resist Shackle: 90 [5?]

Resist Stop: 370 [15? (Hoplite 17)]

Resist Leaden: 260 [13?]

Resist Fear: 240 [10?]

Resist Venom: 370 [15? (Hoplite 17)]

Resist Curse: 370 [18? (Matriarch 15)]

Attenuate Air: 440 [18]

Attenuate Earth: 440 [18]

Attenuate Lightning: 440 [18]

Attenuate Water: 440 [18]

Attenuate Fire: 440 [18]

Attenuate Ice: 440 [18]

Attenuate Light: 440 [18]

Attenuate Dark: 440 [18]

Rampart Aura I-IV: 50 / 330 / 530 / 710

Counterattack I-IV: 120 / 330 / 500 / 650

Knockback I-IV: 90 / 310 / 480 / 630

Strengthen I-IV: 120 / 370 / 560 / 740

Fortify I-IV: 120 / 370 / 560 / 740

Spellcraft I-IV: 120 / 400 / 610 / 820

Resistance I-IV: 200 / 440 / 650 / 830

Truestrike I-IV: 90 / 370 / 580 / 770

Trueflight I-IV: 120 / 390 / 600 / 790  
Spellstrike I-IV: 90 / 350 / 550 / 720  
Dodge I-IV: 120 / 390 / 600 / 790  
Sidestep I-IV: 150 / 400 / 610 / 800  
Spell Ward I-IV: 150 / 400 / 610 / 800  
Constitution I-IV: 200 / 420 / 610 / 790  
Insight I-IV: 170 / 420 / 610 / 790  
Expand Mind I-IV: 220 / 420 / 600 / 760  
Channeling I-IV: 200 / 420 / 610 / 790

Stoneproof: 10000 [30]  
Stunproof: 10000 [30]  
Sleepproof: 10000 [30]  
Charmproof: 10000 [30]  
Foolproof: 10000 [30]  
Poisonproof: 10000 [30]  
Silenceproof: 10000 [30]  
Slowproof: 10000 [30]  
Stopproof: 10000 [30]  
Leadproof: 10000 [30]  
Fearproof: 10000 [30]  
Venomproof: 10000 [30]  
Curseproof: 10000 [30]

Recovery Time: n/a  
RT/move: n/a  
Move: n/a

Swiftfoot I-II: 460 / 790  
Jump I-II: 500 / 820  
Wade I-II: 220 / 420  
Sanctuary I-II: 240 / 690  
Steadfast: 370  
Field Alchemy I-IV: 50 / 220 / 370 / 500  
Max TP I-IV: 290 / 480 / 650 / 800  
Tactician I-II: 370 / 630  
Reflect Damage I-II: 350 / 650  
Reflect Magic I-II: 350 / 650  
Absorb MP I-II: 390 / 660  
Meditate: 120  
Double Attack: 120  
Trajectory: 50 [1]  
Treasure Hunt I-II: 390 / 650  
Other Skills: see class section.

## {5} THE CLASSES

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After the class description, I have added an "Endgame setup", which is just my suggested list of important skills. This is personal preference of course, as there is no 'perfect' skill setup. Keep in mind that this is for the late game, so previously useful skills such as Truestrike, Fortify, Sidestep, Jump, etc. are not mentioned, while they may actually serve you well at your particular point in the game. Not all setups have 10 skills listed, as many classes have room for extra skills, like recruitment, or a second magic element + augment. Skill priority is also situational. Skills like Spell Ward and Steadfast would be more important in areas with many enemy spellcasters and bottomless

pits, such as the San Bronsa Floating Ruins. Depending on the strength of your unit's stats, skills and equipment endgame, even the HP boost from Constitution and bonus damage to humans with Anatomy may be redundant, but I gave them both high priority just in case. In fact I rarely equip Anatomy or Constitution anymore, but I can't be certain that other players will have allies with high enough base stats to make the extra damage & defense unnecessary.

To improve the overview, the "-ology", "Augment", "Resist", "Attenuate" and "-proof" type skills will not be listed below, as they are universal to all except Lord. At the bottom are Other skills, listed with their cost in SP and level at which they can be purchased. Example: "Mighty Impact 120 [3]" means it costs 120 SP and is available at level 3.

When trying to find a certain class, use ctrl + F key. This will allow you to type your search easily, instead of searching through all the information. Using the class name with asterisk (\*) will make it easier to find.

P.S.: I am well aware of the irony of the Class FAQ describing Skills and the Skill FAQ describing classes!

---> \*Warrior\*

{Ranked: 31/44}

=Human, Winged, Lizardman, Lamia, Orc, Skeleton

A basic class. Melee is the weakest offense in the game, so although the class has useful skills, it is not very popular. Warrior has the widest access to melee weapons of any basic class in the game, so I personally kept Warrior at lowish level (15-25) to take advantage of skill improvement with weak cursed weapons. My other FAQ, Skill Improvement, discusses this in detail. Fun fact: A Whip, Double Impact & Knockback allows Warriors to push enemies back 2 tiles. A good selection of weapons and melee enhancing skills. Mighty Impact is a very useful early game skill, giving 100% hit chance, avoids enemy counterattacks, forces a critical hit and subsequent knockback effect if applicable. Double Impact speaks for itself, but comes much later and lacks those bonuses. Many players will be impressed by stronger weapon drops in the early game, causing them to resort to a Warrior to make use of them. When starting over, I found that a mix of Archers, Knights, Clerics and Vartan was highly effective.

Endgame setup: Weapon skill, Augment [element], Anatomy, Swiftfoot I, Constitution IV, Strengthen IV, Counterattack IV, Deflect, Mighty Impact, Double Impact.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --  
  
Fists: 1  
Daggers: 1 {ALL}  
Swords (1H): 1  
Swords (2H): 1

Axes: 1  
Spears: --  
Hammers: 1  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {Baldur & Damasc}  
Whips: 1  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: 1 {basic, Baldur & Damasc}  
Crossbows: 1 {basic, Baldur & Damasc}  
Fusils:  
Thrown: 3

Shields: Nearly ALL  
Body Armour: Heavy type  
Other Armour: Nearly ALL

Parry: 12  
Deflect: 12  
Overpower: 20

Rampart Aura I-IV: [] / [] / -----  
Counterattack I-IV: 3 / 12 / 21 / 30  
Knockback I-IV: 3 / 12 / 21 / 30  
Strengthen I-IV: 5 / 16 / 27 / 38  
Fortify I-IV: 6 / 18 / 29 / --  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 4 / 16 / 28 / 40  
Trueflight I-IV: 7 / 19 / -----  
Spellstrike I-IV: -----  
Dodge I-IV: 6 / 18 / 30 / --  
Sidestep I-IV: 9 / 22 / -----  
Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 8 / 19 / 30 / 41  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 32  
RT/move: 4  
Move: 4 Agile 2up 3down

Swiftfoot I-II: 22 / --  
Jump I-II: 22 / --  
Wade I-II: 11 / 21  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: --  
Max TP I-IV: 10 / 20 / 30 / 40  
Tactician I-II: [] / []  
Reflect Damage I-II: -----  
Reflect Magic I-II: [] / []  
Absorb MP I-II: -----  
Meditate: --  
Double Attack: --  
Trajectory: 1

Treasure Hunt I-II: [] / []

Other Skills: Mighty Impact 120 [3], Double Impact 560 [25],  
Vigorous Attack 390 [15].

---> \*Archer\*

{Ranked: 05/44}

=Human, Winged, Lamia, Orc, Skeleton

Like a Warrior, only it has ranged skills instead, which makes a big difference. Archers are overpowered early on because they are the first generic class that has access to 2-handed Bows, which are powerful, and lob the arrow in an arc rather than a straight line, which avoids the many obstacles in urban battles early on. Bows can also fire beyond the specified range, especially if firing from a high position. Terrain becomes more elevated in later chapters, though, and a Bow Archer on low terrain gets a range penalty. They are later eclipsed by mages and other classes that can attack more than 1 unit per turn. Tremendous Shot is their best skill, as it also applies outside the specified range for bows. Few people use Crossbow with an Archer, but Double Shot allows you to kill 2 opponents in a row with clever positioning and targeting. Ranged combat is in general very efficient, gaining accuracy from the high AGI & DEX of Archers, meaning their bows will have more accuracy than any bow in the real world could attain. Their low miss chances are compounded by a +60 damage bonus (see About Weapons) that all ranged weapons get, and the ease of attacking from range, which means you can stand still instead of wasting time running towards the enemy. Taking aim in real life takes more time than a melee attack, and an arrow usually inflicts less damage than a melee hit, not more. In conclusion: all the overpowered ranged weapons suffer from a lack of realism in this game.

Endgame setup: Bows/Crossbows, Augment [element], Anatomy, Swiftfoot I, Constitution IV, Strengthen IV, Counterattack III, Spell Ward II, Tremendous Shot, Double Shot.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --  
  
Fists: --  
Daggers: 1 {basic, Baldur, Damasc & Cursed Dagger}  
Swords (1H): --  
Swords (2H): --  
Axes: --  
Spears: --  
Hammers: --  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: --  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --

Bows: 1 {ALL}  
Crossbows: 1 {ALL}  
Fusils: --  
Thrown: 1

Shields: Small type  
Body Armour: Light type  
Other Armour: Varied. Access to ranged-supporting gear.

Parry: 12  
Deflect: 12  
Overpower: 20

Rampart Aura I-IV: -----  
Counterattack I-IV: 3 / 12 / 21 / 30  
Knockback I-IV: 5 / 14 / -----  
Strengthen I-IV: 7 / 18 / 29 / 40  
Fortify I-IV: 6 / 18 / 29 / --  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 6 / 18 / 30 / --  
Trueflight I-IV: 4 / 16 / 28 / 40  
Spellstrike I-IV: -----  
Dodge I-IV: 7 / 19 / 31 / --  
Sidestep I-IV: 6 / 18 / 30 / 42  
Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 7 / 18 / 29 / 40  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 26  
RT/move: 4  
Move: 3 Agile 2up 3down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / --  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 1 / 7 / 14 / 21  
Lobber: +2  
Max TP I-IV: 10 / 20 / 30 / 40  
Tactician I-II: [] / []  
Reflect Damage I-II: -----  
Reflect Magic I-II: [] / []  
Absorb MP I-II: -----  
Meditate: --  
Double Attack: --  
Trajectory: 1  
Treasure Hunt I-II: [] / []  
Other Skills: Tremendous Shot 120 [3], Double Shot 560 [25],  
Eagle Eye 390 [15].

---> \*Wizard\*/\*Enchantress\*

{Ranked: 21/44}

=Human, Winged, Lamia, Orc, Skeleton, Ghost

The first mage class available. Mages start off weak, but gain power towards the end of the game. It's worth keeping one in your party until another mage

class is available. Their Meditate skill is important to transfer to others. The Engulf skill increases \*range\* by 3, not \*area\*, despite its description. Special mage classes still tend to perform better despite a lack of Engulf, because their movement allowance and speed are often better. If you are deciding which element to choose for your first Wizard, I'd go with fire, because Fire Magic offers supporting (de)buffs which are a great help for your physical attackers at a time when your mage is not strong enough to deal much damage, and you must rely on your melee and ranged attacks. But most elements have good support spells, with the exception of ice and water, unless you enjoy water's Quench, which removes poison and heals a little.

Endgame setup: [elemental] Magic, Augment [element], Anatomy, Swiftfoot I, Meditate, Constitution III, Spellcraft IV, Spell Ward IV, Engulf [free slot].

Air Magic: 1 {Missile, Indirect & Utility}  
Earth Magic: 1 {Missile, Indirect & Utility}  
Lightning Magic: 1 {Missile, Indirect & Utility}  
Water Magic: 1 {Missile, Indirect & Utility}  
Fire Magic: 1 {Missile, Indirect & Utility}  
Ice Magic: 1 {Missile, Indirect & Utility}  
Divine Magic: --  
Dark Magic: 1 {Missile, Indirect & Utility}  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: --  
Daggers: 1 {basic, Baldur & Damasc}  
Swords (1H): --  
Swords (2H): --  
Axes: --  
Spears: --  
Hammers: 1 {Caldia fan only}  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {caster only}  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: --  
Fusils: --  
Thrown: --

Shields: Buckler and Baldur Shield  
Body Armour: Robes  
Other Armour: Limited. Access to mage headgear.

Parry: --  
Deflect: --  
Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: -----  
Knockback I-IV: -----  
Strengthen I-IV: -----  
Fortify I-IV: 8 / 18 / -----

Spellcraft I-IV: 5 / 18 / 30 / 43  
Resistance I-IV: 7 / 19 / 31 / 43  
Truestrike I-IV: 6 / 18 / 30 / --  
Trueflight I-IV: 9 / 19 / 31 / --  
Spellstrike I-IV: 4 / 15 / 26 / 37  
Dodge I-IV: 8 / 19 / 31 / --  
Sidestep I-IV: 5 / 17 / 29 / --  
Spell Ward I-IV: 5 / 17 / 29 / 41  
Constitution I-IV: 9 / 20 / 33 / --  
Insight I-IV: 6 / 18 / 30 / 42  
Expand Mind I-IV: 9 / 19 / 29 / 39  
Channeling I-IV: 7 / 18 / 29 / 40

Recovery Time: 25  
RT/move: 5  
Move: 3 Slow 1up 2down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / --  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: --  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: 17 / 34  
Reflect Magic I-II: -----  
Absorb MP I-II: 19 / 36  
Meditate: 3  
Double Attack: --  
Trajectory: []  
Treasure Hunt I-II: [] / []  
Other Skills: Meditate 120 [3], Conserve RT 390 [15], Engulf 560 [25],  
Coax 220 [5].

---> \*Cleric\*

{Ranked: 29/44}

=Human, Winged

People complain about healing being too weak in the game, but early on you will need a lot of it. Clerics heal best, and are like mages against Undead, since healing damages them. They are the first class with Exorcise, making them essential unless you cast from scrolls (800goth each). They have no access to Meditate skill, and even the A.I. compensates by using a Magic Leaf when battle begins. Expand Mind and Chanelling serve as a good alternative MP supply. Later on there are classes and items which offer alternative exorcism methods which render this class completely obsolete, like the craftable Staff of Purification which has 3 castings of Exorcise. Many players choose to abandon Cleric even earlier, getting by with casting from Exorcise scrolls instead. Banish scrolls from Palace of the Dead shops are 300 goth cheaper, in fact. Lobbing bombs and using Cudgels are the Cleric's only realistic weapons, and many players have fun with a Lobber and Field Alchemy equipped. I found that Cudgels can in fact be tremendously effective once they reach rank 4, because there is a light element, damage scaling, double hitting finisher. The rank 8 version is even triple hit; in theory the most powerful finisher in the game!

Endgame setup: Cudgels, Divine Magic, Augment Light, Anatomy, Swiftfoot I, Constitution III, Spellcraft IV, Expand Mind IV, Chanelling IV, Mother's Blessing.



Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: 1 {Exorcism, Utility, Heal and Major Heal}  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: --  
Daggers: --  
Swords (1H): --  
Swords (2H): --  
Axes: --  
Spears: --  
Hammers: 1 {Caldia fan only}  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {all non-elemental, all Light element & "Wiseman's"}  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: --  
Fusils: --  
Thrown: []

Shields: Buckler and Baldur Shield  
Body Armour: Robes  
Other Armour: Limited. Access to mage headgear.

Parry: --  
Deflect: --  
Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: -----  
Knockback I-IV: -----  
Strengthen I-IV: -----  
Fortify I-IV: 8 / 18 / -----  
Spellcraft I-IV: 7 / 20 / 32 / 45  
Resistance I-IV: 8 / 20 / 32 / 44  
Truestrike I-IV: 6 / 18 / 30 / --  
Trueflight I-IV: 9 / 19 / 31 / --  
Spellstrike I-IV: 5 / 16 / 27 / 38  
Dodge I-IV: 9 / 19 / 31 / --  
Sidestep I-IV: 4 / 16 / 28 / --  
Spell Ward I-IV: 6 / 18 / 30 / 42  
Constitution I-IV: 10 / 21 / 33 / --  
Insight I-IV: 7 / 19 / 31 / 43  
Expand Mind I-IV: 10 / 20 / 30 / 40  
Channeling I-IV: 8 / 19 / 30 / 41

Recovery Time: 24  
RT/move: 5  
Move: 3 Slow 1up 2down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / --  
Sanctuary I-II: 10 / 35  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: +0  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: 16 / 33  
Reflect Magic I-II: -----  
Absorb MP I-II: [] / []  
Meditate: --  
Double Attack: --  
Trajectory: []  
Treasure Hunt I-II: [] / []  
Other Skills: Mother's Mercy 560 [25], Mother's Blessing 330 [12],  
Seraph's Pact 220 [10], Recruit 220 [5].

---> \*Rune Fencer\*/\*Valkyrie\*

{Ranked: 08/44}

=Human, Winged, Orc

A very versatile class early on, if a bit weak in combat. They can heal and speed up your allies, making them a bit like a cleric. Later in the game, their Conserve MP skill allows them to cast powerful magic often, which will include the multi-hit summons like Wisplight. HP Infusion is a downright cheesy way to heal a lot of damage, so although Valkyries don't really impress until they have access to summons and Conserve MP, they are at least good at casting Boon of Swiftness, and other supporting magic from frontline or rear. They will be able to cast Heal IV (60MP) more often than any other class in the game, in addition to other magic with high MP cost, like Ease debuff & tier II summons, but they must first get the scrolls from San Bronsa, of course. From a practical viewpoint, I don't recommend using this class early on. It gains its power from mid-game skills, so level it up swiftly later on. If deciding which class to use, Knight serves you better early on than RF/Valkyrie.

Endgame setup: Weapon skill, Divine Magic, Augment Light, Anatomy, Swiftfoot I, Spellcraft IV, Constitution III, HP Infusion, Conserve MP [free slot].

Air Magic: 1 {Missile, Summons, Instill}  
Earth Magic: 1 {Missile, Summons, Instill}  
Lightning Magic: 1 {Missile, Summons, Instill}  
Water Magic: 1 {Missile, Summons, Instill}  
Fire Magic: 1 {Missile, Summons, Instill}  
Ice Magic: 1 {Missile, Summons, Instill}  
Divine Magic: 1 {Missile, Summons, Instill, Heal, Dispel, Ease,  
Boon of Swiftness, Silent Light}  
Dark Magic: 1 {Missile, Summons, Instill}  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --  
Fists: --

Daggers: --  
Swords (1H): 1  
Swords (2H): --  
Axes: --  
Spears: 1  
Hammers: 1 {Caldia fan only}  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: --  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: 1 {basic, Baldur & Damasc}  
Crossbows: 1 {basic, Baldur & Damasc}  
Fusils: --  
Thrown: []  
  
Shields: Nearly ALL  
Body Armour: Heavy type  
Other Armour: Good. Lacks access to mage gear.

Parry: 12  
Deflect: 12  
Overpower: --

Rampart Aura I-IV: [] / [] / -----  
Counterattack I-IV: 4 / 13 / 22 / --  
Knockback I-IV: 5 / 14 / 23 / --  
Strengthen I-IV: 4 / 15 / 26 / 37  
Fortify I-IV: 5 / 16 / 27 / 38  
Spellcraft I-IV: 7 / 20 / 32 / 45  
Resistance I-IV: 9 / 21 / 33 / 45  
Truestrike I-IV: 3 / 15 / 27 / 39  
Trueflight I-IV: 8 / 19 / 31 / --  
Spellstrike I-IV: 7 / 18 / 29 / 40  
Dodge I-IV: 4 / 16 / 28 / 40  
Sidestep I-IV: 8 / 22 / 34 / --  
Spell Ward I-IV: 8 / 20 / 32 / 44  
Constitution I-IV: 8 / 19 / 33 / --  
Insight I-IV: 8 / 20 / 32 / --  
Expand Mind I-IV: 12 / 20 / 32 / --  
Channeling I-IV: 10 / 21 / 35 / --

Recovery Time: 26  
RT/move: 4  
Move: 4 Agile 2up 3down +Swim

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 7 / 17  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: +1  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: [] / []  
Absorb MP I-II: [] / []

Meditate: --  
Double Attack: --  
Trajectory: 1  
Treasure Hunt I-II: [] / []  
Other Skills: Barricade 200 [10], MP Infusion 550 [24],  
HP Infusion 240 [8], Conserve MP 400 [16], Recruit 220 [5]

---> \*Knight\*

{Ranked: 24/44}

=Human, Skeleton (Undead cannot use any Divine Magic spells)

Initially I underestimated the worth of this class, because I had avoided it in the early chapters of my first playthrough. It has a good selection of weapons for a starting class, including Crossbows and the high damage Hammers, which I opted to equip in both hands, allowing for good melee and a weakish ranged option. Their combat versatility combined with healing makes them the 2nd best class to bring with you from the start. It's also a great class for Denam to be in, in case he has need of Phalanx during duels. Though truthfully, I never used Phalanx in my 2nd playthrough, but my gaming experience may have mattered. I had previously claimed that Knights were avoided as targets, but in fact they do get targeted due to their low DEF value, which was in fact lower than that of my (well-equipped & with Fortify) Archers, Clerics and Mage. It seems their toughness stems from extra hit points rather than high DEF value. As for them being slow: It's not an issue early on. They have 4 base move, so it's easy for Knights to stay in front of slower classes, while casters can't even climb 2 points of elevation difference. An excellent starting class; it will enable you to get well-ranked weapon skills quickly, such as 1H Swords (rank 2: Rending Gale hits x2), Crossbows (rank 2: Brimstone Hail area-effect is considered the best finisher in the game) and Hammers (high ATT values; great vs. monsters). Avoid using a shield, as this raised DEF and causes allies to be targeted instead. Finally, the Phalanx exploit deserves to be mentioned: Some players will unequip all armour, to drastically lower the Knight's DEF value, drawing attacks from anyone in range like a magnet. With Phalanx active, 90% of the damage is mitigated, but enemy A.I. doesn't take this into account. This is an extremely gamey exploit that will spoil your enjoyment if overused, so beware.

Endgame setup: Weapon skill, Divine Magic, Augment Light, Anatomy, Swiftfoot I, Constitution IV, Strengthen IV, Rampart Aura IV, Phalanx, Guardian Force.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: 1 {Instill, Heal, Hearten}  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --  
  
Fists: --  
Daggers: --  
Swords (1H): 1  
Swords (2H): --  
Axes: 1 {1-handed only}  
Spears: --  
Hammers: 1

Katanas (1H): --  
Katanas (2H): --  
Cudgels: --  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: 1 {basic, Baldur & Damasc}  
Fusils: --  
Thrown: --

Shields: ALL except Ogre Shield  
Body Armour: Heavy type, except Thanatos Armor  
Other Armour: Good access

Parry: 12  
Deflect: 12  
Overpower: 20

Rampart Aura I-IV: 3 / 14 / 25 / 36  
Counterattack I-IV: 4 / 13 / 22 / --  
Knockback I-IV: 4 / 13 / 22 / --  
Strengthen I-IV: 6 / 17 / 28 / 39  
Fortify I-IV: 3 / 14 / 28 / 36  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 4 / 16 / 28 / 40  
Trueflight I-IV: 7 / 19 / 31 / --  
Spellstrike I-IV: 8 / 19 / [] / --  
Dodge I-IV: 5 / 17 / 29 / 41  
Sidestep I-IV: 9 / 22 / 34 / --  
Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 8 / 19 / 30 / 41  
Insight I-IV: 9 / 21 / -----  
Expand Mind I-IV: 13 / 23 / -----  
Channeling I-IV: 11 / 23 / -----

Recovery Time: 36  
RT/move: 4  
Move: 4 Agile 2up 3down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / 21  
Sanctuary I-II: [] / []  
Steadfast: 17  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: +0  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: 15 / 30  
Reflect Damage I-II: -----  
Reflect Magic I-II: [] / []  
Absorb MP I-II: [] / []  
Meditate: --  
Double Attack: --  
Trajectory: 1  
Treasure Hunt I-II: [] / []

Other Skills: Rampart Shadow 290 [12], Sanctuary Shadow 370 [16],  
Phalanx 150 [5], Guardian Force 440 [20], Recruit 220 [5]

---> \*Terror Knight\*

{Ranked: 35/44}

=Human, Orc, Skeleton

This class has access to Dark Magic debuffs, and can inflict Fear on multiple units, which weakens both attack and defense (although finishers are unaffected). It is the slowest class by weight, though, which means they fall behind in combat a little. Their access to Drain-type spells gives them the ability to steal enemies' HP, MP or TP. The strength of these spells remains limited until you have acquired the full Ogre set in postgame, which gives a great boost to magic damage. The Dark Headsman and Ogre Blade are their best weapon options, despite the poor performance of 2-handed Swords on most classes. The Dark Headsman offers +2 to the Lament of the Dead skill rank, significantly raising success chances. Fear is a powerful debuff, weakening all attack and defense. They are one of the few classes able to equip the full Ogre set (Armor, Shield, Helm & Blade), and the full Dark armour set (Thanatos Armor, Skull Helm & Dagda's Hammer).

Endgame setup: 2H Swords, Dark Magic, Augment Darkness, Anatomy, Swiftfoot I, Constitution IV, Strengthen IV, Spellstrike III, Rampart Aura IV, Lament of the Dead.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: 1 {Drain, Instill, Paralytic Wave, Sleep, Gravity Flux}  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: --  
Daggers: --  
Swords (1H): --  
Swords (2H): 1  
Axes: 1 {2-handed only}  
Spears: --  
Hammers: 1  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {Baldur & Damasc}  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: 1 {basic, Baldur & Damasc}  
Fusils: --  
Thrown: --

Shields: ALL except Shield of Sages  
Body Armour: Heavy type, except Titania Mail  
Other Armour: Good access

Parry: 12  
Deflect: 12  
Overpower: 20

Rampart Aura I-IV: 5 / 16 / 27 / 38  
Counterattack I-IV: 5 / 14 / 23 / --  
Knockback I-IV: 4 / 13 / 23 / --  
Strengthen I-IV: 6 / 17 / 28 / 39  
Fortify I-IV: 4 / 15 / 26 / 37  
Spellcraft I-IV: 7 / 20 / -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 4 / 16 / 28 / 40  
Trueflight I-IV: 8 / 19 / 31 / --  
Spellstrike I-IV: 9 / 19 / [] / --  
Dodge I-IV: 6 / 18 / 30 / 42  
Sidestep I-IV: 8 / 22 / 34 / --  
Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 7 / 18 / 29 / 40  
Insight I-IV: 9 / 21 / -----  
Expand Mind I-IV: 13 / 23 / -----  
Channeling I-IV: 11 / 23 / -----

Recovery Time: 38  
RT/move: 4  
Move: 4 Agile 2up 3down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / 21  
Sanctuary I-II: -----  
Steadfast: 14  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: +0  
Max TP I-IV: 10 / 20 / 30 / 40  
Tactician I-II: [] / []  
Reflect Damage I-II: -----  
Reflect Magic I-II: 18 / 35  
Absorb MP I-II: [] / []  
Meditate: --  
Double Attack: --  
Trajectory: 1  
Treasure Hunt I-II: [] / []  
Other Skills: Squash 370 [15], Lament o/t Dead 480 [20],  
Fearful Impact 120 [3], Shadowbreak 330 [13].

---> \*Berserker\*

{Ranked: 32/44}

=Human, Lizardman, Orc

This class is even more melee-oriented than a Warrior, and this is reflected by its focus on melee weapons. Its skills are also a bit better than a Warrior's. In practice, they are somewhat slow, but a solid melee choice early on. They might not be as tough as you'd expect, though. They take damage, so be careful. Defenses will improve late game, so a strong unit in this class is fun to play. They're one of the few classes able to equip the full Dark armour set (Thanatos Armor, Skull Helm & Dagda's Hammer). Risk Management is a form of defensive boost; it can be useful, but requires a sturdy ally nearby, and I never made much use of the skill due to it limiting my frontline-charging allies from moving apart. Berserk is great fun for wreaking havoc on the enemy, but Sanguine Assault becomes more effective once you have decent STR to make it

powerful.

Endgame setup: Weapon skill, Augment [element], Anatomy, Swiftfoot I, Constitution IV, Strengthen IV, Counterattack IV, Berserk, Risk Management, Sanguine Assault.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: 1  
Daggers: 1 {ALL}  
Swords (1H): --  
Swords (2H): --  
Axes: 1  
Spears: --  
Hammers: 1  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {Baldur & Damasc}  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: --  
Fusils: --  
Thrown: []

Shields: ALL except Shield of Sages, Ogre Shield and Medusa Shield.  
Body Armour: Heavy type  
Other Armour: Good access

Parry: 12  
Deflect: 12  
Overpower: 18

Rampart Aura I-IV: [] / [] / -----  
Counterattack I-IV: 5 / 14 / 23 / 32  
Knockback I-IV: 2 / 11 / 20 / 29  
Strengthen I-IV: 4 / 15 / 26 / 37  
Fortify I-IV: 6 / 18 / 29 / []  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 4 / 16 / 28 / 40  
Trueflight I-IV: 8 / 19 / 31 / --  
Spellstrike I-IV: -----  
Dodge I-IV: 6 / 18 / 30 / 42  
Sidestep I-IV: 8 / 22 / 34 / --  
Spell Ward I-IV: 9 / 21 / -----



Constitution I-IV: 8 / 19 / 30 / 44  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 34  
RT/move: 4  
Move: 4 Agile 2up 3down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 10 / 20  
Sanctuary I-II: -----  
Steadfast: --

Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: +2  
Max TP I-IV: 10 / 20 / 30 / 40

Tactician I-II: [] / []  
Reflect Damage I-II: -----  
Reflect Magic I-II: [] / []  
Absorb MP I-II: -----

Meditate: --  
Double Attack: --  
Trajectory: []  
Treasure Hunt I-II: [] / []

Other Skills: Risk Management 440 [22], Sanguine Assault 370 [14],  
Berserk 220 [7].

---> \*Swordmaster\*

{Ranked: 44/44}

=Human

This is perhaps the poorest class in the game. 1 weapon option, limited skills and weak in defense. Their magic offers access to unique buffs and debuffs, but a Swordmaster will be a liability in the early game. Preempt is their main attraction, and coupled with Knockback skill it will prevent a lot of enemy melee damage. But this only protects against melee attacks, so mages and Archers are still a big threat to them. Also take into consideration that Wardances have a TP requirement too, and you'll find there is a TP shortage. The scroll for the wardance Demonpetal Dance, which charms enemies, can only be acquired before level 26, so make sure you get hold of one or two. I recommend getting hold of Tactician from another class for them, or you may opt to forgo Wardances altogether, to make more room in your skill slots. Steer clear of monsters and obstacles; any situation that prevents Knockback. They are the only class that can cast Wardances, and the only class other than Lord that can use 2-handed Katanas. This uniqueness doesn't balance things out, but you may end up using one much later, when you are so powerful that class power almost irrelevant, and you just like it for the gameplay flavour.

Endgame setup: Katanas (2H), Augment [element], Wardances, Swiftfoot I, Anatomy, Spellstrike IV, Knockback IV, Strengthen IV, Tactician II, Preempt.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: --

Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: 1  
Songs: --

Fists: --  
Daggers: --  
Swords (1H): --  
Swords (2H): --  
Axes: --  
Spears: --  
Hammers: --  
Katanas (1H): --  
Katanas (2H): 1  
Cudgels: --  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: --  
Fusils: --  
Thrown: --

Shields: NO ACCESS  
Body Armour: Light type  
Other Armour: Average access

Parry: 12  
Deflect: 12  
Overpower: 20

Rampart Aura I-IV: -----  
Counterattack I-IV: 6 / 15 / -----  
Knockback I-IV: 5 / 14 / 23 / 32  
Strengthen I-IV: 6 / 17 / 28 / 39  
Fortify I-IV: 5 / 16 / 27 / 38  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 2 / 14 / 26 / 38  
Trueflight I-IV: 8 / 19 / 31 / --  
Spellstrike I-IV: 6 / 17 / 28 / 39  
Dodge I-IV: 4 / 16 / 28 / 40  
Sidestep I-IV: 9 / 22 / 34 / --  
Spell Ward I-IV: 7 / 19 / 31 / 43  
Constitution I-IV: 8 / 19 / 30 / 41  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 26  
RT/move: 4  
Move: 4 Agile 2up 3down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / 21  
Sanctuary I-II: -----  
Steadfast: --

Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: +0  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: -----  
Reflect Magic I-II: [] / []  
Absorb MP I-II: -----  
Meditate: --  
Double Attack: --  
Trajectory: []  
Treasure Hunt I-II: [] / []  
Other Skills: Mind's Eye 550 [24], Mighty Strike 400 [16],  
Preempt 240 [8].

---> \*Dragoon\*

{Ranked: 23/44}

=Human

Specialized in dispatching Dragon and Beast units, they are a popular alternative to a 2nd Archer, because they can use all Crossbows, and the slaying skills apply to ranged attacks as well. Archers hit a wall when Monsters requiring high attack start appearing en masse in later chapters; this is explained in About Weapons chapter, with a link to more details. Dragoon has an answer for every tough monster except Golems. Equipping 3 items of Wyrmscale-type gear will grant any class the Dragonslayer skill in combat, so if you do decide to use a Dragoon, Beastslayer has priority. The "-bane" versions become available later on, offering the same slayer skills to a group of nearby allies. They will not become more practical than the basic skills until your Dragoon can easily generate the extra TP. Most battles only have a few monsters, but there are monster-heavy ones. As for Spears, they can be fun for attacking two opponents at opportune moments, but when you need to target a specific monster with your slayer-boosted attack, Spears often create more obstacles due to allies being in the way, or the terrain elevation difference being too large. The higher level Spears have a range of 2-3, which even leads to slapstick pie-in-the-face situations where you only hit an ally when trying to counter an enemy attack. Long story short: Dragoon is better with Crossbow than Spear.

Endgame setup: Weapon skill, Augment [element], Anatomy, Swiftfoot I, Strengthen IV, Counterattack IV, Constitution IV, Beastbane, Dragonsbane, [free slot].

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --  
  
Fists: --  
Daggers: --  
Swords (1H): 1  
Swords (2H): 1

Axes: 1  
Spears: 1  
Hammers: --  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {Baldur & Damasc}  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: 1 {ALL}  
Fusils: --  
Thrown: []

Shields: ALL except Shield of Sages, Ogre Shield and Medusa Shield  
Body Armour: Heavy type  
Other Armour: Good access

Parry: 12  
Deflect: 12  
Overpower: 20

Rampart Aura I-IV: [] / [] / -----  
Counterattack I-IV: 5 / 14 / 23 / 32  
Knockback I-IV: 3 / 12 / 21 / 30  
Strengthen I-IV: 4 / 15 / 26 / 37  
Fortify I-IV: 6 / 18 / 29 / --  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 4 / 16 / 28 / 40  
Trueflight I-IV: 7 / 19 / 31 / --  
Spellstrike I-IV: -----  
Dodge I-IV: 6 / 18 / 30 / 42  
Sidestep I-IV: 9 / 22 / 34 / --  
Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 7 / 18 / 29 / 40  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 28  
RT/move: 4  
Move: 4 Agile 2up 3down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / 21  
Sanctuary I-II: -----  
Steadfast: 15  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: --  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: -----  
Reflect Magic I-II: [] / []  
Absorb MP I-II: -----  
Meditate: --  
Double Attack: --  
Trajectory: []

Treasure Hunt I-II: [] / []

Other Skills: Dragon's Wound 500 [21], Dragonsbane 420 [17],  
Dragonslayer 240 [8], Beastbane 370 [14],  
Beastslayer 200 [6].

---> \*Ninja\*/\*Kunoichi\*

{Ranked: 04/44}

=Human

The strongest generic melee class by far. 1-handed katanas are very powerful, and being able to attack with 2 at once is literally overkill. They move fast, scale elevation with ease due to increased climbing ability, and have powerful Ninjutsu for ranged damage and (de)buffing. The damage spells are like smaller versions of the overpowered summon spells, requiring only some components to cast. Ninjutsu has no MP requirement; not even a TP requirement like Wardances does. There are even ranged finishers if you can't be bothered with Ninjutsu. This class seems to have been deliberately made too powerful, so use Ninjas at the risk of spoiling your challenge. Steelstance will reduce damage by 50%, so it may be worth a skill slot, to increase survivability on the frontline. The Decoy scroll allows a Ninja to completely negate a single physical attack, but the scroll only drops before a certain level, so be sure to get some copies. Ninja also has access to the Cursed Bow, making it the only class besides Archer and Ranger with access to a 2-handed Bow. My endgame setup deliberately omits Double Attack, because endgame units already do enough damage to OHKO. Blowguns can make damage spells, and Spellcraft, unnecessary. Alternatively you could still use Double Attack for OHKO-ing the toughest monsters, but then I'd recommend also replacing Counterattack II with Spellcraft III skill, so you have Ninjutsu attacks that are stronger than the 1H Katana finishers.

Endgame setup: Katanas (1H), Blowguns, Ninjutsu, Augment [element], Anatomy, Swiftfoot II, Strengthen IV, Counterattack II, Constitution III, Steelstance.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: 1  
Wardances: --  
Songs: --  
  
Fists: --  
Daggers: 1 {basic, Battle Knife, Dirk, Baldur, Damasc & Cursed  
Swords (1H): -- Dagger}  
Swords (2H): --  
Axes: --  
Spears: --  
Hammers: 1 {Iron & Caldia fans only}  
Katanas (1H): 1  
Katanas (2H): --  
Cudgels: --  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: 1

Bows: 1 {basic, Baldur, Damasc & Cursed Bow}  
Crossbows: 1 {basic, Baldur & Damasc}  
Fusils: --  
Thrown: []

Shields: Buckler and Baldur Shield  
Body Armour: Light type  
Other Armour: Average access, including Snipe Boots and Bracers

Parry: 12  
Deflect: 12  
Overpower: 20

Rampart Aura I-IV: -----  
Counterattack I-IV: 6 / 15 / -----  
Knockback I-IV: 5 / 14 / -----  
Strengthen I-IV: 6 / 17 / 28 / 39  
Fortify I-IV: 6 / 17 / 28 / 39  
Spellcraft I-IV: 7 / 20 / 32 / --  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 2 / 14 / 26 / 38  
Trueflight I-IV: 3 / 15 / 27 / 39  
Spellstrike I-IV: 5 / 16 / 27 / 38  
Dodge I-IV: 3 / 15 / 27 / 39  
Sidestep I-IV: 4 / 16 / 28 / 40  
Spell Ward I-IV: 6 / 18 / 30 / 42  
Constitution I-IV: 8 / 19 / 33 / --  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 22  
RT/move: 4  
Move: 5 Agile 3up 4down

Swiftfoot I-II: 20 / 40  
Jump I-II: 23 / 43  
Wade I-II: 11 / 21  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: --  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: [] / []  
Absorb MP I-II: -----  
Meditate: --  
Double Attack: 3  
Trajectory: 1  
Treasure Hunt I-II: [] / []  
Other Skills: Concentration 120 [3], Evanescence 560 [25],  
Steelstance 400 [16].

---> \*Rogue\*

{Ranked: 07/44}

=Human, Fairy, Imp/Gremlin

This is the most useful generic class in the game, excelling in speed, damage output, utility and versatility all at the same time. They are a frail class,

making melee dangerous at the start, but that doesn't make the class balanced. Ability to Steal from enemies opens up a whole new resource of rare items and classmarks. Their Sneak Attack and Sparagmos abilities are powerful, but most of all they are one of the fastest units in the game, because their cost of movement is so low: Only 3RT/square, compared to the 4 or 5 of most classes. Speedstar makes them even faster, allowing them to haste themselves. They have access to 4 Familiar skills, but only Fairies and Imps/gremlins can switch to that class - a lot of effort is needed to give a Human those skills. Agonal Scream and Lingering Kiss are worth the effort, though. The Reaver Ring is a non-unique item that is ideal for a Rogue, giving +2 Steal, and allowing them to cast 3x Boon of Swiftiness on others. Since you need rank 3 Steal to steal the item from a Grim Reaper in Scenic Knoll, Phorampa Wildwoods, this is a tedious but rewarding task. Since Sneak attack only works with melee, Fists and Daggers are their best weapon options. But a ranged Rogue would have room for other skills, like Counterattack III, Lingering Kiss or Agonal Scream.

Endgame setup: Weapon skill (melee), Augment [element], Anatomy, Swiftfoot II, Strengthen IV, Constitution III, Steal, Sneak Attack, Sparagmos, Speedstar.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: 1  
Daggers: 1 {ALL}  
Swords (1H): --  
Swords (2H): --  
Axes: --  
Spears: --  
Hammers: 1 {Iron & Caldia fans only}  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: --  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: 1  
Bows: 1 {basic, Baldur & Damasc}  
Crossbows: 1 {ALL}  
Fusils: --  
Thrown: 3

Shields: Small type, including the 6 elemental shields  
Body Armour: Light type  
Other Armour: Average access

Parry: 12  
Deflect: 12  
Overpower: 20

```

Rampart Aura I-IV: -----
Counterattack I-IV: 6 / 15 / 24 / --
  Knockback I-IV: 5 / 14 / 23 / --
  Strengthen I-IV: 6 / 17 / 28 / 39
  Fortify I-IV: 6 / 17 / 28 / 39
Spellcraft I-IV: -----
Resistance I-IV: 8 / 20 / 32 / 44
Truestrike I-IV: 2 / 14 / 26 / 38
Trueflight I-IV: 5 / 17 / 29 / 41
Spellstrike I-IV: -----
  Dodge I-IV: 3 / 15 / 27 / 39
  Sidestep I-IV: 5 / 17 / 29 / 41
  Spell Ward I-IV: 8 / 20 / 32 / 44
Constitution I-IV: 9 / 20 / 33 / --
  Insight I-IV: -----
Expand Mind I-IV: -----
Channeling I-IV: -----

```

Recovery Time: 23

RT/move: 3

Move: 4 Agile 2up 3down [Fairy/Imp floating = 2up 4down; melee  
attack height 3up 3down as opposed to normal 2up 3down]

Swiftfoot I-II: 20 / 40

Jump I-II: 23 / 43

Wade I-II: 11 / 21

Sanctuary I-II: -----

Steadfast: 17

Field Alchemy I-IV: 2 / 8 / 16 / 24

Lobber: +2

Max TP I-IV: 10 / 20 / 30 / 40

Tactician I-II: 15 / 31

Reflect Damage I-II: [] / []

Reflect Magic I-II: [] / []

Absorb MP I-II: -----

Meditate: --

Double Attack: --

Trajectory: []

Treasure Hunt I-II: 15 / 30

Other Skills: Steal 50 [1], Sneak Attack 240 [8], Sparagmos 290 [10],  
Speedstar 260 [9], Disarm 440 [20], Booby trap 400 [16],  
Fey Pact 220 [5].

---> \*Fusilier\*

{Ranked: 30/44}

=Human

A class that specializes in Fusils. Classmarks are hard to acquire, and the Fusils skill can only be learned after level 15 and needs Crossbows skill first. Personally I prefer to scavenge generic Fusiliers for their skill. They are the only class that can use 1-handed and 2-handed fusils. The selection of Daggers and Crossbows is good as well, but their TP skills will only work with Fusils. Only the cursed fusil is elemental, so all but 1 unit is limited in damage as a Fusilier. Course Correction allows a Fusilier to reproduce much of the obstacle avoidance of Bow Archers, although it won't avoid solid walls and hills. Plants and units will be safely avoided, though. Fusilier knockbacks work differently, and you may even see a 2nd unit damaged. Compared to the other classes that can use fusils, Fusilier is very slow. They also cannot match the power of an Archer, so most players write the class off as a late game disappointment. They are weak against magic, but have high VIT.



I recommend snapping a Light elemental cursed Fusil, for finisher synergy. You could even equip an augment, if you even need more damage at that point.

Endgame setup: Fusils, Anatomy, Swiftfoot I, Stengthen III, Counterattack II, Spell Ward II, Constitution III, Knockback I, Sharpshoot, Course Correction.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: --  
Daggers: 1 {ALL}  
Swords (1H): --  
Swords (2H): --  
Axes: --  
Spears: --  
Hammers: --  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: --  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: 1 {ALL}  
Fusils: 15  
Thrown: --

Shields: Small type  
Body Armour: Light type  
Other Armour: Average access, including Snipe Boots and Bracers

Parry: 12  
Deflect: 12  
Overpower: 20

Rampart Aura I-IV: -----  
Counterattack I-IV: 6 / 15 / -----  
Knockback I-IV: [] / -----  
Strengthen I-IV: 7 / 18 / 29 / --  
Fortify I-IV: 6 / 18 / 29 / --  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 6 / 18 / 30 / --  
Trueflight I-IV: 6 / 18 / 30 / 42  
Spellstrike I-IV: -----  
Dodge I-IV: 7 / 19 / 31 / --  
Sidestep I-IV: 6 / 18 / 30 / 42  
Spell Ward I-IV: 9 / 21 / -----

Constitution I-IV: 9 / 20 / 33 / --  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 32  
RT/move: 4  
Move: 3 Agile 2up 3down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: -----  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: --  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: [] / []  
Absorb MP I-II: -----  
Meditate: --  
Double Attack: --  
Trajectory: 1  
Treasure Hunt I-II: [] / []  
Other Skills: Course Correction 400 [16], Barricade 200 [8],  
Sharpshoot 120 [3].

---> \*Beast Tamer\*

{Ranked: 40/44}

=Human, Winged

Beast Tamers are specialized in augmenting attacks of beasts and dragons. Beasts and dragons can't use equipment besides jewelry, they have no weapon skills, and only their special attacks are elemental. Monster units perform poorly later on. The Empower skills give a tremendous damage boost, but are situational in usage. Blowguns is the Beast Tamer's most reliable option to get enough TP for their Empower skill, but they must gain Blowguns skill from another class. They are the only class that has access to Subdue and Tame, so it's wise to level up the class to 7, so you can at least purchase the recruit skills. You will need a lot of dragons to get hold of Deneb.

Endgame setup: Weapon skill, Augment [element], Anatomy, Swiftfoot I, Strengthen IV, Counterattack III, Constitution IV, Empower Dragon, Empower Beast, [free slot].

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: 1  
Daggers: --  
Swords (1H): --  
Swords (2H): --  
Axes: 1  
Spears: --  
Hammers: 1  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {Baldur & Damasc}  
Whips: 1  
Spellbooks: --  
Instruments: --  
Blowguns: []  
Bows: 1 {basic, Baldur & Damasc}  
Crossbows: --  
Fusils: --  
Thrown: 3

Shields: Large type, but not Shield o/t Sages, Ogre or Medusa.  
Body Armour: Light type  
Other Armour: Average access

Parry: 12  
Deflect: 12  
Overpower: 20

Rampart Aura I-IV: -----  
Counterattack I-IV: 4 / 13 / 22 / --  
Knockback I-IV: 4 / 13 / 22 / 31  
Strengthen I-IV: 6 / 17 / 28 / 39  
Fortify I-IV: 6 / 17 / 28 / 39  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 4 / 16 / 28 / 40  
Trueflight I-IV: 8 / 19 / 31 / --  
Spellstrike I-IV: -----  
Dodge I-IV: 6 / 18 / 30 / 42  
Sidestep I-IV: 9 / 22 / 34 / --  
Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 8 / 19 / 30 / 41  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 30  
RT/move: 4  
Move: 4 Agile 2up 3down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / 21  
Sanctuary I-II: -----  
Steadfast: 16  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: +2  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: -----  
Reflect Magic I-II: [] / []

Absorb MP I-II: -----  
Meditate: --  
Double Attack: --  
Trajectory: 1  
Treasure Hunt I-II: [] / []  
Other Skills: Empower Dragon 330 [12], Repel Dragon 550 [24],  
Empower Beast 240 [8], Repel Beast 550 [24], Tame 220 [7],  
Subdue 220 [5].

---> \*Warlock\*/\*Witch\*

{Ranked: 22/44}

=Human, Lamia, Ghost

The only generic class that can learn Spellbooks and Draconic Magic skills, you will be using rare classmarks for units just to acquire them. This class has TP-skills that are focused on golems. In practice the Warlock/Witch is a good mage, but barely an upgrade over Wizard/Enchantress. The Empower Golem skill is like the corresponding Beast Tamer skills, but it is similarly limited in usefulness, with the exception of Pumpkinhead Golem. This class needs to take some damage before it has enough TP for an Empower, though. If using Meditate, you also have a dilemma on your hands. This class can use all Draconic magic spells, too, but since the stockpile of Wyrms gems can't exceed 99, Draconic Magic can't be used frequently. Remember to learn the elemental magic skills you need before switching to this class.

Endgame setup: Weapon skill, [elemental] Magic, Augment [element], Anatomy, Swiftfoot I, Spellcraft IV, Constitution III, Meditate, Golem's Bane, Empower Golem.

Air Magic: [] {Missile, Indirect, Utility}  
Earth Magic: [] {Missile, Indirect, Utility}  
Lightning Magic: [] {Missile, Indirect, Utility}  
Water Magic: [] {Missile, Indirect, Utility}  
Fire Magic: [] {Missile, Indirect, Utility}  
Ice Magic: [] {Missile, Indirect, Utility}  
Divine Magic: [] {Missile, Indirect}  
Dark Magic: [] {Missile, Indirect, Drain, Utility}  
Draconic Magic: 1 {ALL}  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --  
  
Fists: --  
Daggers: 1 {basic, Baldur, Damasc & Cursed Dagger}  
Swords (1H): --  
Swords (2H): --  
Axes: --  
Spears: --  
Hammers: 1 {Caldia fan only}  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {ALL except: Exarch's Staff (+1), Staff of Restoration,  
Whips: -- Staff of Purification & Sagara}  
Spellbooks: 15  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: --  
Fusils: --

Thrown: --

Shields: Buckler and Baldur Shield

Body Armour: Robes

Other Armour: Restricted. Access to mage headgear

Parry: --

Deflect: --

Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: -----  
Knockback I-IV: -----  
Strengthen I-IV: -----  
Fortify I-IV: 9 / 18 / -----  
Spellcraft I-IV: 4 / 17 / 29 / 42  
Resistance I-IV: 8 / 20 / 32 / 44  
Truestrike I-IV: 6 / 18 / 30 / --  
Trueflight I-IV: 9 / 19 / 31 / --  
Spellstrike I-IV: 3 / 14 / 25 / 36  
Dodge I-IV: 8 / 19 / 31 / --  
Sidestep I-IV: 10 / 22 / 34 / --  
Spell Ward I-IV: 4 / 16 / 28 / 40  
Constitution I-IV: 9 / 20 / 33 / --  
Insight I-IV: 6 / 18 / 30 / 42  
Expand Mind I-IV: 8 / 18 / 28 / 38  
Channeling I-IV: 8 / 19 / 30 / 40

Recovery Time: 26

RT/move: 5

Move: 3 Slow 1up 2down

Swiftfoot I-II: 23 / --

Jump I-II: 23 / --

Wade I-II: 11 / --

Sanctuary I-II: -----

Steadfast: --

Field Alchemy I-IV: 3 / 8 / 16 / 24

Lobber: --

Max TP I-IV: [] / [] / [] / []

Tactician I-II: [] / []

Reflect Damage I-II: [] / []

Reflect Magic I-II: -----

Absorb MP I-II: 17 / 34

Meditate: []

Double Attack: --

Trajectory: []

Treasure Hunt I-II: [] / []

Other Skills: Golem's Bane 440 [18], Empower Golem 240 [8],  
Gordian Key 240 [14], Control Golem 220 [1].

---> \*Necromancer\*

{Ranked: 18/44}

=Human

Unless you get hold of Cressida after her quest in Chaos Path, you will be limited to generic recruits of this class. It specializes in boosting the Undead & zombies. Necromancy is the only way to heal such units. This is the fastest mage type in the game by RT, although special classes get more movement, and movement allowance makes a bigger difference than speed for

magés. In comparison, most other magés are only 3RT slower. Special mage classes can also do a bit more damage. Improving base stats remedies this. Remember to learn the elemental magic skills you need before switching to this class. Necro classmarks are the hardest to get, so don't waste them. Necromancers are good if you are enthusiastic about having your own undead army, but in practice such an army is not quite as useful as living allies. Undead can't be healed normally, Skeletons and Ghosts have very few class options, Skeletons actually get +1 RT making them slower, and zombified units don't gain any XP or SP after battle (but they do drain XP and SP gains).

Endgame setup: [elemental] Magic, Necromancy, Augment [element], Anatomy, Swiftfoot I, Spellcraft IV, Constitution III, Meditate, Weapon skill, Animate Dead.

```
Air Magic: [] {Missile, Indirect, Utility}
Earth Magic: [] {Missile, Indirect, Utility}
Lightning Magic: [] {Missile, Indirect, Utility}
Water Magic: [] {Missile, Indirect, Utility}
Fire Magic: [] {Missile, Indirect, Utility}
Ice Magic: [] {Missile, Indirect, Utility}
Divine Magic: --
Dark Magic: [] {Missile, Indirect, Drain, Utility}
Draconic Magic: --
Necromancy: 1
Ninjutsu: --
Wardances: --
Songs: --

Fists: --
Daggers: 1 {basic, Baldur, Damasc & Cursed Dagger}
Swords (1H): --
Swords (2H): --
Axes: --
Spears: --
Hammers: 1 {Caldia fan only}
Katanas (1H): --
Katanas (2H): --
Cudgels: 1 {ALL except: Staff of Restoration, Staff of
Whips: -- Purification & Sagara}
Spellbooks: --
Instruments: --
Blowguns: --
Bows: --
Crossbows: --
Fusils: --
Thrown: --

Shields: Buckler and Baldur Shield.
Body Armour: Robes
Other Armour: Restricted. Access to mage headgear

Parry: --
Deflect: --
Overpower: --

Rampart Aura I-IV: -----
Counterattack I-IV: -----
Knockback I-IV: -----
Strengthen I-IV: -----
Fortify I-IV: 9 / 18 / -----
```

Spellcraft I-IV: 6 / 19 / 31 / 44  
Resistance I-IV: 6 / 18 / 30 / 42  
Truestrike I-IV: 6 / 18 / 30 / --  
Trueflight I-IV: 9 / 19 / 31 / --  
Spellstrike I-IV: 5 / 16 / 27 / 38  
Dodge I-IV: 9 / 19 / 31 / --  
Sidestep I-IV: 11 / 22 / 34 / --  
Spell Ward I-IV: 6 / 18 / 30 / 42  
Constitution I-IV: 8 / 19 / 33 / --  
Insight I-IV: 7 / 19 / 31 / 43  
Expand Mind I-IV: 9 / 19 / 29 / 39  
Channeling I-IV: 9 / 20 / 31 / 42

Recovery Time: 22  
RT/move: 5  
Move: 3 Slow 1up 2down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / --  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: --  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: -----  
Absorb MP I-II: 18 / 35  
Meditate: []  
Double Attack: --  
Trajectory: []  
Treasure Hunt I-II: [] / []  
Other Skills: Animate Dead 120 [3], Consecrate Dead 540 [22],  
Condemn 390 [15], Master Undead 220 [1]

---> \*Lich\*

{Ranked: 19/44}

=Human {True Uniques and generics only. No Semi-Uniques or Named Generics}  
A lich must be created in the Palace of the Dead, and you should look up what type your unit is in the Scavenging/Recruitment FAQ chapter About units to see if they are suitable: The Named Generics and Semi-Uniques can't transform into this, but True Uniques can. A mage must use the Ring of the Dead (found in floor 33) in floor 41 of Palace of the Dead to transform.  
A lich is a human class in this game. They have access to a lot of magic types, including Draconic and Necromancy. The most powerful generic caster class, but also the slowest. In Lawful and Neutral storylines, Lich is the only way a unique unit can have access to Necromancy. Besides using scrolls, that is. Banish and perhaps Zombify are worth casting from scroll.  
Despite its slowness, this class is powerful; it has very high casting stats. Creating one takes time and effort, so you should prepare units that are going to remain Liches for a long time, to make the effort worthwhile. It pays off to select a unique unit with a low RT, to mitigate the Lich's slowness.

Endgame setup: Draconic Magic, Necromancy, [elemental] Magic, Augment [element], Anatomy, Swiftfoot I, Spellcraft IV, Meditate, Constitution III, Reflection.

Air Magic: 1 {Missile, Indirect, Apocrypha, Utility}  
Earth Magic: 1 {Missile, Indirect, Apocrypha, Utility}

Lightning Magic: 1 {Missile, Indirect, Apocrypha, Utility}  
 Water Magic: 1 {Missile, Indirect, Apocrypha, Utility}  
 Fire Magic: 1 {Missile, Indirect, Apocrypha, Utility}  
 Ice Magic: 1 {Missile, Indirect, Apocrypha, Utility}  
 Divine Magic: --  
 Dark Magic: 1 {Missile, Indirect, Apocrypha, Drain, Utility}  
 Draconic Magic: 1 {Damaging spells, Springboard, Teleport, Phantom Shell,  
                   Negate Spell}  
 Necromancy: 1  
 Ninjutsu: --  
 Wardances: --  
 Songs: --  
  
 Fists: --  
 Daggers: 1 {basic, Baldur, Damasc & Cursed Dagger}  
 Swords (1H): --  
 Swords (2H): --  
 Axes: --  
 Spears: --  
 Hammers: 1 {Caldia fan only}  
 Katanas (1H): --  
 Katanas (2H): --  
 Cudgels: 1 {ALL except: Staff of Restoration, Staff of  
                   Whips: --  Purification & Sagara}  
 Spellbooks: []  
 Instruments: --  
 Blowguns: --  
 Bows: --  
 Crossbows: --  
 Fusils: --  
 Thrown: --  
  
 Shields: Buckler and Baldur Shield  
 Body Armour: Robes  
 Other Armour: Restricted. Access to mage headgear  
  
 Parry: --  
 Deflect: --  
 Overpower: --  
  
 Rampart Aura I-IV: -----  
 Counterattack I-IV: -----  
 Knockback I-IV: -----  
 Strengthen I-IV: -----  
 Fortify I-IV: 9 / 18 / -----  
 Spellcraft I-IV: 3 / 16 / 28 / 41  
 Resistance I-IV: 8 / 20 / 32 / 44  
 Truestrike I-IV: 6 / 18 / 30 / --  
 Trueflight I-IV: 9 / 19 / 31 / --  
 Spellstrike I-IV: 2 / 13 / 24 / 35  
 Dodge I-IV: 9 / 19 / 31 / --  
 Sidestep I-IV: 11 / 22 / 34 / --  
 Spell Ward I-IV: 4 / 16 / 28 / 40  
 Constitution I-IV: 7 / 18 / 33 / --  
 Insight I-IV: 5 / 17 / 29 / 41  
 Expand Mind I-IV: 7 / 17 / 27 / 37  
 Channeling I-IV: 6 / 17 / 28 / 39  
  
 Recovery Time: 30  
 RT/move: 5



Move: 3 Slow 1up 2down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: -----  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: --  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: -----  
Absorb MP I-II: 15 / 31  
Meditate: []  
Double Attack: --  
Trajectory: []  
Treasure Hunt I-II: [] / []  
Other Skills: Reflection 440 [24], Salvation 240 [8],  
Demon's Pact 220 [1].

---> \*Divine Knight\*

{Ranked: 33/44}

=Human (sort of. race is Divine. Can be created from any non-unique humanoid)  
A generic-only class, since it must be created from an Undead. It's reportedly a big disappointment to many, but they have a lot of interesting skills. They can use damage spells, but without Spellcraft it is ineffective. Their access to weaponry is also restricted, but they have a vast amount of TP-skills to compensate. Most of their skills are best put to use in Palace of the Dead. Tartaros' Light-element Ambicion sword has innate Leadproof, making it the best regular weapon for flying Divine Knights. For a chance to get this weapon, you must complete CODA4 with only Catiua and Vyce in the party, killing Tartaros last. I would summarize DK as a late-game support class. It can later change classes as if it were a regular Human, but changing back isn't easy. Generic humanoids can be zombified, then turned Undead in Palace of the Dead, before it can use the Ensanguined Rood (San Bronsa floor 1) in SB floor 3. This class can scavenge skills from regular Humans, too, which is often overlooked, so DK gets harsher condemnations than it truly deserves. The Scavenging/Recruitment FAQ has details. The fastest way to get hold of one, is by recruiting a generic Necromancer. A few are found in the Pirate's Graveyard, and in Palace of the Dead. After getting a Necromancer, you can learn the Master Undead skill, which will allow you to recruit Skeletons or Ghosts (Skeletons have higher base stats). Now you don't need 2 visits to the Palace anymore, and you can go straight to San Bronsa. The first map of San Bronsa has skeleton Archers with ranked Bows skill you could pick up.  
Being a generic-only melee attacker and wearing heavy armour, this class is considerably slow, and may become the first recipient for Boon of Swiftness. DK has a lot of skill choices, so Poignant Melody may be a preference if you like to charm opponents. The ranged weapon is an option I chose, so DK can gain some TP for those skills. But the Medusa Shield is also a lot of fun instead; mass petrifying opponents as the first action.

Endgame setup: Swords (1H), Weapon skill (ranged), Augment Light, Anatomy, Swiftfoot I, Strengthen III, Constitution III, Rampart Aura IV, Requiem, Day of Reckoning.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --

Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: 1 {Missile, Indirect, Exorcism}  
Dark Magic: --  
Draconic Magic: 1 {Starfall, Gift of Restoration, Nullify Strike,  
Dodge Blades, Ballistics, Enlighten, Phantom Shell,  
Holy Shield, Sacrifice}  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: --  
Daggers: --  
Swords (1H): 1  
Swords (2H): --  
Axes: --  
Spears: --  
Hammers: 1 {Caldia fan only}  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: --  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: 1 {basic, Baldur & Damasc}  
Crossbows: 1 {basic, Baldur & Damasc}  
Fusils: --  
Thrown: --

Shields: ALL except Dread Shield and Ogre Shield  
Body Armour: Heavy type, except Thanatos Armor  
Other Armour: Good access

Parry: 12  
Deflect: 12  
Overpower: 20

Rampart Aura I-IV: [] / [] / [] / []  
Counterattack I-IV: 4 / 13 / 22 / --  
Knockback I-IV: 5 / 14 / -----  
Strengthen I-IV: 7 / 18 / 29 / --  
Fortify I-IV: 5 / 16 / 27 / 38  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 4 / 16 / 28 / 40  
Trueflight I-IV: 7 / 19 / 31 / --  
Spellstrike I-IV: 7 / 18 / 29 / 40  
Dodge I-IV: 6 / 18 / 30 / 42  
Sidestep I-IV: 9 / 22 / 34 / --  
Spell Ward I-IV: 8 / 20 / 32 / 44  
Constitution I-IV: 8 / 19 / 33 / --  
Insight I-IV: 7 / 19 / 31 / --  
Expand Mind I-IV: 13 / 23 / -----  
Channeling I-IV: 11 / 23 / -----

Recovery Time: 28  
RT/move: 4

Move: 4 Fly 32up 32down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: -----  
Sanctuary I-II: 8 / 33  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: +0  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: -----  
Absorb MP I-II: [] / []  
Meditate: --  
Double Attack: --  
Trajectory: 1  
Treasure Hunt I-II: [] / []  
Other Skills: Poignant Melody 150 [4], Evilsbane 200 [6],  
Silent Song 240 [8], Rampart Shadow 290 [11],  
Requiem 390 [15], Absolution 390 [15],  
Sanctuary Shadow 370 [15], Day of Reckoning 560 [25],  
Celestial Song 650 [30], Seraph's Pact 220 [1].

---> \*Lord\*

{Ranked: 01/44}

=Denam (main character)

Lord can use all weapons besides Instruments and Fusils. All elemental magic plus Draconic. He can use skills acquired from other classes, but can't learn them innately. Mighty Impact, Double Attack, Tremendous Shot and Phalanx can be used but not learned. With so many options, this is easily the best class overall, and you can customize it as you see fit. I suggest the cursed 1-handed katana, since Ninja can already use cursed 2-handed Bow, and bringing more than 1 Ninja to the late game will get boring fast. The efficiency of Malitza's Staff for generating the TP Lord needs for spellcasting could be considered vital: His lack of access to Meditate makes it practical to give him a melee or hybrid role, unless you decide to equip aforementioned staff for 3x100MP. Keep in mind that Malitza's Staff can grant 100MP to adjacent allies, so Lord doesn't have to equip the staff himself to gain the benefits. I believe the Familiar class is an excellent sidekick ally to delegate this role to. Malitza's Staff will allow you to employ magic frequently, without needing Expand Mind or Chanelling in your 10 precious skill slots. Additional to what is mentioned already, this class can't learn many standard skills: the "-ology", Augment and Resist types. You won't see any need for Phalanx if you have high defense, since enemies will target allies anyway. Sadly, Mighty Impact and Tremendous Shot don't work with unarmed attacks. Pity, since your main character, with his advanced stats, will be the first to do powerful damage with punches and rock throws.

Endgame setup: Weapon skill, [elemental] Magic, Augment [element], Anatomy, Swiftfoot II, Spellcraft IV, Counterattack IV, Constitution IV, Strengthen IV, Tremendous Shot/Mighty Impact.

Air Magic: [] {ALL}  
Earth Magic: [] {ALL}  
Lightning Magic: [] {ALL}  
Water Magic: [] {ALL}  
Fire Magic: [] {ALL}  
Ice Magic: [] {ALL}

Divine Magic: [] {ALL}  
Dark Magic: [] {ALL}  
Draconic Magic: [] {ALL}  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: []  
Daggers: []  
Swords (1H): []  
Swords (2H): []  
Axes: []  
Spears: []  
Hammers: []  
Katanas (1H): []  
Katanas (2H): []  
Cudgels: []  
Whips: []  
Spellbooks: []  
Instruments: --  
Blowguns: []  
Bows: []  
Crossbows: []  
Fusils: --  
Thrown: []

Shields: ALL except Ogre Shield  
Body Armour: Heavy type, except Thanatos Armor  
Other Armour: Good access. No access to mage gear

Parry: []  
Deflect: []  
Overpower: []

Rampart Aura I-IV: [] / [] / [] / []  
Counterattack I-IV: [] / [] / [] / []  
Knockback I-IV: [] / [] / [] / []  
Strengthen I-IV: [] / [] / [] / []  
Fortify I-IV: [] / [] / [] / []  
Spellcraft I-IV: [] / [] / [] / []  
Resistance I-IV: [] / [] / [] / []  
Truestrike I-IV: [] / [] / [] / []  
Trueflight I-IV: [] / [] / [] / []  
Spellstrike I-IV: [] / [] / [] / []  
Dodge I-IV: [] / [] / [] / []  
Sidestep I-IV: [] / [] / [] / []  
Spell Ward I-IV: [] / [] / [] / []  
Constitution I-IV: [] / [] / [] / []  
Insight I-IV: [] / [] / [] / []  
Expand Mind I-IV: [] / [] / [] / []  
Channeling I-IV: [] / [] / [] / []

Recovery Time: 25  
RT/move: 5  
Move: 4 Agile 2up 3down

Swiftfoot I-II: [] / []  
Jump I-II: [] / []  
Wade I-II: [] / []

Sanctuary I-II: -- / --  
Steadfast: []  
Field Alchemy I-IV: [] / [] / [] / []  
Lobber: +2  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: [] / []  
Absorb MP I-II: [] / []  
Meditate: --  
Double Attack: []  
Trajectory: []  
Treasure Hunt I-II: [] / []  
Other Skills: First Aid 350 [10]

---> \*Ranger\*

{Ranked: 09/44}

=Vyce, Azelstan

This class is very physically capable, having earlier access to many skills. Many people debate about whether 2-handed bows or Double Attack is most worthwhile, but the full set of Ji'ygla's Bow, Bracers and Darkcoat gives the bow option the final advantage. Since the full Ji'ygla set offers such a big ranged attack bonus, the Archer's skills boosting damage become unnecessary, making the Ranger better with the set because it has more movement allowance. It can be argued that part of the Archer's power is in its ability to stand still in between shooting, speeding up its next turn. In practice, Ranger with a bow will do this too, but also has a lot more control over the battlefield, usually able to reach distant enemies. Even more if he can find higher ground. Besides the Ji'ygla set and 2-handed Fusils access, this class plays roughly like a Ninja with a wider weapon selection, but less useful TP-skills. Earlier on, his Double Attack will be his most interesting and useful feature, though keep in mind that swinging 2 Axes or 1-handed Swords will slow down his next turn a lot more than Daggers.

Endgame setup: Weapon skill, Augment [element], Anatomy, Swiftfoot II, Strengthen IV, Counterattack IV, Constitution IV, Spell Ward II, Overpower, [free slot].

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --  
  
Fists: 1  
Daggers: 1 {ALL}  
Swords (1H): 1  
Swords (2H): --  
Axes: 1  
Spears: --

Hammers: --  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: --  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: 1 {ALL}  
Crossbows: 1 {ALL}  
Fusils: [] {2-handed only}  
Thrown: 3

Shields: Small type, including the 6 elemental shields  
Body Armour: Light type  
Other Armour: Average. Access to ranged-supporting gear

Parry: 8  
Deflect: 8  
Overpower: 16

Rampart Aura I-IV: -----  
Counterattack I-IV: 3 / 12 / 21 / 30  
Knockback I-IV: 5 / 14 / 23 / --  
Strengthen I-IV: 6 / 17 / 28 / 39  
Fortify I-IV: 6 / 17 / 28 / 39  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 2 / 14 / 26 / 38  
Trueflight I-IV: 5 / 17 / 29 / 41  
Spellstrike I-IV: -----  
Dodge I-IV: 3 / 15 / 27 / 39  
Sidestep I-IV: 6 / 18 / 30 / 42  
Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 8 / 19 / 30 / 41  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 25  
RT/move: 5  
Move: 4 Agile 2up 3down +Swim

Swiftfoot I-II: 21 / 41  
Jump I-II: 21 / 41  
Wade I-II: 11 / 21  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: +2  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: -----  
Reflect Magic I-II: [] / []  
Absorb MP I-II: -----  
Meditate: --  
Double Attack: 5  
Trajectory: 1  
Treasure Hunt I-II: [] / []  
Other Skills: First Aid 350 [13], Disarm 440 [18], Back Attack 240 [8],

---&gt; \*Priest\*

{Ranked: 14/44}

=Catiua

She starts out as this class, and is a useful ally early on. Some people prefer this more than her other classes. Be sure to learn Holy Water, as one of those other classes can use it. When Catiua is still a guest, any skills you purchase on her will not be retained by her once you finally recruit her. The same applies to Vyce. Priest has access to Spiritsurge, which is cheaper in MP cost than indirect magic, but can only hit 1 target. The ability to Greater Heal gives the class an advantage, but she lacks Mother's Blessing of the Cleric, which would have doubled healing. Since the Missile magic is cheap in MP cost, it's rarely a problem that she can't Meditate. Like the Cleric, Expand Mind and Channelling are advised for exorcising. And also like the Cleric, Cudgels are her only practical weapon option, and her light-elemental synergy is excellent.

Endgame setup: Cudgels, Divine Magic, Augment Light, Anatomy, Swiftfoot I, Spellcraft IV, Constitution IV, Expand Mind IV, Channeling IV, Holy Water.

Air Magic: --  
 Earth Magic: --  
 Lightning Magic: --  
 Water Magic: --  
 Fire Magic: --  
 Ice Magic: --  
 Divine Magic: 1 {Missile, Indirect, Exorcism, Utility, Heal, Major Heal}  
 Dark Magic: --  
 Draconic Magic: --  
 Necromancy: --  
 Ninjutsu: --  
 Wardances: --  
 Songs: --  
 Fists: --  
 Daggers: --  
 Swords (1H): --  
 Swords (2H): --  
 Axes: --  
 Spears: --  
 Hammers: 1 {Caldia fan only}  
 Katanas (1H): --  
 Katanas (2H): --  
 Cudgels: 1 {2-handed caster staffs & Light-elemental staffs}  
 Whips: --  
 Spellbooks: --  
 Instruments: --  
 Blowguns: --  
 Bows: --  
 Crossbows: --  
 Fusils: --  
 Thrown: --  
 Shields: Buckler and Baldur Shield  
 Body Armour: Robes  
 Other Armour: Restricted. Access to mage headgear  
 Parry: --

Deflect: --  
Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: -----  
  Knockback I-IV: -----  
  Strengthen I-IV: -----  
    Fortify I-IV: 8 / 18 / -----  
  Spellcraft I-IV: 7 / 20 / 32 / 45  
  Resistance I-IV: 8 / 20 / 32 / 44  
  Truestrike I-IV: 6 / 18 / 30 / --  
  Trueflight I-IV: 9 / 19 / 31 / --  
  Spellstrike I-IV: 5 / 16 / 27 / 38  
    Dodge I-IV: 9 / 19 / 31 / --  
    Sidestep I-IV: 4 / 16 / 28 / --  
  Spell Ward I-IV: 6 / 18 / 30 / 42  
  Constitution I-IV: 9 / 20 / 31 / 42  
    Insight I-IV: 7 / 18 / 31 / 43  
  Expand Mind I-IV: 9 / 19 / 29 / 39  
  Channeling I-IV: 7 / 18 / 29 / 40

Recovery Time: 26  
  RT/move: 5  
    Move: 4 Slow 1up 2down

Swiftfoot I-II: 23 / --  
  Jump I-II: 23 / --  
  Wade I-II: 11 / --  
  Sanctuary I-II: 9 / 34  
  Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
  Lobber: --  
  Max TP I-IV: [] / [] / [] / []  
  Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: -----  
  Absorb MP I-II: [] / []  
  Meditate: --  
  Double Attack: --  
  Trajectory: []  
Treasure Hunt I-II: [] / []  
  Other Skills: Break Curse 440 [18], Absolution 390 [18],  
                Holy Water 200 [6], Seraph's Pact 220 [5].

---> \*Princess\*

{Ranked: 06/44}

=Catiua

The Princess is limited to light type body armour, which bars her from using robes to improve her casting. But she can still use a Wizard's Hat, which is without doubt the strongest equip for casters, though unbecfitting her title. Most feel that this is Catiua's 'ultimate' class, having access to a great deal of physical skills, spells and weaponry. Healing is only single-target, and magic damage is only indirect, which makes her use more MP. Fortunately, Meditate and the Priest skill Holy Water can be used as well. Lucky Star is the only way to reliably raise the Luck score of your units, although daily variations in Luck will lower your value within a few days. Using it often in battle will keep your units' luck from fading. If you do decide to use this skill, keep in mind that allies who often use Double Shot, Double Impact or Double Attack will actually experience more 'unlucky' knockbacks with high



Luck. Access to Draconic Magic must be acquired from elsewhere, but Princess doesn't really have need of any. Heavenly Judge, the undead-exorcising Divine Magic Apocrypha spell, is the main attraction, and Princess is the best equipped to use it, of the few classes that can (Lord, Astromancer & Princess).

Endgame setup: Weapon skill, [elemental] Magic, Augment [element], Anatomy, Swiftfoot I, Spellcraft IV, Constitution IV, Meditate, Lucky Star, Holy Water.

Air Magic: 1 {Indirect, Apocrypha}  
Earth Magic: 1 {Indirect, Apocrypha}  
Lightning Magic: 1 {Indirect, Apocrypha}  
Water Magic: 1 {Indirect, Apocrypha}  
Fire Magic: 1 {Indirect, Apocrypha}  
Ice Magic: 1 {Indirect, Apocrypha}  
Divine Magic: 1 {Indirect, Apocrypha, Utility, Heal}

Dark Magic: --  
Draconic Magic: [] {Damaging spells, Gift of Restoration, Enlighten, Phantom Shell, Holy Shield}

Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: --  
Daggers: [] {basic, Baldur, Damasc & Cursed Dagger}  
Swords (1H): [] {non-elemental, Brynhildr, Ambicion and Cursed 1H Swd}  
Swords (2H): --  
Axes: [] {1-handed only}  
Spears: --  
Hammers: [] {Caldia fan only}  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {ALL}  
Whips: []  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: --  
Fusils: --  
Thrown: x {can equip some thrown weapons, but can't use skill}

Shields: Buckler and Baldur Shield  
Body Armour: Light type  
Other Armour: Restricted, but with access to mage & some late-game gear

Parry: 12  
Deflect: 12  
Overpower: 21

Rampart Aura I-IV: -----  
Counterattack I-IV: 7 / 16 / -----  
Knockback I-IV: 6 / -----  
Strengthen I-IV: 7 / 18 / -----  
Fortify I-IV: 8 / 18 / -----  
Spellcraft I-IV: 4 / 17 / 29 / 42  
Resistance I-IV: 8 / 20 / 32 / 44  
Truestrike I-IV: 6 / 18 / 30 / --  
Trueflight I-IV: 9 / 19 / 31 / --  
Spellstrike I-IV: 6 / 17 / 28 / 39

Dodge I-IV: 7 / 19 / 31 / --  
Sidestep I-IV: 11 / 22 / 34 / --  
Spell Ward I-IV: 7 / 19 / 31 / 43  
Constitution I-IV: 7 / 18 / 29 / 40  
Insight I-IV: 5 / 17 / 29 / 41  
Expand Mind I-IV: 13 / 23 / 33 / 43  
Channeling I-IV: 6 / 18 / 30 / 42

Recovery Time: 25  
RT/move: 5  
Move: 4 Slow 1up 2down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / --  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: +2  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: -----  
Absorb MP I-II: [] / []  
Meditate: []  
Double Attack: --  
Trajectory: []  
Treasure Hunt I-II: [] / []  
Other Skills: Lucky Star 480 [20], Princess's Whim 290 [10],  
Seraph's Pact 220 [1], Recruit 220 [1].

---> \*Dark Priest\*

{Ranked: 17/44}

=Catiua

This is her weakest unique class, and classmarks for this are only found one at a time in story battles in the Hanging Gardens. If you want more than 2 of these classmarks, you will need to unlock world mode. This class can't use Divine Magic, but allows for a unique selection of Dark Magic spells to be cast (Paradigm Shift most notably absent). Some people enjoy using Drain Heart in battle, and the class really gives Catiua a whole new feel, in both gameplay options and appearance. Her best weapon option is Spellbooks, which must be learned elsewhere. Non-Dark elements are available, but intentionally limited. Dark Priest can use Meditate if acquired, but cannot use Holy Water, of course.

Endgame setup: Weapon skill, Dark Magic, Augment Darkness, Anatomy, Swiftfoot I, Spellcraft IV, Constitution IV, Meditate, Strengthen I and Counterattack I.

Air Magic: 1 {Indirect, Apocrypha, Whirlwind}  
Earth Magic: 1 {Indirect, Apocrypha, Protect}  
Lightning Magic: 1 {Indirect, Apocrypha, Galvanize}  
Water Magic: 1 {Indirect, Apocrypha, Quench}  
Fire Magic: 1 {Indirect, Apocrypha, Flame Fusion}  
Ice Magic: 1 {Indirect, Apocrypha, Icy Focus}  
Divine Magic: --  
Dark Magic: 1 {Indirect, Apocrypha, Drain, Torpor, Paralytic Wave,  
Spellcharge, Poison Cloud, Sleep, Charm, Gravity Flux}  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --



Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: -----  
Absorb MP I-II: [] / []  
Meditate: []  
Double Attack: --  
Trajectory: []  
Treasure Hunt I-II: [] / []  
Other Skills: Bloody Gag 290 [10], Iron Maiden 440 [20].

---> \*Paladin\*

{Ranked: 26/44}

=Lancelot

This is the last unit you can acquire in the postgame (CODA). Although he fights for you in chapter 1, you can only experience the class properly if you can get him yourself. It is definitely an improvement on the basic Knight; it has access to a much wider range of weapons, and much more utility magic. Too bad it comes so very late, as it would have been a great mid-game class. Paladin can get Light-Touched with Consecrate Edge as a skill move, allowing it to still attack in the same turn. But it can't cast Instill on others. Lancelot is a popular scavenge point for the hard-to-acquire skills Parry, Overpower, Swords (1H) and Augment Light, all at rank 4. many people like to scavenge him many times over to acquire his skills for their regular units before recruiting him for real. The Anchor Point in CODA allows him to be recruited in 2 battles.

Endgame setup: Weapon skill, Augment [element], Divine Magic, Anatomy, Swiftfoot I, Strengthen IV, Counterattack IV, Constitution IV, Rampart Aura IV, Consecrate Edge.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: 1 {Heal, Awaken (not Awaken II), Innervate, Singing Light, Awaken Stone, Cleanse (not Cleanse II), Unburden, Hearten}  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --  
Fists: --  
Daggers: --  
Swords (1H): 1  
Swords (2H): 1  
Axes: 1 {1-handed only}  
Spears: 1  
Hammers: 1  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {Baldur & Damasc}  
Whips: --  
Spellbooks: --  
Instruments: --

Blowguns: --  
Bows: --  
Crossbows: 1 {basic, Baldur & Damasc}  
Fusils: --  
Thrown: []

Shields: ALL except Dread Shield and Ogre Shield  
Body Armour: Heavy type, except Thanatos Armor  
Other Armour: Good access

Parry: 9  
Deflect: 12  
Overpower: 20

Rampart Aura I-IV: 1 / 12 / 23 / 34  
Counterattack I-IV: 4 / 13 / 22 / 31  
Knockback I-IV: 4 / 13 / 23 / --  
Strengthen I-IV: 5 / 16 / 27 / 38  
Fortify I-IV: 5 / 16 / 27 / 38  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 4 / 16 / 28 / 40  
Trueflight I-IV: 8 / 19 / 31 / --  
Spellstrike I-IV: 8 / 19 / [] / --  
Dodge I-IV: 5 / 17 / 29 / 41  
Sidestep I-IV: 8 / 22 / 34 / --  
Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 7 / 18 / 29 / 40  
Insight I-IV: 9 / 21 / -----  
Expand Mind I-IV: 13 / 23 / -----  
Channeling I-IV: 11 / 23 / -----

Recovery Time: 33  
RT/move: 5  
Move: 4 Agile 2up 3down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / 21  
Sanctuary I-II: 11 / 36  
Steadfast: 17  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: +0  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: -----  
Reflect Magic I-II: [] / []  
Absorb MP I-II: [] / []  
Meditate: --  
Double Attack: --  
Trajectory: []  
Treasure Hunt I-II: [] / []

Other Skills: Rampart Shadow 290 [10], Sanctuary Shadow 370 [14],  
Consecrate Edge 120 [3], Guardian Force 440 [18],  
Phalanx 150 [4], Sublime Sacrifice 480 [20],  
Recruit 220 [5].

=Warren

This class has a curious inability to wear any kind of legwear. Linen Slops are the tightest restraint that this class will accept below the belt. Maybe letting it all hang loose helps him to commune with the heavens. Sounds like a lot of fun, actually. But practically speaking, this bans Warren from using the useful mobility footwear: Cloud Shoes, Sidhe Shoes and Winged Boots. Of course there are rings of those types too, but mages do much better with the high damage boost from Chokers, elemental necklaces from Jewelry III recipe book. Astromancer will either have mobility issues and need Wheel of Fortune tarot cards, or will have to give up the Choker damage boost. The latter is more practical in the late game, because Astromancer already has such high INT & MIND growth. Warren starts off with Augment Dark and Lightning, but it pays off to invest in Augment Light instead, since the class has access to Heavenly Judge, which deals damage & exorcises. A very strong mage class that is worth the effort to get. The Astromancer's only access to debuffing spells is with Dark Magic, so this may pose a dilemma to you: Divine Magic for the exorcism effect of Heavenly Judge, or Dark Magic for its utility spells. You can also consider the Draconic Starfall as an exorcism surrogate, but this requires that you expend Wyrms Gems for casting, so you must buy them often. It has some interesting TP skills, but nothing too powerful. Astromancer has a better chance of generating the TP for a Resonance than Shaman, but the buff only gives bonus damage to \*armed physical attacks\*, not magic.

Endgame setup: Weapon skill, [elemental] Magic, Augment [element], Anatomy, Draconic Magic, Swiftfoot I, Spellcraft IV, Constitution IV, Meditate, [elemental] Resonance.

```
    Air Magic:  1 {Missile, Indirect, Apocrypha}
    Earth Magic: 1 {Missile, Indirect, Apocrypha}
    Lightning Magic: 1 {Missile, Indirect, Apocrypha}
    Water Magic:  1 {Missile, Indirect, Apocrypha}
    Fire Magic:   1 {Missile, Indirect, Apocrypha}
    Ice Magic:    1 {Missile, Indirect, Apocrypha}
    Divine Magic: 1 {Missile, Indirect, Apocrypha}
    Dark Magic:   1 {Missile, Indirect, Apocrypha, Drain, Utility}
    Draconic Magic: [] {Damaging spells, Teleport, Springboard, Detect}
    Necromancy:  --
    Ninjutsu:    --
    Wardances:   --
    Songs:       --

    Fists:      --
    Daggers:    1 {basic, Baldur & Damasc}
    Swords (1H): --
    Swords (2H): --
    Axes:       --
    Spears:     --
    Hammers:    --
    Katanas (1H): --
    Katanas (2H): --
    Cudgels:    1 {caster only}
    Whips:      --
    Spellbooks: []
    Instruments: --
    Blowguns:   --
    Bows:       --
    Crossbows:  --
    Fusils:     --
    Thrown:     --
```

Shields: Buckler and Baldur Shield  
Body Armour: Robes  
Other Armour: Heavily restricted (no footwear). Access to mage headgear

Parry: --  
Deflect: --  
Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: -----  
Knockback I-IV: -----  
Strengthen I-IV: -----  
Fortify I-IV: 9 / 18 / -----  
Spellcraft I-IV: 3 / 16 / 28 / 41  
Resistance I-IV: 9 / 21 / 33 / 45  
Truestrike I-IV: 6 / 18 / 30 / --  
Trueflight I-IV: 9 / 19 / 31 / --  
Spellstrike I-IV: 2 / 13 / 24 / 35  
Dodge I-IV: 9 / 19 / 31 / --  
Sidestep I-IV: 11 / 22 / 34 / --  
Spell Ward I-IV: 5 / 17 / 29 / 41  
Constitution I-IV: 11 / 22 / 33 / 44  
Insight I-IV: 7 / 19 / 31 / 43  
Expand Mind I-IV: 7 / 17 / 27 / 37  
Channeling I-IV: 7 / 18 / 29 / 40

Recovery Time: 25  
RT/move: 5  
Move: 4 Slow 1up 2down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / --  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: --  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: -----  
Absorb MP I-II: [] / []  
Meditate: []  
Double Attack: --  
Trajectory: []  
Treasure Hunt I-II: [] / []  
Other Skills: Stardust Grace 290 [10], Eyes of Heaven 120 [3],  
Aerial, Telluric, Charged, Aquatic, Blazing, Icy,  
Luminous & Shadow Resonance 330 [13].

---> \*Vartan\*

{Ranked: 13/44}

=Winged (also Canopus but not Iuria)

This class has as main downside that it's very slow if it moves too far. The cost in RT per square moved is 6, the single highest cost of any class. If used primarily as ranged attacker, it can stay still most of the time, and avoid the penalty. El Colas Winds grants Air-Touched to nearby allies and self, which is a very valuable damage boost. But Air-Touched will only add damage to armed physical attacks (melee or ranged, not finishers), so it will be of no use to

monsters, and only helps casters if they decide to whack an enemy with a cudgel instead of cast a spell, which is only useful for generating TP, and it's unclear whether Air-Touched will boost TP gains. Canopus should be using Augment Air from the start, and it doesn't matter if his weapon is air element, because the damage bonus will still work. Bows access is limited to 1-handed bows, so he should also make the switch to Crossbows as soon as possible. I favour Canopus as Buccaneer class over Vartan because I want his melee to be practical, but El Colas Winds is very tempting. Lack of Spellcraft makes his magic quite useless, although once he gets strong base stats, at least it does passable damage. Vartan classmarks appear exclusively in chapter 1 story battles, which may indicate that it was intended to be a starting class. Canopus' movement range is pivotal for early game missions, where he can traverse distance and obstacles immediately, engage the enemy early with melee (counterattacks), and try to take out Archers and mages in the enemy's rear. But, switching Canopus to another class for rescue missions may be even better, so he can use a Lobber to more quickly heal the damsel in distress.

Endgame setup: Weapon skill, [elemental] Magic, Augment [element], Anatomy, Swiftfoot II, Counterattack IV, Strengthen IV, Constitution IV, El Colas Winds, [free slot].

```

    Air Magic: 1 {Missile}
    Earth Magic: 1 {Missile}
Lightning Magic: 1 {Missile}
    Water Magic: 1 {Missile}
    Fire Magic: 1 {Missile}
    Ice Magic: 1 {Missile}
    Divine Magic: 1 {Missile}
    Dark Magic: --
Draconic Magic: --
    Necromancy: --
    Ninjutsu: --
    Wardances: --
    Songs: --

    Fists: 1
    Daggers: 1 {ALL}
    Swords (1H): --
    Swords (2H): --
    Axes: 1 {1-handed only}
    Spears: --
    Hammers: 1
    Katanas (1H): --
    Katanas (2H): --
    Cudgels: 1 {Baldur & Damasc}
    Whips: --
    Spellbooks: --
    Instruments: --
    Blowguns: --
    Bows: 1 {basic, Baldur & Damasc}
    Crossbows: 1 {ALL}
    Fusils: --
    Thrown: 3

    Shields: Small type, including 6 elemental shields
    Body Armour: Light type
    Other Armour: Average access

    Parry: 12
    Deflect: 9
```



Overpower: 20

Rampart Aura I-IV: -----  
Counterattack I-IV: 3 / 12 / 21 / 30  
  Knockback I-IV: 2 / 11 / 10 / 29  
  Strengthen I-IV: 4 / 15 / 26 / 37  
  Fortify I-IV: 6 / 17 / 28 / 39  
Spellcraft I-IV: -----  
  Resistance I-IV: 3 / 15 / -----  
  Truestrike I-IV: 3 / 15 / 27 / 39  
  Trueflight I-IV: 4 / 16 / 28 / 40  
Spellstrike I-IV: 8 / 19 / [] / --  
  Dodge I-IV: 4 / 16 / 28 / 40  
  Sidestep I-IV: 5 / 17 / 29 / 41  
  Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 7 / 18 / 29 / 40  
  Insight I-IV: 9 / 21 / -----  
Expand Mind I-IV: 13 / 23 / -----  
Channeling I-IV: 11 / 23 / -----

Recovery Time: 26  
  RT/move: 6  
  Move: 5 Fly 32up 32down

Swiftfoot I-II: 22 / 42  
  Jump I-II: -----  
  Wade I-II: 11 / 21  
Sanctuary I-II: -----  
  Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
  Lobber: --  
  Max TP I-IV: [] / [] / [] / []  
  Tactician I-II: [] / []  
Reflect Damage I-II: -----  
  Reflect Magic I-II: [] / []  
  Absorb MP I-II: [] / []  
  Meditate: --  
  Double Attack: --  
  Trajectory: 1  
Treasure Hunt I-II: [] / []  
  Other Skills: Huapango Winds 290 [10], El Colas Winds 390 [15],  
  Fey Pact 220 [5].

---> \*White Knight\*

{Ranked: 25/44}

=Gildas, Mirdyn, Ravness, Ozma

This class has a powerful ability to speed up allies while still being able to attack in the same turn. Paralysis Blade is also useful, as it is a guaranteed stun effect (unless Stunproof), lasts for a few turns, and can affect many enemies in counterattack too.

This class compares to Knight slightly unfavourably, simply because it comes too late to be as useful as Knight was, while still a bit early to write off Phalanx completely. Since you'll be trying out the wider 2-handed weapon selection, chances are it will take more damage than a Knight with Phalanx and perhaps a shield. Taking damage does speed up TP accumulation, for which WK has various uses. It's also quite a slow class, which is further compounded when using Velocity Shift on allies. WK often falls behind in combat. It has an interesting selection of weapons, spells & skills. The class is well-balanced.

Endgame setup: Weapon skill, Divine Magic, Augment [element], Anatomy, Swiftfoot I, Strengthen IV, Counterattack IV, Constitution IV, Velocity Shift, Paralysis Blade.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: 1 {Heal, Awaken (not Awaken II), Innervate, Awaken Stone, Singing Light, Cleanse (not Cleanse II), Hearten}  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: 1  
Daggers: --  
Swords (1H): 1  
Swords (2H): 1  
Axes: 1 {1-handed only}  
Spears: 1  
Hammers: 1  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {Baldur & Damasc}  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: 1  
Fusils: --  
Thrown: --

Shields: ALL except Dread Shield and Ogre Shield  
Body Armour: Heavy type, except Thanatos Armor  
Other Armour: Good access

Parry: 12  
Deflect: 12  
Overpower: 20

Rampart Aura I-IV: 4 / 15 / 26 / 37  
Counterattack I-IV: 4 / 13 / 22 / 31  
Knockback I-IV: 4 / 13 / 23 / --  
Strengthen I-IV: 5 / 16 / 27 / 38  
Fortify I-IV: 5 / 16 / 27 / 38  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 4 / 16 / 28 / 40  
Trueflight I-IV: 8 / 19 / 31 / --  
Spellstrike I-IV: 8 / 19 / [] / --  
Dodge I-IV: 5 / 17 / 29 / 41  
Sidestep I-IV: 9 / 22 / 34 / --  
Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 8 / 19 / 30 / 41

Insight I-IV: 9 / 21 / -----  
Expand Mind I-IV: 13 / 23 / -----  
Channeling I-IV: 11 / 23 / -----

Recovery Time: 34  
RT/move: 5  
Move: 4 Agile 2up 3down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / 21  
Sanctuary I-II: 12 / 37  
Steadfast: 17  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: +0  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: -----  
Reflect Magic I-II: [] / []  
Absorb MP I-II: [] / []  
Meditate: --  
Double Attack: --  
Trajectory: 1  
Treasure Hunt I-II: [] / []  
Other Skills: Rampart Shadow 290 [11], Sanctuary Shadow 370 [15],  
Velocity Shift 440 [18], Paralysis Blade 120 [3],  
Guardian Force 440 [19], Recruit 220 [5].

---> \*Shaman\*

{Ranked: 02/44}

=Olivya, Sherri, Cistina, Cerya, Deneb, Iuria

This mage deals the most damage by a fair amount. It is the only caster with access to both the Apocrypha/forbidden spells, and the multi-hit summons.

Besides a Cyclops with Dark Magic, that is.

With Nature's Touch, there is no non-boss in the game that can't be killed in 1 attack by this class. Perhaps even all bosses too. It can use Spellbooks and Draconic Magic if it learned the skills from another class, which poses a limitation to Winged Iuria unless you read my Scavenging/Recruitment FAQ. Since Shaman represents a 'nature' type mage, it is barred from using Divine and Dark Magic schools, although it can still cast Draconic Magic of those elements. The Resonance abilities serve Astromancer better. Shaman rarely uses them, since it's usually more beneficial to Meditate or cast Nature's Touch. Since it can only use the damaging spells from Draconic magic, the only reason to equip Draconic Magic, is if you want to use Starfall for exorcism.

Endgame setup: Weapon skill, [elemental] Magic, Augment [element], Anatomy, Swiftfoot II, Spellcraft IV, Contitution IV, Meditate, Nature's Touch, [free slot].

Air Magic: 1 {ALL}  
Earth Magic: 1 {ALL}  
Lightning Magic: 1 {ALL}  
Water Magic: 1 {ALL}  
Fire Magic: 1 {ALL}  
Ice Magic: 1 {ALL}  
Divine Magic: --  
Dark Magic: --  
Draconic Magic: [] {Damaging spells (all 8 elements)}  
Necromancy: --

Ninjutsu: --  
Wardances: --  
Songs: --

Fists: --  
Daggers: --  
Swords (1H): --  
Swords (2H): --  
Axes: --  
Spears: --  
Hammers: 1 {Caldia fan only}  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {caster only}  
Whips: --  
Spellbooks: []  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: --  
Fusils: --  
Thrown: --

Shields: Buckler and Baldur Shield  
Body Armour: Robes  
Other Armour: Restricted. Access to mage headgear

Parry: --  
Deflect: --  
Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: -----  
Knockback I-IV: -----  
Strengthen I-IV: -----  
Fortify I-IV: 9 / 18 / -----  
Spellcraft I-IV: 3 / 16 / 28 / 41  
Resistance I-IV: 8 / 20 / 32 / 44  
Truestrike I-IV: 6 / 18 / 30 / --  
Trueflight I-IV: 9 / 19 / 31 / --  
Spellstrike I-IV: 3 / 14 / 25 / 36  
Dodge I-IV: 9 / 19 / 31 / --  
Sidestep I-IV: 10 / 22 / 34 / --  
Spell Ward I-IV: 4 / 16 / 28 / 40  
Constitution I-IV: 11 / 22 / 33 / 44  
Insight I-IV: 5 / 17 / 29 / 41  
Expand Mind I-IV: 8 / 18 / 28 / 38  
Channeling I-IV: 8 / 19 / 30 / 41

Recovery Time: 25  
RT/move: 5  
Move: 4 Slow 1up 2down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / --  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: --

Max TP I-IV: [] / [] / [] / []  
 Tactician I-II: [] / []  
 Reflect Damage I-II: [] / []  
 Reflect Magic I-II: -----  
 Absorb MP I-II: [] / []  
 Meditate: []  
 Double Attack: --  
 Trajectory: []  
 Treasure Hunt I-II: [] / []  
 Other Skills: Nature's Touch 290 [10], Nature's Whisper 120 [3],  
 Aerial, Telluric, Charged, Aquatic, Blazing & Icy  
 Resonance 330 [12], Fey Pact 220 [10].

---> \*Wicce\*

{Ranked: 11/44}

=Deneb

The most time-consuming recruit to get hold of in the story, she only comes with her unique class unlocked if you also sell 30 Glass Pumpkins before you buy the 45th and last of the orbs (for which you need to auction 3 dragons of all 8 elements + 3 Hydras in order to be able to buy them. tip: any auctioned Dragon besides Hydra makes 2 of its classmarks purchasable). Many people, like myself, repeatedly fought the 1st map of Palace of the Dead for the Glass Pumpkins. You really must unlock her Wicce class when you get Deneb, because her shop will be run by Punkin afterwards, and this remains even if you travel back in time with world mode in postgame. You can only do her quest again if you dismiss her, which wastes all the investment in her base stats. This class can use Magic time!, which grants Spellcraft and Spellstrike buffs without losing your action turn. Since the useful Spellcraft buff can also be gifted from The Hermit tarot card, or even area-effect with Ardent Conga (the scroll can be bought for 200goth in postgame, so I stocked up on 99), I had my doubts about this class. But after using it, I must admit that it helps if you don't lose your attack action to get Spellcraft. Deneb also has a default ranged attack called Rail Against instead of Throw Rock, which is magical in nature, allowing her to attack an opponent to amass needed TP. Access to Whips and Counterattack I also helps in terms of TP accumulation, and this gives her class a unique playstyle. Classmarks cost 5000 goth each!

Endgame setup: Weapon skill, [elemental] Magic, Augment [element], Anatomy, Swiftfoot I, Draconic Magic, Spellcraft IV, Constitution IV, Meditate, Magic Time!

Air Magic: 1 {Missile, Indirect, Apocrypha, Utility}  
 Earth Magic: 1 {Missile, Indirect, Apocrypha, Utility}  
 Lightning Magic: 1 {Missile, Indirect, Apocrypha, Utility}  
 Water Magic: 1 {Missile, Indirect, Apocrypha, Utility}  
 Fire Magic: 1 {Missile, Indirect, Apocrypha, Utility}  
 Ice Magic: 1 {Missile, Indirect, Apocrypha, Utility}  
 Divine Magic: --  
 Dark Magic: 1 {Missile, Indirect, Apocrypha, Drain, Utility}  
 Draconic Magic: [] {Springboard, Teleport, Nullify Strike, Negate Spell}  
 Necromancy: --  
 Ninjutsu: --  
 Wardances: --  
 Songs: --  
  
 Fists: --  
 Daggers: 1 {basic, Baldur & Damasc}  
 Swords (1H): --  
 Swords (2H): --

Axes: --  
Spears: --  
Hammers: 1 {Caldia fan only}  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {caster only}  
Whips: 1  
Spellbooks: []  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: --  
Fusils: --  
Thrown: --

Shields: Buckler and Baldur Shield  
Body Armour: Robes  
Other Armour: Restricted. Access to mage headgear

Parry: --  
Deflect: --  
Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: 7 / -----  
Knockback I-IV: -----  
Strengthen I-IV: -----  
Fortify I-IV: 9 / 18 / -----  
Spellcraft I-IV: 4 / 17 / 29 / 42  
Resistance I-IV: 8 / 20 / 32 / 44  
Truestrike I-IV: 6 / 18 / 30 / --  
Trueflight I-IV: 9 / 19 / 31 / --  
Spellstrike I-IV: 3 / 14 / 25 / 36  
Dodge I-IV: 9 / 19 / 31 / --  
Sidestep I-IV: 9 / 22 / 34 / --  
Spell Ward I-IV: 5 / 17 / 29 / 41  
Constitution I-IV: 11 / 22 / 33 / 44  
Insight I-IV: 6 / 18 / 30 / 42  
Expand Mind I-IV: 9 / 19 / 29 / 39  
Channeling I-IV: 6 / 18 / 30 / 42

Recovery Time: 25  
RT/move: 5  
Move: 4 Slow 1up 2down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / --  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: --  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: -----  
Absorb MP I-II: [] / []  
Meditate: []  
Double Attack: --  
Trajectory: []

Treasure Hunt I-II: [] / []

Other Skills: Stirring Kiss 440 [18], Witch's Smile 120 [3],  
Magic time! 290 [10], Control Golem 220 [1].

---> \*Songstress\*

{Ranked: 36/44}

=Iuria, Pumpkinhead Golem

The Songstress can learn Spellcraft IV, but at first glance has nothing that actually benefits from it - sort of the opposite of Divine Knight's problem. As explained under Wicce, Ardent Conga is a powerful ability, but it can easily be cast from scroll by another class, since the scroll only costs 200goth. Songstress is a poor support class overall. Weak in defense, and all of the debuffing songs must be cast at close range. The class isn't very useful, but since it is the only class able to use Instruments, it is the only way to actually use a (cursed) Instrument. A Cursed Instrument is a good way to reduce damage taken for this frontline support class. Instruments have 2 finishers with the largest area effect in the game, so taking damage may pay off occasionally, when you get to use one. All Songs are similar to those 2 finishers, in that they have range 0 area 3. Echoing and Resounding Voice skill will double song duration and extend song range by 1, respectively, but they can't be used together. There are no damaging songs, and it's doubtful that Spellcraft actually raises the value of HP & MP buffs. I personally found Spellcraft to be worthwhile with the Blood Whip for its 3 castings of Drain Heart, and there are some Instruments with castable attack spells too, though none have the same elements as the powerful finishers.

Endgame setup: Weapon skill, Songs, Augment [element], Anatomy, Swiftfoot I, Strengthen II, Counterattack II, Spellcraft IV, Resounding Voice, Echoing Voice.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: 1

Fists: --  
Daggers: 1 {ALL}  
Swords (1H): --  
Swords (2H): --  
Axes: --  
Spears: --  
Hammers: 1 {Caldia fan only}  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {caster only}  
Whips: 1  
Spellbooks: --  
Instruments: 1  
Blowguns: --  
Bows: --

Crossbows: --  
Fusils: --  
Thrown: --

Shields: Small type  
Body Armour: Light type  
Other Armour: Restricted. Access to mage headgear

Parry: --  
Deflect: --  
Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: 7 / 16 / -----  
Knockback I-IV: -----  
Strengthen I-IV: 7 / 18 / -----  
Fortify I-IV: 6 / 18 / 29 / --  
Spellcraft I-IV: 6 / 19 / 31 / 44  
Resistance I-IV: 8 / 20 / 32 / 44  
Truestrike I-IV: 6 / 18 / 30 / --  
Trueflight I-IV: 9 / 19 / 31 / --  
Spellstrike I-IV: 5 / 16 / 27 / 38  
Dodge I-IV: 7 / 19 / 31 / --  
Sidestep I-IV: 8 / 22 / 34 / --  
Spell Ward I-IV: 6 / 18 / 30 / 42  
Constitution I-IV: 10 / 21 / 32 / 43  
Insight I-IV: 6 / 18 / 30 / 42  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 25  
RT/move: 5  
Move: 4 Slow 1up 2down

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / --  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: +0  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: [] / []  
Absorb MP I-II: [] / []  
Meditate: --  
Double Attack: --  
Trajectory: []  
Treasure Hunt I-II: [] / []  
Other Skills: Echoing Voice 240 [8], Resounding Voice 400 [16],  
Recruit 220 [5].

---> \*Buccaneer\*

{Ranked: 10/44}

=Azelstan, Vyce, Canopus, Denam/main character  
Double Attack, Speedstar, and 1-handed Fusils. This class is a very versatile frontliner. Better than the generic Ninja, since Daggers are the lightest weapons in the game, and deal very good damage (some exceptions are explained



in the About Weapons chapter). Canopus has the lowest RT of the 4 characters that can use the class, but has no ability to learn Fusils or Double Attack from Winged classes, so read my Scavenging/Recruitment FAQ for information. Competing with Ranger, many people favour Rangers for their ability to use 2-handed bows, in particular the Ji'ygla's Bow, which has a huge damage bonus if equipped with the full set of Bracers and Darkcoat. Buccaneer is a very capable melee class, with some ranged options. Early on, they will be as powerful with Double Attack as the Ninja, Lord, Ranger and Knight Commander are, and will even be faster with Speedstar. Later on, Double Attack will be less appealing, since most enemies won't survive a single Dagger attack. Then it's more fun to combine melee and ranged. Although 1-handed Fusils have only medium range, Fusil finishers go as far as range 9. Evade and Speedstar skills have poor synergy: When the Nullify buff from Evade is in effect, Speedstar will remove Nullify instead of adding Quickened status. I'd just avoid Evade.

Endgame setup: Weapon skill, 2nd Weapon skill/Double Attack, Augment [element], Anatomy, Swiftfoot II, Counterattack IV, Strengthen IV, Constitution IV, Speedstar, [free slot].

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --  
Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: 1  
Daggers: 1 {ALL}  
Swords (1H): 1  
Swords (2H): 1  
Axes: 1  
Spears: --  
Hammers: --  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: --  
Whips: 1  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: 1 {basic, Baldur & Damasc}  
Fusils: [] {1-handed only}  
Thrown: []

Shields: Small type, including 6 elemental shields  
Body Armour: Light type  
Other Armour: Good access

Parry: 12  
Deflect: 12  
Overpower: 17

Rampart Aura I-IV: -----  
 Counterattack I-IV: 3 / 12 / 21 / 30  
 Knockback I-IV: 5 / 14 / -----  
 Strengthen I-IV: 6 / 17 / 28 / 39  
 Fortify I-IV: 5 / 16 / 27 / 38  
 Spellcraft I-IV: -----  
 Resistance I-IV: 10 / 22 / -----  
 Truestrike I-IV: 3 / 15 / 27 / 39  
 Trueflight I-IV: 6 / 18 / 30 / 42  
 Spellstrike I-IV: -----  
 Dodge I-IV: 4 / 16 / 28 / 40  
 Sidestep I-IV: 7 / 19 / 31 / 43  
 Spell Ward I-IV: 9 / 21 / -----  
 Constitution I-IV: 7 / 18 / 29 / 40  
 Insight I-IV: -----  
 Expand Mind I-IV: -----  
 Channeling I-IV: -----

Recovery Time: 25  
 RT/move: 5  
 Move: 4 Agile 2up 3down +Swim

Swiftfoot I-II: 21 / 41  
 Jump I-II: 21 / 41  
 Wade I-II: 9 / 19  
 Sanctuary I-II: -----  
 Steadfast: --  
 Field Alchemy I-IV: 3 / 8 / 16 / 24  
 Lobber: --  
 Max TP I-IV: [] / [] / [] / []  
 Tactician I-II: [] / []  
 Reflect Damage I-II: -----  
 Reflect Magic I-II: [] / []  
 Absorb MP I-II: -----  
 Meditate: --  
 Double Attack: []  
 Trajectory: 1  
 Treasure Hunt I-II: [] / []

Other Skills: Barricade 200 [6], Evade 240 [8], Speedstar 260 [10],  
 Shadowbreak 330 [12], Back Attack 240 [15],  
 Stirring Kiss 440 [18], Apostate 440 [20],  
 Risk Management 440 [22], Coax 220 [5].

---> \*Knight Commander\*

{Ranked: 03/44}

=Ozma

The speedy Knight Commander class can potentially eclipse Lord in a melee role. A precursor to the Lord class, this class can use a variety of weapons and magic. It has good melee skills, but Double Attack and Mighty Impact are usually mutually exclusive, because the critical from Mighty Impact causes knockback on the first strike, putting the enemy out of range for the second attack. It can be combined when an enemy is immune to knockback, like Monsters and units with Steadfast equipped, or even when terrain holds them in place. HP Infusion is the only other skill worth mentioning, but it is better on Rune Fencers/Valkyries, because Ozma is so tough that she'll rarely need it, if ever. The other skills she can use are not bad either, but with only 10 skill slots to use, they will rarely be chosen. Popular equipment choices include double Daggers or 1-handed Swords, and her starting weapon, Whip. She has a special Whip finisher available only to her. In the late game, I prefer to

equip the Ogre set on her, which means Ogre Armor, Helm, and either the Shield + 1-handed weapon, or the 2-handed Sword Ogre Blade. Weapon damage becomes so high that Double Attack becomes unnecessary endgame.

Endgame setup: Weapon skill, [elemental] Magic, Augment [element], Anatomy, Swiftfoot II, Rampart Aura IV, Counterattack IV, Strengthen IV, Spellcraft IV, Mighty Impact.

Air Magic: 1 {Missile, Indirect}  
Earth Magic: 1 {Missile, Indirect}  
Lightning Magic: 1 {Missile, Indirect}  
Water Magic: 1 {Missile, Indirect}  
Fire Magic: 1 {Missile, Indirect}  
Ice Magic: 1 {Missile, Indirect}  
Divine Magic: 1 {Missile, Indirect, Heal}  
Dark Magic: 1 {Missile, Indirect}  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: --  
Daggers: 1 {ALL}  
Swords (1H): 1  
Swords (2H): 1  
Axes: --  
Spears: --  
Hammers: 1 {Caldia fan only}  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: --  
Whips: 1  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: 1 {ALL}  
Fusils: --  
Thrown: []

Shields: ALL except Shield of Sages  
Body Armour: Heavy type  
Other Armour: Good access

Parry: 9  
Deflect: 9  
Overpower: 18

Rampart Aura I-IV: 3 / 14 / 28 / 36  
Counterattack I-IV: 4 / 13 / 22 / 31  
Knockback I-IV: 4 / 13 / 22 / 31  
Strengthen I-IV: 5 / 16 / 37 / 38  
Fortify I-IV: 4 / 15 / 26 / 37  
Spellcraft I-IV: 7 / 20 / 32 / 45  
Resistance I-IV: 9 / 21 / 33 / 45  
Truestrike I-IV: 4 / 16 / 28 / 40  
Trueflight I-IV: 7 / 19 / 31 / --  
Spellstrike I-IV: 8 / 19 / [] / []  
Dodge I-IV: 5 / 17 / 29 / 41

Sidestep I-IV: 8 / 22 / 34 / --  
Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 7 / 18 / 29 / 40  
Insight I-IV: 9 / 21 / -----  
Expand Mind I-IV: 13 / 23 / -----  
Channeling I-IV: 11 / 23 / -----

Recovery Time: 20  
RT/move: 5  
Move: 4 Agile 2up 3down +Swim

Swiftfoot I-II: 22/ 42  
Jump I-II: 22 / 42  
Wade I-II: 11 / 21  
Sanctuary I-II: -----  
Steadfast: 16  
Field Alchemy I-IV: 3 / 8 / 16 / 24  
Lobber: --  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: -----  
Reflect Magic I-II: [] / []  
Absorb MP I-II: 19 / 36  
Meditate: --  
Double Attack: []  
Trajectory: 1  
Treasure Hunt I-II: [] / []  
Other Skills: Mighty Impact 120 [3], Gordian Key 240 [8],  
Intimidate 240 [10], First Aid 350 [14],  
Intercession 310 [14], Shadowbreak 330 [14],  
Dragonslayer 240 [16], Beastslayer 200 [16],  
HP Infusion 240 [17], Squash 370 [20],  
Ivory Tower 500 [23].

---> \*Hoplite\*

{Ranked: 37/44}

=Lizardman, Lamia, Orc

This is intended to be the humanoid-only version of a defensive tank, which is reflected by the skills it can use. It is a very sturdy class, which means enemy Lizardman Hoplites, with their higher average STR, VIT, and as a result, high DEF, remain the most difficult humanoid to kill in battle in the endgame. The skills Evade and Apostate give extra protection against physical and magic attacks, respectively. Apostate is probably the best for enemies to use, since your own mages will become very powerful, but enemy AI always seems to use Evade instead. But the Decoy buff makes it even harder to bring down a sturdy enemy Hoplite without magic. An ally will make better use of Evade; because enemy mages are weak. Their weapon selection is uninspiring, with the exception of Spears and Hammers. They're one of the few classes able to equip the full Ogre set (Armor, Helm & Shield), and the full Dark armour set (Thanatos Armor, Skull Helm & Dagda's Hammer).

Endgame setup: Weapon skill, Augment [element], Anatomy, Swiftfoot I, Rampart Aura IV, Counterattack III, Strengthen IV, Constitution IV, Evade, Rapier Glance.

Air Magic: --  
Earth Magic: --  
Lightning Magic: --  
Water Magic: --

Fire Magic: --  
Ice Magic: --  
Divine Magic: --  
Dark Magic: --  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --

Fists: --  
Daggers: --  
Swords (1H): 1  
Swords (2H): --  
Axes: 1 {1-handed only}  
Spears: 1  
Hammers: 1  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: --  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: 1 {basic, Baldur & Damasc}  
Fusils: --  
Thrown: []

Shields: ALL except Shield of Sages  
Body Armour: Heavy type, except Titania Mail  
Other Armour: Good access

Parry: 9  
Deflect: 12  
Overpower: 17

Rampart Aura I-IV: 4 / 15 / 26 / 37  
Counterattack I-IV: 4 / 13 / 22 / --  
Knockback I-IV: 4 / 13 / 23 / --  
Strengthen I-IV: 4 / 15 / 26 / 37  
Fortify I-IV: 3 / 16 / 27 / 36  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 4 / 16 / 28 / 40  
Trueflight I-IV: 7 / 19 / 31 / --  
Spellstrike I-IV: -----  
Dodge I-IV: 6 / 18 / 30 / 42  
Sidestep I-IV: 9 / 22 / 34 / --  
Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 8 / 19 / 30 / 41  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 32  
RT/move: 4  
Move: 4 Agile 2up 3down +Swim

Swiftfoot I-II: 23 / --

Jump I-II: 23 / --  
 Wade I-II: 11 / 21  
 Sanctuary I-II: -----  
 Steadfast: 17  
 Field Alchemy I-IV: 4 / 8 / 16 / 24  
 Lobber: --  
 Max TP I-IV: 10 / 20 / 30 / 40  
 Tactician I-II: 15 / 30  
 Reflect Damage I-II: -----  
 Reflect Magic I-II: [] / []  
 Absorb MP I-II: -----  
 Meditate: --  
 Double Attack: --  
 Trajectory: 1  
 Treasure Hunt I-II: [] / []  
 Other Skills: Squash 370 [14] , Evade 240 [8], Rapier Glance 550 [24],  
 Apostate 440 [18].

---> \*Juggernaut\*

{Ranked: 28/44}

=Lizardman, Lamia, Orc

Their skills are debuffs (Frightened, Bound) and buff removers (remove readied skills), making them similar in gameplay to a Terror Knight. With 10 RT less than a TK, this class can achieve what the TK was supposed to. They can wreak havoc on the frontlines, and significantly weaken enemies. This is intended to be the non-human version of an offensive tank, and they have a high movement allowance to reflect this, but sadly no access to Swiftfoot II. Like the Hoplite, their most exciting weapon option is Spear for its reach and multi-hit potential, but it has other good weapon choices. Their 5 movement and swimming allows them to reach the frontline early, and the reach of Spears gives them enough range to be similar to Ninja in speed. They're one of the few classes able to equip the full Ogre set (Armor, Helm & Blade), and the full Dark armour set (Thanatos Armor, Skull Helm & Dagda's Hammer). Their skills are focused on offense, but unfortunately they are all ranked skills, meaning it would take ages to improve them. High base stats make even rank 1 skills very successful, though.

Endgame setup: Weapon skill, Augment [element], Anatomy, Swiftfoot I, Counterattack IV, Strengthen IV, Constitution IV, Threaten, Intimidate, Check.

Air Magic: --  
 Earth Magic: --  
 Lightning Magic: --  
 Water Magic: --  
 Fire Magic: --  
 Ice Magic: --  
 Divine Magic: --  
 Dark Magic: --  
 Draconic Magic: --  
 Necromancy: --  
 Ninjutsu: --  
 Wardances: --  
 Songs: --  
  
 Fists: 1  
 Daggers: --  
 Swords (1H): --  
 Swords (2H): 1  
 Axes: 1

Spears: 1  
Hammers: 1  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: --  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: 1  
Bows: 1 {basic, Baldur & Damasc}  
Crossbows: --  
Fusils: --  
Thrown: 3

Shields: ALL except Shield of Sages, Ogre Shield and Medusa Shield  
Body Armour: Heavy type, except Titania Mail  
Other Armour: Good access

Parry: 12  
Deflect: 9  
Overpower: 20

Rampart Aura I-IV: -----  
Counterattack I-IV: 5 / 14 / 23 / 32  
Knockback I-IV: 2 / 11 / 20 / 29  
Strengthen I-IV: 3 / 14 / 25 / 36  
Fortify I-IV: 6 / 18 / 29 / --  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / -----  
Truestrike I-IV: 4 / 16 / 28 / 40  
Trueflight I-IV: 5 / 17 / 29 / 41  
Spellstrike I-IV: -----  
Dodge I-IV: 6 / 18 / 30 / 42  
Sidestep I-IV: 8 / 20 / 32 / 44  
Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 10 / 21 / 32 / 43  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 28  
RT/move: 4  
Move: 5 Agile 2up 3down +Swim

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 9 / 19  
Sanctuary I-II: -----  
Steadfast: 15  
Field Alchemy I-IV: 4 / 8 / 16 / 24  
Lobber: --  
Max TP I-IV: 10 / 20 / 30 / 40  
Tactician I-II: [] / []  
Reflect Damage I-II: -----  
Reflect Magic I-II: [] / []  
Absorb MP I-II: -----  
Meditate: --  
Double Attack: --  
Trajectory: 1  
Treasure Hunt I-II: [] / []

Other Skills: Threaten 550 [24], Intimidate 240 [8], Check 400 [16].

---> \*Patriarch\*/\*Matriarch\*

{Ranked: 16/44}

=Lizardman, Lamia, Orc

This is a humanoid-only casting class. It can use all Daggers and Light type armour, and Counterattack I makes its melee a decent option in combat. It has defensive skills like Ivory Tower and Intercession, which are more useful on this fragile caster than they were on sturdy Ozma. But they will need to make use of their Daggers to get enough TP for those defensive skills. It is one of very few classes with ability to cast the multi-hit summon spells, and can innately learn Meditate. Irresistible Beauty is nothing but a novelty, since the unrecruitable Gorgon units have the Evil Eye effect that makes it useful. Once you've crafted a Gorgon Shield, though, you'd have a petrifying 2-man combo. Like the other non-human classes Hoplite and Juggernaut, this class has innate ability to Swim, which makes it similar to magic-melee hybrids like RF/Valkyie & Knight Commander. But in practice, this is predominantly a caster class, and the light armours don't boost its INT or MIND much, unfortunately.

Endgame setup: Weapon skill, [elemental] Magic, Augment [element], Anatomy, Swiftfoot I, Spellcraft IV, Counterattack I, Constitution III, Meditate, Ivory Tower.

Air Magic: 1 {Missile, Indirect, Summons, Utility}  
Earth Magic: 1 {Missile, Indirect, Summons, Utility}  
Lightning Magic: 1 {Missile, Indirect, Summons, Utility}  
Water Magic: 1 {Missile, Indirect, Summons, Utility}  
Fire Magic: 1 {Missile, Indirect, Summons, Utility}  
Ice Magic: 1 {Missile, Indirect, Summons, Utility}  
Divine Magic: --  
Dark Magic: 1 {Missile, Indirect, Summons, Drain, Utility (not  
Paradigm Shift or Spellcharge)}  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --  
  
Fists: --  
Daggers: 1 {ALL}  
Swords (1H): --  
Swords (2H): --  
Axes: --  
Spears: --  
Hammers: --  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {caster only}  
Whips: --  
Spellbooks: --  
Instruments: --  
Blowguns: --  
Bows: --  
Crossbows: --  
Fusils: --  
Thrown: --  
  
Shields: Buckler and Baldur Shield  
Body Armour: Light type



Other Armour: Restricted. Access to mage headgear

Parry: --  
Deflect: --  
Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: 7 / -----  
Knockback I-IV: -----  
Strengthen I-IV: -----  
Fortify I-IV: 8 / 18 / -----  
Spellcraft I-IV: 5 / 18 / 30 / 43  
Resistance I-IV: 8 / 20 / 32 / 44  
Truestrike I-IV: 6 / 18 / 30 / --  
Trueflight I-IV: 9 / 19 / 31 / --  
Spellstrike I-IV: 5 / 16 / 27 / 38  
Dodge I-IV: 8 / 19 / 31 / --  
Sidestep I-IV: 11 / 22 / 34 / --  
Spell Ward I-IV: 6 / 18 / 30 / 42  
Constitution I-IV: 11 / 22 / 33 / --  
Insight I-IV: 7 / 19 / 31 / 43  
Expand Mind I-IV: 10 / 20 / 30 / 40  
Channeling I-IV: 10 / 21 / 32 / 43

Recovery Time: 24  
RT/move: 5  
Move: 4 Slow 1up 2down +Swim

Swiftfoot I-II: 23 / --  
Jump I-II: 23 / --  
Wade I-II: 11 / 21  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: 4 / 8 / 16 / 24  
Lobber: --  
Max TP I-IV: [] / [] / [] / []  
Tactician I-II: [] / []  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: -----  
Absorb MP I-II: 17 / 34  
Meditate: 4  
Double Attack: --  
Trajectory: []  
Treasure Hunt I-II: [] / []  
Other Skills: Ivory Tower 500 [21], Intercession 310 [11],  
Irresistible Beauty 400 [16], Meditate 120 [4],  
Gluttony 240 [8], Coax 220 [5].

---> \*Familiar\*

{Ranked: 15/44}

=Fairy, Imp/Gremlin, Pumpkinhead Golem

This interesting class has the largest selection of skills of any class, some of which can be transferred to Rogues. They have 3 pairs of Kiss-type abilities each with the same names: One of each pair can be used by Rogue, the other can't. They work best casting Divine Magic, because that gives them access to Heal and Boon of Swiftness. Pumpkinhead Golems that get an Empower effect from a Warlock/Witch will have an enormous damage boost to their physical attacks, which includes damaging TP skills, but not finishers or magic. New recruits of any race will start out frail; as easy to kill as enemy Familiars are. But they

have access to Constitution IV and Fortify IV, and combined with stat boosts from frequent use, they'll become tough enough.

Although Divine and Dark magic offer the class the best utility, only the 6 other elements have access to Instill type spells. They can equip Light type armour, all Daggers, Blowguns and some physical skills, making them somewhat similar to Rogues in playstyle. With so many TP skills available, you will not be able to equip all of them, so each Familiar setup will be different. Nearly all Familiars you encounter in battle will be floating, but this is tied to the unit's race, and is not innate to the Familiar class. Familiars of any race cannot use Jump skill, so this is a good reason to equip a mobility item (Winged or Sidhe Boots/Ring) on a Pumpkinhead especially. Zombie is my personal favourite setup. A Zombie Pumpkinhead using the suicidal Pumpkin Bomb skill to blow up its surrounding enemies in a blaze of fire. Combine with an Empower Golem from Warlock/Witch, and nothing will survive the explosion. A Necromancer with Animate Dead would also allow the zombie to stand up right after the explosion. It does count as incapacitation, though. My Familiar also equips Malitza's Staff, to grant 100MP to my Lord in battle.

Endgame setup: Weapon skill, [elemental] Magic, Augment [element], Anatomy, Swiftfoot II, Spellcraft IV, Constitution IV, Virtuous Dance, Lingering Kiss, Pumpkin Strike.

Zombie setup: Weapon skill, Fire Magic, Augment Fire, Anatomy, Swiftfoot II, Spellcraft IV, Constitution IV, Pumpkin Bomb, Crystal Pumpkin, [2 free slots].

Air Magic: 1 {Missile, Instill, Utility}  
Earth Magic: 1 {Missile, Instill, Utility}  
Lightning Magic: 1 {Missile, Instill, Utility}  
Water Magic: 1 {Missile, Instill, Utility}  
Fire Magic: 1 {Missile, Instill, Utility}  
Ice Magic: 1 {Missile, Instill, Utility}  
Divine Magic: 1 {Missile, Heal, Silent Light, Boon of Swiftmess}  
Dark Magic: 1 {Missile, Spellcharge, Paralytic Wave, Poison Cloud, Sleep, Charm, Gravity Flux}  
Draconic Magic: --  
Necromancy: --  
Ninjutsu: --  
Wardances: --  
Songs: --  
  
Fists: --  
Daggers: 1 {ALL}  
Swords (1H): --  
Swords (2H): --  
Axes: --  
Spears: --  
Hammers: 1 {Caldia fan only}  
Katanas (1H): --  
Katanas (2H): --  
Cudgels: 1 {caster only}  
Whips: --  
Spellbooks: 15  
Instruments: --  
Blowguns: 1  
Bows: 1 {basic, Baldur & Damasc}  
Crossbows: --  
Fusils: --  
Thrown: --  
  
Shields: Buckler and Baldur Shield  
Body Armour: Light type

Other Armour: Restricted. Access to mage headgear

Parry: --

Deflect: --

Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: 7 / 16 / -----  
  Knockback I-IV: 6 / 15 / -----  
  Strengthen I-IV: 8 / 19 / -----  
  Fortify I-IV: 6 / 17 / 28 / 39  
  Spellcraft I-IV: 6 / 19 / 31 / 44  
  Resistance I-IV: 8 / 20 / 32 / 44  
  Truestrike I-IV: 6 / 18 / 30 / 42  
  Trueflight I-IV: 7 / 19 / 31 / --  
  Spellstrike I-IV: 6 / 17 / 28 / 39  
  Dodge I-IV: 7 / 19 / 31 / 43  
  Sidestep I-IV: 4 / 16 / 28 / 40  
  Spell Ward I-IV: 7 / 19 / 31 / 43  
Constitution I-IV: 6 / 17 / 28 / 39  
  Insight I-IV: 6 / 17 / 28 / 39  
Expand Mind I-IV: 11 / 21 / 31 / 41  
Channeling I-IV: 7 / 19 / 31 / 42

Recovery Time: 24

RT/move: 3

Move: 4 Agile 2up 3down [Fairy/Imp floating = 2up 4down; melee  
attack height 3up 3down as opposed to normal 2up 3down]

Swiftfoot I-II: 19 / 39  
  Jump I-II: -----  
  Wade I-II: 7 / 17  
  Sanctuary I-II: 9 / 34  
  Steadfast: --  
Field Alchemy I-IV: 1 / 7 / 14 / 21  
  Lobber: +2  
  Max TP I-IV: [] / [] / [] / []  
  Tactician I-II: 17 / 32  
Reflect Damage I-II: [] / []  
Reflect Magic I-II: 19 / 36  
Absorb MP I-II: 18 / 35  
  Meditate: --  
  Double Attack: --  
  Trajectory: 1  
Treasure Hunt I-II: -----

Other Skills: Pumpkin Lure 50 [1], Pumpkin Pie 400 [16],  
Pumpkin Bomb 510 [22], Crystal Pumpkin 610 [28],  
Agonal Scream 460 [19], Virtuous Dance 460 [19],  
Lingering Kiss 550 [24], Lingering Kiss 550 [24],  
Coquettish Kiss 390 [15], Coquettish Kiss 390 [15],  
Selfless Kiss 200 [6], Selfless Kiss 200 [6],  
Gluttony 240 [8], Jack 'o Lantern 240 [8],  
Pumpkin Strike 310 [11].

---> \*Cloud, \*Earth, \*Thunder, \*Flood, \*Flame and \*Frost \*Dragon\*

{Flame/Frost Ranked: 39/44}

{Others Ranked: 41/44}

=Dragon

This is a Monster class, which means it has no access to weapons, and can only

use accessories but no other equipment. It cannot use consumables either. All monster races have a base of 55 Recovery Time on top of their class RT; 5 more than generic humanoid races. Despite this, most monsters are quite fast, since they will have almost no encumbrance from equipment. Their basic attacks are unarmed and without weapon skill. Monsters are immune to Knockback effects from humanoids but not from other monsters, and have no access to mobility skills. Dragons have an elemental affiliation, which determines their special breath attacks and Resonance skills. Besides this, they are very similar in playstyle, with the exception of Flood and Flame Dragons, which get innate Swim and Lavawalk, respectively. And the Earth Dragon can actually walk on Earth! Yay. It should be mentioned that the elemental damage boost from Resonance is only applied to ARMED physical attacks, not to unarmed monster attacks, not to TP skills, finishers, or magic. So, only adjacent humanoids can benefit from it.

Endgame setup: Augment [element], Anatomy, Rampart Aura III, Counterattack IV, Strengthen IV, Truestrike IV, Constitution IV, [elemental] Breath II, Dash, [elemental] Resonance.

Magic: --

Weapons: --

Shields: --

Body Armour: --

Other Armour: Accessories only

Parry: --

Deflect: --

Overpower: --

Rampart Aura I-IV: 4 / 15 / 26 / --  
 Counterattack I-IV: 4 / 13 / 22 / 31  
 Knockback I-IV: 3 / 12 / 23 / 32  
 Strengthen I-IV: 6 / 17 / 28 / 39  
 Fortify I-IV: 7 / 18 / 29 / --  
 Spellcraft I-IV: -----  
 Resistance I-IV: 8 / 20 / 32 / 44  
 Truestrike I-IV: 4 / 16 / 28 / 40  
 Trueflight I-IV: -----  
 Spellstrike I-IV: -----  
 Dodge I-IV: 5 / 17 / 29 / 41  
 Sidestep I-IV: 8 / 20 / 32 / --  
 Spell Ward I-IV: 8 / 20 / -----  
 Constitution I-IV: 9 / 20 / 31 / 42  
 Insight I-IV: -----  
 Expand Mind I-IV: -----  
 Channeling I-IV: -----

Recovery Time: 31

RT/move: 4

Move: 4 Agile 2up 3down {Flood: Swim, Flame: Lavawalk}

Swiftfoot I-II: -----

Jump I-II: -----

Wade I-II: -----

Sanctuary I-II: -----

Steadfast: --

Field Alchemy I-IV: -----

Lobber: --

Max TP I-IV: 10 / 20 / 30 / 40

Tactician I-II: [] / []  
 Reflect Damage I-II: -----  
 Reflect Magic I-II: -----  
 Absorb MP I-II: -----  
 Meditate: --  
 Double Attack: --  
 Trajectory: --  
 Treasure Hunt I-II: -----  
 Other Skills: Vortex, Sand, Thunder, Acid, Flame & Frost Breath tier I 200 [6], tier II 440 [18], Toxic Breath tier I 200 [9], tier II 440 [24], Tail Lash 120 [3], Dragon's Scale 500 [21], Dragon's Eye 310 [11], Dash 260 [10], Aerial, Telluric, Charged, Aquatic, Blazing & Icy Resonance 330 [14].

---> \*Arc and \*Dark \*Dragon\*

{Ranked: 41/44}

=Dragon

This is a Monster class, which means it has no access to weapons, and can only use accessories but no other equipment. It cannot use consumables either. All monster races have a base of 55 Recovery Time on top of their class RT; 5 more than generic humanoid races. Despite this, most monsters are quite fast, since they will have almost no encumbrance from equipment. Their basic attacks are unarmed and without weapon skill. Monsters are immune to Knockback effects from humanoids but not from other monsters, and have no access to mobility skills. Dragons have an elemental affiliation, which determines their special breath attacks. Besides this, they are very similar in playstyle. Arc and Dark Dragon have slightly different level access to skills, and can also learn Tactician, unlike most Dragon classes. Although they can use the Divine and Dark Magic skills, they have no means of learning them, and are still barred from using all spells, so this appears to have been a design oversight.

It should be mentioned that the elemental damage boost from Resonance is only applied to ARMED physical attacks, not to unarmed monster attacks, not to TP skills, finishers, or magic. So, only adjacent humanoids can benefit from it.

Endgame setup: Augment [element], Anatomy, Rampart Aura III, Counterattack IV, Strengthen IV, Truestrike IV, Constitution IV, [elemental] Breath II, Dash, [elemental] Resonance.

Magic: [] {Divine or Dark, but no spells castable}

Weapons: --

Shields: --

Body Armour: --

Other Armour: Accessories only

Parry: --

Deflect: --

Overpower: --

Rampart Aura I-IV: 3 / 14 / 25 / --  
 Counterattack I-IV: 4 / 13 / 22 / 31  
 Knockback I-IV: 3 / 12 / 23 / 32  
 Strengthen I-IV: 5 / 16 / 27 / 38  
 Fortify I-IV: 6 / 17 / 28 / --  
 Spellcraft I-IV: -----  
 Resistance I-IV: 7 / 19 / 31 / 43  
 Truestrike I-IV: 4 / 16 / 28 / 40

Trueflight I-IV: -----  
Spellstrike I-IV: -----  
Dodge I-IV: 5 / 17 / 29 / 41  
Sidestep I-IV: 8 / 20 / 32 / --  
Spell Ward I-IV: 8 / 20 / -----  
Constitution I-IV: 10 / 21 / 32 / 43  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 31  
RT/move: 4  
Move: 4 Agile 2up 3down

Swiftfoot I-II: -----  
Jump I-II: -----  
Wade I-II: -----  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: -----  
Lobber: --  
Max TP I-IV: 10 / 20 / 30 / 40  
Tactician I-II: 14 / 29  
Reflect Damage I-II: -----  
Reflect Magic I-II: -----  
Absorb MP I-II: -----  
Meditate: --  
Double Attack: --  
Trajectory: --  
Treasure Hunt I-II: -----

Other Skills: Divine and Corpse Breath tier I 200 [6], tier II 440 [18],  
Toxic Breath tier I 200 [9], tier II 440 [24], Tail Lash  
120 [3], Dragon's Scale 500 [21], Dash 260 [10], Dragon's  
Eye 310 [11], Luminant and Shady Resonance 350 [14].

---> \*Hydra\*

{Ranked: 43/44}

=Dragon. No classmarks.

This is a Monster class, which means it has no access to weapons, and can only use accessories but no other equipment. It cannot use consumables either. All monster races have a base of 55 Recovery Time on top of their class RT; 5 more than generic humanoid races. Despite this, most monsters are quite fast, since they will have almost no encumbrance from equipment. Their basic attacks are unarmed and without weapon skill. Monsters are immune to Knockback effects from humanoids but not from other monsters, and have no access to mobility skills. Hydra is different from other Dragons, in that it cannot change classes with a classmark. There are no Hydra classmarks, and it doesn't belong to the same scavenging group. They have no elemental affinity, and get access to many skills at a later level than other Dragons. Their main attraction appears to be a higher base damage on their physical attacks (as well as earlier Truestrike access), but their lack of Rampart Aura or Resonance skill makes them even less useful on the front line later on. At least they can learn Tactician.

Endgame setup: Augment Darkness, Anatomy, Counterattack IV, Strengthen IV, Truestrike IV, Constitution IV, Toxic Breath II, Dash, [2 free slots].

Magic: --  
Weapons: --

Shields: --  
Body Armour: --  
Other Armour: Accessories only

Parry: --  
Deflect: --  
Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: 5 / 14 / 23 / 32  
  Knockback I-IV: 4 / 13 / 22 / 31  
  Strengthen I-IV: 7 / 18 / 29 / 40  
  Fortify I-IV: 7 / 18 / 29 / --  
Spellcraft I-IV: -----  
Resistance I-IV: 9 / 21 / 33 / 45  
Truestrike I-IV: 5 / 17 / 29 / 41  
Trueflight I-IV: -----  
Spellstrike I-IV: -----  
  Dodge I-IV: 6 / 18 / 30 / 42  
  Sidestep I-IV: 7 / 19 / 31 / --  
  Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: 11 / 22 / 33 / 44  
  Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 31  
  RT/move: 4  
  Move: 4 Agile 2up 3down

Swiftfoot I-II: -----  
  Jump I-II: -----  
  Wade I-II: -----  
  Sanctuary I-II: -----  
  Steadfast: --  
Field Alchemy I-IV: -----  
  Lobber: --  
  Max TP I-IV: 10 / 20 / 30 / 40  
  Tactician I-II: 15 / 30  
Reflect Damage I-II: -----  
Reflect Magic I-II: -----  
  Absorb MP I-II: -----  
  Meditate: --  
  Double Attack: --  
  Trajectory: --  
Treasure Hunt I-II: -----

Other Skills: Toxic Breath tier I 200 [9], tier II 440 [24], Tail Lash  
120 [3], Dragon's Scale 500 [21], Dash 260 [10], Dragon's  
Eye 310 [11].

---> \*Clay, \*Stone, \*Iron and \*Baldur \*Golem\*

{Ranked: 38/44}

=Golem

This is a Monster class, which means it has no access to weapons, and can only use accessories but no other equipment. It cannot use consumables either. All monster races have a base of 55 Recovery Time on top of their class RT; 5 more than generic humanoid races. Despite this, most monsters are quite fast, since they will have almost no encumbrance from equipment. Their basic attacks are

unarmed and without weapon skill. Monsters are immune to Knockback effects from humanoids but not from other monsters, and have no access to mobility skills. Golems have nearly identical skill access, but some TP skills, Rampart Aura and Reflect Magic skills are available at different levels. Their class represents the material they are composed of, and this affects their vulnerability to physical and magic damage. Golems have no use for elemental augments at all. Their Broaden Force skill will raise the level of the Rampart Aura the golem has equipped, even beyond tier IV! Rampart Aura V will grind enemy movements in battle to a complete halt. They are the only Monsters without access to Constitution, but Gordian Lock is like the Phalanx skill with bonus TP growth!

Endgame setup: Anatomy, Rampart Aura IV, Counterattack III, Strengthen III, Truestrike IV, Dash, Heaven's Tear, Raven Eye, Broaden Force, Gordian Lock.

Magic: --  
Weapons: --

Shields: --  
Body Armour: --  
Other Armour: Accessories only

Parry: --  
Deflect: --  
Overpower: --

Rampart Aura I-IV: 4 / 15 / 26 / 37 {Stone -1, Iron -2, Baldur -3}  
Counterattack I-IV: 5 / 14 / 23 / --  
Knockback I-IV: -----  
Strengthen I-IV: 7 / 18 / 29 / --  
Fortify I-IV: 4 / 15 / 26 / 37  
Spellcraft I-IV: -----  
Resistance I-IV: 10 / 22 / 34 / --  
Truestrike I-IV: 6 / 18 / 30 / 42  
Trueflight I-IV: -----  
Spellstrike I-IV: -----  
Dodge I-IV: 7 / 19 / 31 / 43  
Sidestep I-IV: 8 / 20 / 32 / --  
Spell Ward I-IV: 9 / 21 / -----  
Constitution I-IV: -----  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 31  
RT/move: 4  
Move: 4 Agile 2up 3down

Swiftfoot I-II: -----  
Jump I-II: -----  
Wade I-II: -----  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: -----  
Lobber: --  
Max TP I-IV: 10 / 20 / 30 / 40  
Tactician I-II: 15 / 30  
Reflect Damage I-II: -----  
Reflect Magic I-II: 17 / 34 {Stone +1, Iron +2, Baldur -1}  
Absorb MP I-II: -----



Meditate: --  
Double Attack: --  
Trajectory: --  
Treasure Hunt I-II: -----  
Other Skills: Cruellest Cut 440 [18], Granite Fist 200 [6], Heaven's Tear  
550 [24], Raven Eye 330 [12], Broaden Force 420 [20-17],  
Gordian Lock 310 [14-11], Dash 260 [9], Rampart Shadow 290  
[12-15]\*.  
\* Level availabilities listed for Clay-Stone-Iron-Baldur.

---> \*Gryphon\*

{Ranked: 27/44}

=Beast. No classmarks.

This is a Monster class, which means it has no access to weapons, and can only use accessories but no other equipment. It cannot use consumables either. All monster races have a base of 55 Recovery Time on top of their class RT; 5 more than generic humanoid races. Despite this, most monsters are quite fast, since they will have almost no encumbrance from equipment. Their basic attacks are unarmed and without weapon skill. Monsters are immune to Knockback effects from humanoids but not from other monsters, and have no access to mobility skills. Due to their limitations, I'm not a fan of using Monsters, but Gryphon is the most popular Monster type, because of its useful TP skills and innate flight. Blood Siphon allows the Gryphon to steal enemies' HP, making it very durable. Although their accuracy is low, their boulder attacks can make them decent ranged attackers, especially because they can easily fly to high ground. Obda the Younger and Berda the Younger are Ganpp's pet Gryphons, which can be recruited with him. They have better starting stats and RT. Many thanks to EcclesiaXI for passing on detailed info for this class's TP skills. Although breath attacks are dark elemental, their Blood Siphon has no element. They gain most from Augment Air for Wind Shot, which affects a larger area.

Endgame setup: Augment Air, Anatomy, Counterattack III, Strengthen II, Truestrike IV, Constitution IV, Dash, Blood Siphon, Wind Shot, [free slot].

Magic: --

Weapons: --

Shields: --

Body Armour: --

Other Armour: Accessories only

Parry: --

Deflect: --

Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: 4 / 13 / 22 / --  
Knockback I-IV: -----  
Strengthen I-IV: 6 / 17 / -----  
Fortify I-IV: 5 / 16 / 27 / 38  
Spellcraft I-IV: -----  
Resistance I-IV: 6 / 18 / 30 / 42  
Truestrike I-IV: 3 / 15 / 27 / 39  
Trueflight I-IV: -----  
Spellstrike I-IV: -----  
Dodge I-IV: 4 / 16 / 28 / 40  
Sidestep I-IV: 5 / 17 / 29 / --  
Spell Ward I-IV: 8 / 20 / -----

Constitution I-IV: 8 / 19 / 30 / 41  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 29  
RT/move: 3  
Move: 5 Fly 32up 32down

Swiftfoot I-II: -----  
Jump I-II: -----  
Wade I-II: -----  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: -----  
Lobber: --  
Max TP I-IV: 10 / 20 / 30 / 40  
Tactician I-II: 15 / 30  
Reflect Damage I-II: -----  
Reflect Magic I-II: -----  
Absorb MP I-II: -----  
Meditate: --  
Double Attack: --  
Trajectory: --  
Treasure Hunt I-II: -----  
Other Skills: Featherstep 330 [12], Dash 260 [10], Wind Shot 240 [14],  
Stun Breath 200 [6], Stun Breath II 440 [18],  
Numbing Hook 120 [3], Blood Siphon 330 [12].

---> \*Cockatrice\*

{Ranked: 34/44}

=Beast. No classmarks.

This is a Monster class, which means it has no access to weapons, and can only use accessories but no other equipment. It cannot use consumables either. All monster races have a base of 55 Recovery Time on top of their class RT; 5 more than generic humanoid races. Despite this, most monsters are quite fast, since they will have almost no encumbrance from equipment. Their basic attacks are unarmed and without weapon skill. Monsters are immune to Knockback effects from humanoids but not from other monsters, and have no access to mobility skills. Another flying Monster, with the exact same standard skill overview as the Gryphon. Unfortunately, its TP skills are less useful than its counterpart's. Although their accuracy is low, their boulder attacks can make them decent ranged attackers, especially because they can easily fly to high ground. Many thanks to EcclesiaXI for passing on detailed info for this class's TP skills. Since Wind Shot is out of the picture, Augment Darkness will improve their TP skills, of which the petrifying Petro Breath is unique to them. Just remember that petrifying an opponent is very effective to disable them for a while, but it also makes them tougher to kill. There will be occasions where Stun Breath will be more practical, so it's useful to equip both skills.

Endgame setup: Augment Darkness, Anatomy, Counterattack III, Strengthen II, Truestrike IV, Constitution IV, Dash, Stun Breath II, Petro Breath II, [free slot].

Magic: --  
Weapons: --  
Shields: --

Body Armour: --  
Other Armour: Accessories only

Parry: --  
Deflect: --  
Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: 4 / 13 / 22 / --  
Knockback I-IV: -----  
Strengthen I-IV: 6 / 17 / -----  
Fortify I-IV: 5 / 16 / 27 / 38  
Spellcraft I-IV: -----  
Resistance I-IV: 6 / 18 / 30 / 42  
Truestrike I-IV: 3 / 15 / 27 / 39  
Trueflight I-IV: -----  
Spellstrike I-IV: -----  
Dodge I-IV: 4 / 16 / 28 / 40  
Sidestep I-IV: 5 / 17 / 29 / --  
Spell Ward I-IV: 8 / 20 / -----  
Constitution I-IV: 8 / 19 / 30 / 41  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----

Recovery Time: 29  
RT/move: 3  
Move: 5 Fly 32up 32down

Swiftfoot I-II: -----  
Jump I-II: -----  
Wade I-II: -----  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: -----  
Lobber: --  
Max TP I-IV: 10 / 20 / 30 / 40  
Tactician I-II: 15 / 30  
Reflect Damage I-II: -----  
Reflect Magic I-II: -----  
Absorb MP I-II: -----  
Meditate: --  
Double Attack: --  
Trajectory: --  
Treasure Hunt I-II: -----

Other Skills: Featherstep 330 [12], Numbing Hook 120 [3],  
Dash 260 [10], Stun Breath 200 [8], Petro Breath 220 [6],  
Stun Breath II 440 [24], Petro Breath II 440 [18].

---> \*Octopus\*

{Ranked: 42/44}

=Beast. No classmarks.

This is a Monster class, which means it has no access to weapons, and can only use accessories but no other equipment. It cannot use consumables either. All monster races have a base of 55 Recovery Time on top of their class RT; 5 more than generic humanoid races. Despite this, most monsters are quite fast, since they will have almost no encumbrance from equipment. Their basic attacks are unarmed and without weapon skill. Monsters are immune to Knockback effects from humanoids but not from other monsters, and have no access to mobility skills.

The Octopus has TP abilities that are only usable when it is standing on a water tile, or has cast the Aquaveil skill. I wouldn't advise casting it before the end of a turn if you have Counterattack equipped, because any attack will remove the Aquaveil. It is very useful on terrain with a lot of water, but is more restricted on dry land. Its area-effect skills can do devastating damage to a lot of opponents. Many thanks to EcclesiaXI for passing on detailed info for this class's TP skills. All the damage skills have water element, so it goes without saying that Augment Water is mandatory on an Octopus.

Endgame setup: Augment Water, Anatomy, Strengthen III, Truestrike IV, Constitution IV, Dash, Aquavail, Aqua Bubble, Poison Rain, Maelstrom.

Magic: --  
Weapons: --

Shields: --  
Body Armour: --  
Other Armour: Accessories only

Parry: --  
Deflect: --  
Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: 4 / 13 / 22 / --  
Knockback I-IV: -----  
Strengthen I-IV: 7 / 18 / 29 / --  
Fortify I-IV: 6 / 17 / 28 / --  
Spellcraft I-IV: -----  
Resistance I-IV: 6 / 18 / 30 / 42  
Truestrike I-IV: 5 / 17 / 29 / 41  
Trueflight I-IV: -----  
Spellstrike I-IV: -----  
Dodge I-IV: 6 / 18 / 30 / 42  
Sidestep I-IV: 7 / 19 / 31 / --  
Spell Ward I-IV: 8 / 20 / -----  
Constitution I-IV: 11 / 22 / 33 / 44  
Insight I-IV: -----  
Expand Mind I-IV: -----  
Channeling I-IV: -----  
  
Recovery Time: 31  
RT/move: 4  
Move: 4 Agile 2up 3down {Swim}

Swiftfoot I-II: -----  
Jump I-II: -----  
Wade I-II: -----  
Sanctuary I-II: -----  
Steadfast: --  
Field Alchemy I-IV: -----  
Lobber: --  
Max TP I-IV: 10 / 20 / 30 / 40  
Tactician I-II: 15 / 30  
Reflect Damage I-II: -----  
Reflect Magic I-II: -----  
Absorb MP I-II: -----  
Meditate: --  
Double Attack: --

Trajectory: --  
Treasure Hunt I-II: -----  
Other Skills: Black Mucus 120 [3], Aquaveil 240 [8], Dash 260 [11],  
Aqua Bubble 200 [6], Blue Spiral 440 [18],  
Poison rain 330 [12], Maelstrom 550 [24].

---> \*Cyclops\*

{Ranked: 20/44}

=Beast. No classmarks.

This is a Monster class, which means it has no access to weapons, and can only use accessories but no other equipment. It CAN use \*basic\* consumables, but items that require Field Alchemy can never be used by the Cyclops directly. All monster races have a base of 55 Recovery Time on top of their class RT; 5 more than generic humanoid races. Despite this, most monsters are quite fast; they will have almost no encumbrance from equipment. Their basic attacks are unarmed and without weapon skill. Monsters are immune to Knockback effects from humanoids but not from other monsters, and have no access to mobility skills. Cyclopes can cast any spell from scroll, and their access to basic consumables puts them halfway between Monsters and Humanoids in terms of usefulness. They will be weak casters when compared with fully equipped humanoid mages, but their \*complete\* access to Dark Magic spells gives them great appeal. They have much faster casting animations in game, so they will be quick casters in both gameplay and turn order. Cyclopes' access to Salamander and Wendigo summons is the only occurrence in game of a class having varying spell access to the 6 natural elements. Dark Magic serves them best, but all their TP skills are non-elemental. So, if you don't care about access to the utility spells, or the high-MP-cost Abyss apocrypha, you are free to choose the element you prefer. Cyclopes can be set up in different ways, with more emphasis on TP skills, or instead sacrificing physical skills for Expand Mind and Channelling, which is necessary if you intend to cast high-MP magic, like the summons or Abyss.

Endgame setup: Augment [element], [elemental] Magic, Anatomy, Counterattack IV, Strengthen IV, Spellcraft IV, Truestrike IV, Constitution IV, Dash, [free slot].

Air Magic: 1 {Missile, Indirect}  
Earth Magic: 1 {Missile, Indirect}  
Lightning Magic: 1 {Missile, Indirect}  
Water Magic: 1 {Missile, Indirect}  
Fire Magic: 1 {Missile, Indirect, Summons}  
Ice Magic: 1 {Missile, Indirect, Summons}  
Divine Magic: --  
Dark Magic: 1 {ALL}

Weapons: --

Shields: --

Body Armour: --

Other Armour: Accessories only

Parry: --

Deflect: --

Overpower: --

Rampart Aura I-IV: -----  
Counterattack I-IV: 4 / 13 / 22 / 31  
Knockback I-IV: 2 / 11 / 20 / 29  
Strengthen I-IV: 7 / 18 / 29 / 40  
Fortify I-IV: 7 / 18 / 29 / --

Spellcraft I-IV: 7 / 20 / 32 / 45  
 Resistance I-IV: 6 / 18 / 30 / 42  
 Truestrike I-IV: 5 / 17 / 29 / 41  
 Trueflight I-IV: -----  
 Spellstrike I-IV: 7 / 18 / 29 / 40  
     Dodge I-IV: 6 / 18 / 30 / 42  
     Sidestep I-IV: 7 / 19 / 31 / --  
 Spell Ward I-IV: 8 / 20 / 32 / 44  
 Constitution I-IV: 11 / 22 / 33 / 44  
     Insight I-IV: 8 / 20 / 32 / 44  
 Expand Mind I-IV: 11 / 21 / 31 / 41  
 Channeling I-IV: 11 / 23 / 35 / 47

Recovery Time: 30  
     RT/move: 4  
         Move: 4 Agile 2up 3down {Swim}

Swiftfoot I-II: -----  
     Jump I-II: -----  
     Wade I-II: -----  
 Sanctuary I-II: -----  
     Steadfast: --  
 Field Alchemy I-IV: -----  
     Lobber: --  
     Max TP I-IV: 10 / 20 / 30 / 40  
     Tactician I-II: 15 / 30  
 Reflect Damage I-II: -----  
 Reflect Magic I-II: -----  
     Absorb MP I-II: [] / []  
     Meditate: --  
     Double Attack: --  
     Trajectory: --  
 Treasure Hunt I-II: -----  
     Other Skills: Sweaty Palms 330 [12], Reeking Meatballs 480 [20], Howl  
                   400 [16], Dash 260 [11], Pirate Breath 680 [32], Stinky  
                   Feet 580 [26], Glare 200 [6].

#### {6} SKILL DESCRIPTIONS

##### --- Standard Skills:

Most class-unique skills are already described and evaluated in the Class FAQ.  
[www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/62169](http://www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/62169)  
 However, non-human skills and standard skills are noticeably missing from it.  
 I will attempt to rectify this.  
 Standard skills are often usable by all classes, but there are many that can't  
 be used by certain classes, and some can be used but not learned by a class.  
 Standard skills are basically all non-TP using skills. Standard skills are  
 listed above class skills in the in-game skill list.

- AIR MAGIC: A popular magic type, with useful debuffs that inflict Sleep and Bound status.
- EARTH MAGIC: A good magic type, with useful debuffs that inflict Slowed and Petrified status, as well as Fortify buff.
- LIGHTNING MAGIC: A good magic type, with useful debuffs that can reset RT, and inflict Stunned and Shackled status.
- WATER MAGIC: This magic type has less useful debuffs, like Hobbled, Poisoned and Misstep, although it has a buff that can heal a little and remove poison.

- FIRE MAGIC: A popular magic type, which can inflict Breached, Weakened, reset TP, and has a useful Strengthen buff, many supporting melee and ranged.
- ICE MAGIC: Seen as the worst magic type, it has highly situational (de)buffs including Spellstrike, Battering Ram, Spellslip and Leadened.
- DIVINE MAGIC: Only 1 class has full access to all Divine spells, but it consists of many important spells, including healing, exorcism, Boon of Swiftmess, and almost all debuff-removing spells. Undead can equip the skill, but are barred from using any of the spells.
- DARK MAGIC: Only 2 classes have full access to all Dark spells, but many mage classes have almost complete access. It consists of many important spells, including Drain-type, Paradigm Shift and almost every possible debuffing effect in the game. Undead are immune to dark damage, except Drain-type magic and Hellhound summon.
- DRACONIC MAGIC: Its scrolls are hard to acquire, but it offers powerful damage and utility spells. Its main downside is that these spells all cost Wyrms Gems, of which you can only stockpile 99 at a time. Starfall will exorcise undead.
- NECROMANCY: Rare magic reserved for the Lich and Necromancer classes. They need components for casting, but since there are a number of different ones, Necromancy is more sustainable than Draconic Magic. Its magic is involved with the undead, and also inflicts unique debuffs that even Dark Magic lacks access to, such as Bewitch, Curse, Wither and Addle.
- NINJUTSU: Special magic for Ninjas, which require a variety of components for casting. The lack of any MP requirement makes these spells as overpowered as the rest of the Ninja abilities. A good selection of (de)buffs and damagers.
- WARDANCES: Swordmaster's special magic is less effective than Ninjas. It uses more expensive fans as components, has a TP requirement per spell (but no MP requirement), and the selection of spells is a novelty at best, comprising of utility spells only. Spellstrike is recommended to improve success rates.
- SONGS: The worst magic type in the game. They rely on a vulnerable Songstress to cast close-range area-effect (de)buffs. Only the Ardent Conga scroll is useful, but can simply be cast by any class from scroll for just 200goth. Songs use Songstress Scores, and are much cheaper than other magic components, but can only be bought in special shops and found as treasure in San Bronsa.
  
- FISTS: A good melee weapon with a ranged finisher.
- DAGGERS: The most overpowered melee weapon, which gets +80 bonus damage and is also very lightweight. Has a ranged and a double-hit finisher. Keep daggers upgraded, because due to their low weapon ATT values, it's easy to lose the bonus damage.
- SWORDS (1H): Popular in the early game, and the rank 2 double-hit finisher can be very helpful. It is outclassed by other melee later on. +12 bonus damage.
- SWORDS (2H): A poor weapon choice, heavy with unimpressive finishers. Its only commendable aspect, is that dark elemental ones work well for Terror Knight.
- AXES: A poor weapon choice, heavy with unimpressive finishers (1 double-hits).
- SPEARS: A weapon with ability to hit 2 enemies at once, a triple-strike and an area finisher. Its only drawback is that it can be more difficult to hit opponents with the higher level range 2-3 type spears, due to elevation and positioning issues. Allies risk getting caught in counterattacks, too.
- HAMMERS: Popular due to the many classes that can use it, it has many weapons with high damage, and a ranged area finisher. But they're a bit heavy. Hammers have the highest weapon ATT values, so they work well against tough monsters.
- KATANAS (1H): Powerful weapons that can be dual-wielded to attack twice. Only available to Ninja and Lord classes. Has a non-ranged area effect, 2 ranged, and a double-hit finisher. They share the +80 bonus damage of daggers. Though they are a bit heavier, their higher ATT puts them at less risk of losing the damage bonus than daggers. Still, keep 1H katanas upgraded nonetheless.
- KATANAS (2H): The exclusive weapon of the disappointing Swordmaster class, but can be used by Lord. The weapon type is passable, with a petrifying finisher.
- CUDGELS: The only weapon in the game with a triple-hit elemental finisher. All finishers are Light element, and this offers Cleric some melee possibilities

- with their only weapon option. Their main purpose is to enhance casting power. The multi-hit finishers are also damage-scaling to TP spent, so very powerful.
- WHIPS: An interesting weapon, with ranged finishers and a double-hitter. Ozma gets a unique finisher, the Ice elemental Demon Rose, which can charm enemies. Most whips have range 1-2, but unlike spears, they will only damage the closest unit, not both. There is a unique 1-handed whip in CODA4, with range 1.
  - SPELLBOOKS: A rare weapon, the chance you will use its finishers often is low: It can only be used by a few caster classes, and is meant to augment casting. It has a double-hit finisher.
  - INSTRUMENTS: Only available to Songstress, it has 2 range 1 area 3 finishers which can hurt a large group of opponents, damage-scaling to TP, with Air and Water elements. The rank 2 finisher is also a double-hitter. This is the Songstress's main redeeming quality.
  - BLOWGUNS: This ranged weapon can only be used by select classes. Its range is more limited than other ranged weapons, but they are very useful for status effects which they can inflict, and the only 1-handed elemental ranged weapons in the game are Blowguns. They work well with any class that can use them. All ranged weapons get +60 bonus damage, but Blowguns have a limited selection and low ATT, so without bonus damage, they appear quite weak in the beginning. Once you get stronger, and acquire better blowguns, damage will skyrocket.
  - BOWS: The most overpowered weapon in the early game, which makes the Archer the most useful class at the start. They can often fire beyond the specified range, and elevation will also give a bonus (or penalty) to range. The Bow finishers have a variety of debuffs: Leaden, Sleep, Charm and Shackle. The ability to lob the arrow allows many obstacles to be ignored, but when enemies are on higher terrain, bows are at a disadvantage. +60 bonus damage adds to their strength, though some players hit a wall when they rely too heavily on Archers in their team, and their outdated bows become ineffective against high level monsters. Keep bows updated to avoid this.
  - CROSSBOWS: This ranged weapon is better at shooting uphill than the bow, and the rank 2 finisher Brimstone Hail ignores obstacles and is very powerful. There is also a triple-hit finisher. More classes have access to 2-handed Crossbows than 2-handed Bows, and all elemental (Cross)Bows are 2-handers. Since crossbows are widely usable, switching to Rogue or Dragoon is a popular alternative to crossbow Archers. You can only lose the +60 bonus damage if you are careless, as mentioned above.
  - FUSILS: A novelty ranged weapon. Lack of elements make all but the cursed fusil limited in power, although the high base damage slightly mitigates this. They have great range and finishers, but are less powerful than (Cross)Bows. The damage-scaling double-hitting finisher appears at rank 6. Fusil weapon selection is limited, but due to their high ATT, you're unlikely to lose the +60 bonus damage unless you're very unlucky with fusil drops in game. Deflect doesn't work against Fusils.
  - THROWN: This weapon type seems to have been designed to give the enemy a high-damage basic attack, but curiously this weapon has no finishers. Since the projectiles are lost once thrown, it is extremely expensive to replenish. It's uncertain if they get the +60 bonus damage of other ranged weapons, but their damage output is high enough to assume that they do.
  - SHIELDS: This is not a skill. I list availability of shields for each class below the weapon skills to improve the overview. Some classes are described as having access to Small type shields, which include Buckler, Pelta, Aspis, Spiked and Baldur Shield. Beast Tamer has a somewhat opposite selection which I called Large type. All classes except Swordmaster can use Buckler and Baldur Shield. Shields are useful for their guaranteed knockback effect, as well as a variety of other bonuses they offer when equipped.
  - BODY ARMOUR: This is not a skill. I list availability of body armour for each class below the weapon skills to improve the overview. The three types I name are Robes, Light and Heavy type gear. In fact, the early body armours are freely equippable by both Heavy and Light type users. The distinction only



- becomes relevant once elemental body armour is available. Most of the strong defensive gear are body armour, so this is why it is an important gear type.
- OTHER ARMOUR: This is not a skill. As a final overview of equipment, I give my general impression of other equipment availability. This is highly subjective.
  
  - ANATOMY: A basic damage boost against all human opponents, healing bonuses for clerics, easier recruiting of Winged and humans. A must-have skill, due to the predominant presence of human opponents in the game.
  - TERATOLOGY: A basic damage boost against all Beast opponents, etc.
  - HERPETOLOGY: A basic damage boost against all Reptile opponents, etc.
  - DRACONOLOGY: A basic damage boost against all Dragon opponents, etc.
  - SACROLOGY: A basic damage boost against all Divine opponents, etc.
  - DAEMONOLOGY: A basic damage boost against all Umbra opponents, etc.
  - AUROLOGY: A basic damage boost against all Fairy opponents, etc.
  - THANATOLOGY: A basic damage boost against all Phantom opponents, etc.
  - GOLEMY: A basic damage boost against all Golem opponents, etc.
  - AUGMENT AIR: A basic damage & defensive boost for Air elemental attacks. Its works well together with Rogue, Vartan, and Gryphon. It has very nice finishers for Dagger, Instrument and Fusil.
  - AUGMENT EARTH: A basic damage & defensive boost for Earth elemental attacks. Earth weapon selection is decent, but with only 2 disappointing finishers.
  - AUGMENT LIGHTNING: A basic damage boost for & vs. Lightning elemental attacks. There are quite a lot of great lightning weapons, as well as strong finishers.
  - AUGMENT WATER: A basic damage & defensive boost for Water elemental attacks. It also boosts Quench healing slightly for the caster, but if the target also has this skill equipped, healing actually gets reduced slightly. Water weapon selection gets a bit short-changed, because it's the only element \*without\* a bow or crossbow that has 3 castings of the Instill spell, instead getting one short-range dragon's breath-type attack. But Whip has a great water finisher. A cursed water whip is a great weapon for Deneb. The stat bonuses will give any mage awesome power, and Wicce is the only mage that can equip it.
  - AUGMENT FIRE: A basic damage & defensive boost for Fire elemental attacks. Hammers and Crossbows do well with this augment, because they have ranged, area-effect fire finishers that can dish out a lot of damage.
  - AUGMENT ICE: A basic damage & defensive boost for Ice elemental attacks. The weapon selection is average at best; the most noteworthy Ice weapon is the spear with Dragonslayer skill, if equipped with 2 other Wyrmscale gear. Dragonslayer skill is useful on a Hoplite or Juggernaut, who can use spears.
  - AUGMENT LIGHT: A basic damage boost for Light elemental attacks. Protects against Dark damage, but not against Light. It also boosts healing slightly for the caster. Light element weaponry gets an innate boost when fighting the undead (a light element cursed weapon doesn't get this bonus), making it a very good element to choose. Especially when you consider the tremendous utility of Divine Magic, as well as healing and exorcism. It has good synergy with Cleric types, Knight types, and Valkyries.
  - AUGMENT DARK: A basic damage & defensive boost for Dark elemental attacks. Protects against Dark damage, but not against Light. Dark weapons are among the most powerful in the game, but most augmenting dark armors and equipment are unique, with the exception of Shadowed Greaves (which compete with the mobility footwear). The best element for many mages, and Terror Knight.
  
  - PARRY: After the Dodge/Block chance is handled, Parry skill allows for a second chance to avoid any physical melee attack. Be advised that this skill only applies for units with a melee weapon equipped. Shields don't count. A melee and a ranged weapon is also a working combo. Parrying will reportedly grant only half the regular skill improvement to any of the relevant skills; this is from Badposter's observation after being parried & ranking up swords: [www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/68333908](http://www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/68333908)
  - DEFLECT: After the Sidestep/Block chance is handled, Deflect skill allows for a second chance to avoid any physical ranged attack besides Fusils. Be

advised that this skill only applies for units with a melee weapon equipped. Shields don't count. A melee and a ranged weapon is also a working combo. Deflecting (or being deflected for that matter) will reportedly grant only half the regular skill improvement to any of the relevant skills.

- OVERPOWER: If an enemy successfully parries or deflects your melee or ranged attack, Overpower allows yet another chance to nullify this. Overpower will be active and improve even if you don't have a melee weapon equipped, but it requires Parry as a prerequisite to be able to learn the skill.
  - RESIST PETRIFY: A situational boost to your resist chance against petrifying.
  - RESIST STUN: A situational boost to your resist chance against stunning.
  - RESIST SLEEP: A situational boost to your resist chance against sleep.
  - RESIST CHARM: A situational boost to your resist chance against charm.
  - RESIST POISON: A situational boost to your resist chance against poisoning.
  - RESIST SILENCE: A situational boost to your resist chance against silencing.
  - RESIST SLOW: A situational boost to your resist chance against slowing.
  - RESIST BIND: A situational boost to your resist chance against binding.
  - RESIST SHACKLE: A situational boost to your resist chance against shackling.
  - RESIST STOP: A situational boost to your resist chance against stopping.
  - RESIST LEADEN: A situational boost to your resist chance against leadening.
  - RESIST FEAR: A situational boost to your resist chance against fear effect.
  - RESIST VENOM: A situational boost to your resist chance against venom effect.
  - RESIST CURSE: A situational boost to your resist chance against curses.
- All of these Resist-type skills are a poor use of a skill slot. I advise using Spell Ward skill instead, for a decent protection against all statuses of magical origin.
- ATTENUATE AIR: Depending on your augment rank, this reduces Air damage.
  - ATTENUATE EARTH: Depending on your augment rank, this reduces Earth damage.
  - ATTENUATE LIGHTNING: Depending on your augment rank, this reduces Lightning damage.
  - ATTENUATE WATER: Depending on your augment rank, this reduces Water damage.
  - ATTENUATE FIRE: Depending on your augment rank, this reduces Fire damage.
  - ATTENUATE ICE: Depending on your augment rank, this reduces Ice damage.
  - ATTENUATE LIGHT: Depending on your augment rank, this reduces Light damage. Unlike the others, this type may be very useful for Zombie & Phantom units, which are innately vulnerable to light-elemental damage.\*
  - ATTENUATE DARK: Depending on your augment rank, this reduces Dark damage.
- \* Since I recently discovered that Dark resistance actually protects against Light damage but not against Dark (the opposite is true for Light resistance), I'm unsure whether Attenuate Light or Dark is the one that helps protect undead.
- RAMPART AURA I-IV: This skill stops any units from advancing past the aura. Only flying units are immune, and those with the Siege skill or Battering Ram buff. Floating and teleporting units are affected by it, but the aura is not effective if the square's elevation is 4 higher or lower.
  - COUNTERATTACK I-IV: A very good skill, that allows you to attack during an opponent's turn, which costs you no movement time whatsoever. A free attack may sound amazing, but beware of killing opponents you may want to chariot, or ending battle prematurely when you want to pick up bags/cards. It also carries some risk if you give opponents the TP needed for skills/finishers. In short: very helpful, but the lack of control is an issue. Lawful units seem not to counter attacks from \*allies\*, in case that matters to you.
  - KNOCKBACK I-IV: This skill is situational, as it doesn't boost damage. It can prevent counterattacks, and a Swordmaster with Preempt can even prevent the initial attack. Some like using this to knock people over cliffs, but shields have this effect already. It can help to clear passage sometimes.
  - STRENGTHEN I-IV: This skill will offer a damage boost to most opponents, and it is fairly reliable. However, there are situations where it has been

- observed that Strengthen will do no further damage, like with a very high attack, or a unit that allows for no further bonus damage. But these situations are very rare. Read the link below (under Fortify) for details.
- FORTIFY I-IV: Like Strengthen, this skill often has little or no effect if defending against 'strong', higher level opponents. Some people don't like using Fortify on many classes, because reduced damage means less TP buildup for finishers and skills. All defense skills are helpful in the early game, but Fortify loses its usefulness quickly as your units become tougher:  
[www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/66623108](http://www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/66623108)
  - SPELLCRAFT I-IV: This is a basic damage enhancer to any magic damage. It is absolutely essential for any class that wants to do damage with spells. However, there are situations where it has been observed that Spellcraft will do no further damage, like with a very high magic attack, or a unit that allows for no further bonus damage. But these situations are very rare. Read the link above (under Fortify) for details.
  - RESISTANCE I-IV: This reduces magic damage taken. Enemy magic damage is very poor after the early game, so you don't have to bother with this.
  - TRUESTRIKE I-IV: This raises melee hit rate success. Early and mid-game units might need it, and it can be very helpful for Skill Improvement in A.I. mode (read the Skill Improvement FAQ).
  - TRUEFLIGHT I-IV: This raises ranged hit rate success. It shouldn't be necessary for most ranged units later on, since they will have high DEX.
  - SPELLSTRIKE I-IV: This raises the spell success rate. Most magic users will be better off trying to improve their INT & MIND stats instead, but there are some hybrid classes, like Terror Knight and Swordmaster, who might still benefit from it. Only offensive spells, buff removers and debuffs are affected by it; buffs, healing and debuff removers will always be 100% successful.
  - DODGE I-IV: This raises melee Block rate success. This success rate is capped at 75% from the unit's front, 60% from the sides and 45% from the back. Once the AVD stat is high enough to achieve this on its own, Dodge skill serves no more purpose. Blocking is handled before Parry skill can take effect, so this skill may be detrimental to Parry skill rank improvement.
  - SIDESTEP I-IV: This raises ranged Block rate success. This success rate is capped at 75% from the unit's front, 60% from the sides and 45% from the back. Once the AVD stat is high enough to achieve this on its own, Sidestep skill serves no further purpose. Blocking is handled before Deflect skill can take effect, so Sidestep may be detrimental to Deflect skill rank improvement.
  - SPELL WARD I-IV: This lowers the chances of enemy \*spell\* success rate. It is very useful for protecting against the many debuffing spells that mages try to cast on your units. Even the maximum Spell Ward II on most units helps a lot. Without this, enemy status effects will hamper and slow you down. It has no effect on statuses inflicted by enemy \*skills\* or \*finishers\*, though.
  - CONSTITUTION I-IV: A flat HP bonus, increasing your survivability. Since HP will lengthen your health bar, they protect against all kinds of damage. It is highly advisable to use this skill on all units, unless they are already very tough. It is also considered to be a superior defense over the other defense skill Fortify, because taking damage better facilitates TP buildup. Fortify becomes ineffective very fast, while Constitution remains useful.
  - INSIGHT I-IV: This raises the maximum of stored MP, but this should rarely be an issue, if ever. If you ever reach the maximum MP, then you probably don't need so many Magic Points anyway.
  - EXPAND MIND I-IV: This speeds up MP regeneration. Normal regeneration occurs at +2MP every 18RT, and each tier of Expand Mind shortens the time it takes by -2, up to +2MP/10RT for tier IV.
  - CHANNELING I-IV: This skill lowers the actual MP cost of spells by 5, 10, 15 and 20%, respectively. Note that it doesn't allow you to cast spells earlier: If a spell costs 30MP to cast normally, a unit with Channelling IV must already have 30MP available in order to cast it for only 24MP. Expand Mind and Channelling together will be as effective as a high-ranked Meditate and this is best for units without access to Meditate - even a bit faster.

But skill slots are important, so you'll prefer to use Meditate if you can.

- STONEPROOF: Immunity to the status effect Petrified. Resist Petrify needed.
- STUNPROOF: Immunity to the status effect Stunned. Resist Stun needed.
- SLEEPPROOF: Immunity to the status effect Asleep. Resist Sleep needed.
- CHARMPROOF: Immunity to the status effects Charmed and Bewitched. Resist Charm needed.
- FOOLPROOF: Immunity to the status effects Paranoia and Spendthrift. Resist Sleep needed.
- POISONPROOF: Immunity to the status effect Poisoned. Resist Poison needed.
- SILENCEPROOF: Immunity to the status effect Silenced. Resist Silence needed.
- SLOWPROOF: Immunity to the status effect Slowed. Resist Slow needed.
- STOPPROOF: Immunity to the status effects Bound, Shackled and Stopped. Resist Stop needed.
- LEADPROOF: Immunity to the status effect Leadened. Resist Leaden needed.
- FEARPROOF: Immunity to the status effect Frightened. Resist Fear needed.
- VENOMPROOF: Immunity to the status effect Envenomed. Resist Venom needed.
- CURSEPROOF: Immunity to the status effects Withered, Addled and Cursed. Resist Curse needed.

All of these "proof"-type skills are a poor use of a skill slot. I advise using Spell Ward skill instead, for a good protection against all statuses. Some players still favour a few of these, despite their huge SP cost.

- RECOVERY TIME: This is not a skill. I list basic RT of each class, because this has a great effect on the speed, and resulting performance in battle. Base class RT varies from 20 to 38.
- RT/MOVE: This is not a skill. I list the cost in RT of movement per tile. Speedy or slow movement can change the overall effectivity of units. The most striking examples are the Vartan's 6RT/tile, making melee combat very slow, and the Rogue's 3RT/tile which gives it a lot of mobility.
- MOVE: This is not a skill. I list basic movement allowance to improve the overview. Movement is of vital importance and can be increased with Swiftfoot skill. Jump and Wade can also be helpful on certain terrains. the terms Slow, Agile and Fly refer to terrain climbing of 1up 2down, 2up 3down\*, and 32up 32down, respectively. \*The Ninja class is an exception, with 3up 4down. Some races have Float ability (2up 4down), but this is not tied to any class. Any unit that floats gains a melee attack advantage, able to attack 3up 3down instead of the regular 2up 3down. If a class is able to Swim innately, this is mentioned here too, with "+Swim".
- SWIFTFOOT I-II: Movement is essential in this game, and extra travel distance will raise the effectiveness of every unit. This is one of the most important skills in the game, and every unit should equip it.
- JUMP I-II: Terrain on maps can often be very steep and unfavourable. Using this skill will facilitate a unit's mobility a great deal. It becomes less relevant once you have acquired a number of mobility boosting items, such as Cloud/Sidhe/Winged Boots and Rings.
- WADE I-II: Being able to traverse water tiles can be helpful, but it is far less useful than the mobility boosts of Swiftfoot and Jump. Several classes also get this innately. The second rank reduces the movement cost from 2 to 1 per square. Picking up drops from water tiles can be necessary at times, but Cloud Shoes/Boots and The World tarot cards can do the same thing.
- SANCTUARY I-II: An interesting skill, but highly situational. It keeps all Phantom and Zombie opponents from entering the unit's vicinity. This serves as a protection from melee against them, but since ranged and magic attacks also come into play, this skill is far from a complete defense.
- STEADFAST: This protects units from being knocked back, which can be useful in areas with many bottomless cliffs. A unit knocked off a cliff will be removed from combat and lose a heart immediately. The San Bronsa ruins are especially troublesome in this regard. Although the more fragile classes do

- not get access to Steadfast, they can still be protected by mobility bonuses like Fly or Blinkwalk from Boots, Rings or the Wheel of Fortune tarot card.
- FIELD ALCHEMY I-IV: Some people love this skill, because it offers access to a wide range of powerful consumables, good for healing, attacking and casting many sorts of (de)buffs & removers. Many of these consumables are expensive, though, and cost time and crafting components. It should also be noted that scrolls can always be used without Field Alchemy in this game, and some of them are just as affordable as consumables. People in the early game will mostly be using Field Alchemy for healing, but this should become redundant later on, when your units gain powerful stats, skills, items and levels.
  - LOBBER: This is not a skill. I list availability of lobbers for each class below Field Alchemy to improve the overview, because some players rely on Lobbers and Field Alchemy a lot. Lobber +0, +1 and +2 have ranges 3-5, 4-7 and 5-9 respectively. If the class has access to the basic Lobber +0, then the description will read "Lobber: +0". "Lobber: --" means no access at all.
  - MAX TP I-IV: This skill does to your TP bar what Constitution and Insight do to your HP and MP bars, respectively. It can be useful for classes that can amass large amounts of TP from combat, and unleash finishers with \*damage\* scaling. This means, if a finisher says: "Damage is modified by TP." in the description, like the Bow's rank 4 Slumber Shot finisher, then it will do a lot more damage when a 300TP Slumber Shot is fired than a 100TP version. However, if the description says "Accuracy is modified by TP.", then it's best to fire the finisher when you just have 100TP. In fact, most damage-scaling finishers do less damage at 100TP than accuracy-scaling ones.
  - TACTICIAN I-II: Each tier of this skill reduces the refresh time of TP accumulation by 3RT. The normal accumulation is 2TP/18RT, but with tier II you will gain 2TP/12RT. Useful for earlier access to TP-using skills and finishers, but not essential. Much more TP is gained from physical attacks.
  - REFLECT DAMAGE I-II: This returns 10-20% of physical damage dealt back to the attacker, but you still get 100% damage. I personally dislike the skill, because it has the same potential to backfire as Counterattack does (with TP buildup on the enemy, risk of killing opponents you want to steal from or chariot, ending battle prematurely, etc.), but it has far less potential to offer an advantage in killing opponents than Counterattack does.
  - REFLECT MAGIC I-II: The magic damage version of Reflect Damage. This skill is largely useless, because very few magic casters can do significant damage to any well-equipped party. If an opponent attacks for 1 point of magic damage, you can see 0 damage being reflected. A gimmicky waste of a skill slot.
  - ABSORB MP I-II: I'm not sure if casters actively avoid mages with this skill equipped, but even if they don't, they will usually target non-casters simply because they have lower magic resistance. Another waste of a skill slot.
  - MEDITATE: Although this is not a standard skill, it is cross-class useable by so many mage classes, that it might as well be. The MP bonus of a rank 1 Meditate casting starts off low, at around 5MP per use, but once you get a few ranks in this skill, you will see higher rewards. Rank 8 with a Wizard's Hat +1 and Sorcerer's Robe +1 (together a +4 Meditate bonus) will net you MP well over 60 points! Alternatives to Meditate are using powerful Magic Leaf consumables with Field Alchemy, and equipping Expand Mind IV and Channeling IV together. Those 2 skills will raise more MP than Meditate can, and also won't slow down the unit or take up their skill action. But they do use 2 skill slots, so you will often prefer Meditate, because those 10 skill slots are a major limitation in the game. Meditate allows for faster MP access in the first rounds, which is another advantage over Expand Mind & Channeling.
  - DOUBLE ATTACK: This skill is standard type (uses no TP), but only 5 classes in the game can use it. It is very important to many melee builds, and the few classes that can use it must learn it from the Ninja or Ranger class. Being able to attack twice is a very powerful ability, and it also doesn't cost a skill action or TP, unlike Double Strike or Double Shot. The only drawback is if you get a knockback on the first attack. Technically, you don't want to have high Luck with Double Attack, to avoid critical hits and

- the resulting knockback effect. Attacking twice delays your next turn a bit.
- TRAJECTORY: This is helpful early game, to see a glowing line along the trajectory of any projectile you wish to launch. Later on, it should be easy enough to judge for yourself whether the path is blocked, so you should practice your own estimation skill to free up a slot. Rotating the screen can be helpful (Top Left Button + Left/Right). And if not, there is always charioting. This skill doesn't work for Missile-type magic or finishers.
  - TREASURE HUNT I-II: The different tiers of this skill open up different loot tables when you land on treasure squares. The treasure is usually better with this skill, but not always. I recently found rare humanoid classmarks with an \*unlucky\* unit without any Treasure Hunt skill in San Bronsa, while those same treasure sites held less interesting golem and dragon classmarks with the skill. Luck, as an aside, changes from day to day and can be modified by equipping items that grant luck bonus or penalty. It can be viewed from the unit's Condition screen, by pressing Select and moving the cursor to the unit portrait there. 4 or less stars is unlucky, 7+ is definitely lucky. Don't be worried if your units pick up a negative luck tarot card; its effects will dissipate. Bad luck may even be desirable if you want to avoid knockbacks.

#### --- Non-Human Skills:

Humanoid skills that have already been described in the Class FAQ are shared with one or two human classes. These are Squash, Evade, Apostate, Intimidate, Ivory Tower, Intercession, Coax and Meditate. Monster skills shared with human classes are Aerial, Telluric, Charged, Aquatic, Blazing, Icy, Luminant & Shady Resonance, and Rampart Shadow. Resonance skills are mentioned below, because they were overlooked in the Class FAQ. All undescribed skills are found below:

- SILENT SONG (Divine Knight): A medium-range attack that unleashes a hushed hymn sung in the divine tongue upon multiple targets. Has a chance to Silence. TP=50, RT=+20, range1 area3
- POIGNANT MELODY (Divine Knight): A medium-range ability that unleashes a heartrending hymn sung in the divine tongue upon multiple targets. Has a chance to Charm. TP=50, RT=+20, range1 area3
- EVILSBANE (Divine Knight): Increase the melee damage dealt to umbra units by friendly units within 2 tiles. TP=70, RT=+24, range1 area3
- REQUIEM (Divine Knight): A medium-range attack that deals heavy Light damage on multiple undead units with a rueful requiem sung in the divine tongue. TP=50ALL, RT=+20, range1 area3
- DAY OF RECKONING (Divine Knight): A medium-range ability that unleashes a boisterous ballad sung in the divine tongue upon multiple targets. Has a chance to reset MP and TP. TP=50ALL, RT=+20, range1 area3
- CELESTIAL SONG (Divine Knight): A medium-range ability that unleashes a rapturous hymn sung in the divine tongue upon multiple targets. Has a chance to remove the ZOMBIE condition. TP=50ALL, RT=+20, range1 area3
- RAPIER GLANCE (Hoplite): ShackleE enemy units within 1 tile. Chance of success increases with rank. Many ranked skills with a success percentage against opponents are of limited usefulness, unless you decide to dedicate a lot of time with a unit in that class, or you have progressed so much in stats that rank 1 always achieves 100% success. TP=50, RT=+20, range1 area2.
- THREATEN (Juggernaut): Silence enemy units within 1 tile and reduce their MP by 25% of maximum. Chance of success increases with rank. TP=50, RT=+20, range1 area2.
- CHECK (Juggernaut): BIND enemy units within 1 tile. Chance of success increases with rank. TP=50, RT=+20, range1 area2.
- IRRESITIBLE BEAUTY (P/Matriarch): Force all enemy units to turn in your direction. Chance of success increases with rank. TP=30, RT=+16, whole map.
- GLUTTONY (P/Matriarch, Familiar): Consume a Jack 'o Lantern to restore some MP. TP=25, RT=+15, range1-3 area1.
- PUMPKIN LURE (Familiar): Act as a decoy. Effect fades when struck by physical

- attacks or magic. Basically, it nullifies 1 single attack, physical or magical, which is quite useful. TP=40, RT=+18, range1 areal.
- PUMPKIN BOMB (Familiar): A suicidal medium range attack that deals heavy Piercing Fire damage over a wide area. The user is \*always\* incapacitated, and surrounding area damage is handled separate. TP=50, RT=+20, range1 area4.
  - PUMPKIN PIE: A long-range ability that calls forth a deluge of HP-restoring pumpkin pies from the heavens. No element; restores about 20-40 HP. TP=50ALL, RT=+20, range5 area3.
  - PUMPKIN STRIKE: A long-range attack that deals Crushing Dark damage to multiple targets by dropping a giant festering pumpkin on them. Has a chance to Lead. TP=50ALL, RT=+20, range5 area2.
  - CRYSTAL PUMPKIN (Familiar): A long-range attack that deals Crushing Light damage to a single target by striking them with a crystalline pumpkin filled with divine light. Has a chance to destroy undead units. TP=100ALL, RT=+30, range2-5 areal.
  - AGONAL SCREAM (Familiar): A short-range attack that unleashes a scream of pure anguish upon multiple targets. Has a chance to Frighten. This is not a ranked skill, like Lament of the Dead, but it does use up the action instead of the skill move, so you can't attack in the same turn. Useable by Rogue! TP=50, RT=+20, range1 area3.
  - VIRTUOUS DANCE (Familiar): A medium-range attack that entrances multiple targets with a seductive dance. Has a chance to Charm and Bewitch. TP=50, RT=+20, range1 area3.
  - Jack-'o-Lantern (Familiar): Place a Jack-'o-Lantern that serves as an obstacle. TP=50, RT=+20, range1 areal.
  - LINGERING KISS (Familiar): A medium-range ability that plants a passionate kiss on a single target, splitting the caster's HP with them and reducing their RT to 0, allowing them to act immediately. In fact, this ability will attempt to completely heal the target, even if it drains the Familiar's HP to 0, so be careful with it. TP=50, RT=+20, range2 areal.
  - LINGERING KISS (Familiar): A medium-range ability that plants a passionate kiss on a single target, absorbing HP and resetting RT. Deals Piercing Dark damage. Useable by Rogue! TP=50, RT=+20, range2 areal.
  - COQUETTISH KISS (Familiar): A medium-range attack consisting of an impish kiss blown at a single target. Has a Chance to Charm and Bewitch. TP=50, RT=+20, range2 areal.
  - COQUETTISH KISS (Familiar): A medium-range attack consisting of an impish kiss blown at a single target. Has a Chance to Poison and Envenom. Useable by Rogue! TP=50, RT=+20, range2 areal.
  - SELFLESS KISS (Familiar): A medium-range ability that sends of a sweet, soft kiss to a single target. Removes Stun, Silence and Petrify. TP=50, RT=+20, range2 areal.
  - SELFLESS KISS (Familiar): A medium-range ability that sends of a sweet, soft kiss to a single target. Has a chance to Stun, Silence and Petrify. Useable by Rogue! TP=50, RT=+20, range2 areal.
  - VORTEX, SAND, THUNDER, ACID, FLAME, FROST, DIVINE & CORPSE BREATH (Specific Dragons): A short-range attack that deals {corresponding elemental} damage to multiple targets. Has a chance to inflict {Vortex=Misstep, Sand=Stagger, Thunder=Falsestrike, Acid=Breached, Flame=Weaken, Frost=Falseflight, Divine=Spoilspell, Corpse=Enfeeble}. TP=50ALL, RT=+20, range1-2 areal.
  - VORTEX, SAND, THUNDER, ACID, FLAME, FROST, DIVINE & CORPSE BREATH II (Specific Dragons): A medium-range attack that deals {corresponding elemental} damage to multiple targets. Has a chance to inflict {Vortex=Misstep, Sand=Stagger, Thunder=Falsestrike, Acid=Breached, Flame=Weaken, Frost=Falseflight, Divine=Spoilspell, Corpse=Enfeeble}. TP=100ALL, RT=+30, range3 area2.
  - AERIAL, TELLURIC, CHARGED, AQUATIC, BLAZING, ICY, LUMINANT & SHADY RESONANCE (Astromancer, Shaman & Specific Dragons): Inflicts [elemental] Averse on adjacent allies, and [elemental]-Touched on self and adjacent allies. Note that the [elemental]-Touched status only affects \*armed physical\* attacks of

- allies. In practice, this buff does not help unarmed monsters at all, and mages rarely resort to physical attacks either. This is why Vartan's El Colas Winds is more useful than Resonance. TP=60, RT=+22, range1 area2.
- POISON BREATH (Hydra): A short-range attack that deals Dark damage to multiple targets with a blast of deadly breath. Has a chance to Poison. TP=50ALL, RT=+20, range1-2 area1.
  - POISON BREATH II (Hydra): A short-range attack that deals Dark damage to multiple targets with a blast of deadly breath. Has a chance to Poison. TP=100ALL, RT=+30, range3 area2.
  - TOXIC BREATH (ALL Dragons): A short-range attack that deals Dark damage to multiple targets with a blast of numbing breath. Has a chance to Lead. TP=50ALL, RT=+20, range1-2 area1.
  - TOXIC BREATH II (ALL Dragons): A short-range attack that deals Dark damage to multiple targets with a blast of numbing breath. Has a chance to Lead. TP=100ALL, RT=+30, range3 area2.
  - TAIL LASH (Dragon): Deals Crushing damage to a single target. TP=50ALL, RT=+20, range1-2 area1.
  - DRAGON'S SCALE (Dragon): Reduce damage taken by 80% until next attack turn and reflect all damage taken to the attacker. The unit cannot make Counterattacks during this time. TP=75, RT=+25, range1 area1.
  - DRAGON'S EYE (Dragon): Cause special skills to hit with 100% accuracy. TP=35, RT=+17, range1 area1.
  - DASH (All Monsters): Increases Move by 3. This is an important skill, since movement is vital. Monsters can't use Swiftfoot. TP=75, RT=+25, range1 area1.
  - CRUELEST CUT (Golem): Deals Slashing damage and STUN. TP=50ALL, RT=+20, range1-2 area1.
  - GRANITE FIST (Golem): Deals Crushing damage. TP=50ALL, RT=+20, range1-2 area1.
  - HEAVEN'S TEAR (Golem): Deals Crushing damage. TP=50ALL, RT=+20, range3 area2.
  - RAVEN EYE (Golem): Deals Crushing damage. TP=50ALL, RT=+20, range1 area3.
  - BROADEN FORCE (Golem): +1 to Rampart Aura level. TP=50, RT=+20, range1 area1.
  - GORDIAN LOCK (Golem): 90% damage reduction, damage generates TP 1:1 ration, no counterattacks for the duration. TP=70, RT=+24, range1 area1.
  - WIND SHOT (Gryphon): A medium-range attack that deals SLASHING damage to multiple targets with a ripple of tempestuous energy. TP=100ALL, RT=+30, range3 area3.
  - BLOOD SIPHON (Gryphon): A medium-range attack that deals Slashing damage to a single target with razor-sharp talons while also absorbing a large amount of HP. TP=50ALL, RT=+20, range1-2 area1.
  - NUMBING HOOK (Gryphon & Cockatrice): A medium-range attack that deals Slashing damage to a single target with razor-sharp talons. Has a chance to Stun. TP=50ALL, RT=+20, range1-2 area1.
  - FEATHERSTEP (Gryphon & Cockatrice): Remove Lead from the caster. Chance of success increases with rank. TP=40, RT=+18, range1 area1.
  - STUN BREATH (Gryphon & Cockatrice): A short-ranged attack that deals Dark damage to multiple targets with a cloud of miasmatic gas. Has a chance to Stun. TP=50ALL, RT=+20, range1-2 area1.
  - STUN BREATH II (Gryphon & Cockatrice): A medium-ranged attack that deals Dark damage to multiple targets with a cloud of miasmatic gas. Has a chance to Stun. TP=100ALL, RT=+30, range3 area2.
  - PETRO BREATH (Cockatrice): A short-range attack that deals Dark damage to multiple targets with a cloud of noxious gas. Has a chance to Petrify. TP=50ALL, RT=+20, range1-2 area1.
  - PETRO BREATH II (Cockatrice): A medium-ranged attack that deals Dark damage to multiple targets with a cloud of noxious gas. Has a chance to Petrify. TP=100ALL, RT=+30, range3 area2.
  - BLACK MUCUS (Octopus): Inflict Falsestrike and Water Averse on enemy units within 1 tile. Chance of success increases with rank. TP=30, RT=+16, range1 area2.
  - AQUAVEIL (Octopus): Unit is treated as though it was in water until it attacks or uses a special attack. Counterattacking nullifies the readied



- skill. TP=35, RT=+17, range1 area1.
- AQUA BUBBLE (Octopus): A long-range attack that deals Crushing Water damage to a single target with a spume of acidic foam. Has a chance to inflict Breach. Can only be used while on water tiles. TP=50ALL, RT=+20, range3-7 areal.
  - BLUE SPIRAL (Octopus): A short-range attack that deals Piercing Water damage to multiple targets with a jet of water that could cut through steel. Can only be used while on water tiles. TP=50ALL, RT=+20, range1-2 areal.
  - POISON RAIN (Octopus): A long-range attack that deals Water damage to multiple targets by calling down a toxic rain. Can only be used while on water tiles. Has a chance to POISON. TP=50ALL, RT=+20, range5 area3.
  - MAELSTROM (Octopus): A medium-range attack that deals Slashing Water damage to multiple targets over a wide area by calling forth a swirling jet of water. Can only be used while on water tiles. TP=50ALL, RT=+20, range1 area3.
  - SWEATY PALMS (Cyclops): Crushing attack that inflicts Leaden and Hobble. TP=50ALL, RT=+20, range1 areal.
  - REEKING MEATBALLS (Cyclops): Crushing attack that inflicts Addle and Misstep. TP=50ALL, RT=+20, range1 areal.
  - STINKY FEET (Cyclops): Crushing attack that inflicts Shackle. TP=50ALL, RT=+20, range1 areal.
  - PIRATE BREATH (Cyclops): Crushing attack that inflicts Wither and Spoilheal. TP=50ALL, RT=+20, range1 areal.
  - GLARE (Cyclops): Ranked, area-effect Hobble. TP=50, RT=+20, range1 area2.
  - HOWL (Cyclops): Ranked, area-effect Stun. TP=50, RT=+20, range1 area3.

{7} ABOUT WEAPONS

--- Weapon ATTACK progression:

The base ATT of a weapon determines its damage output, together with skill and STR/DEX modifiers. Units that the game classifies as tough (monsters) have an ATT threshold that must be overcome, otherwise damage is very low. Certain weapon types have innate bonus damage, which is listed behind each row.

This is a table of weapon availability which I compiled on this thread (pg.2): [www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/66109724/743212391](http://www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/66109724/743212391)

LEVEL	[10]	[20]	[30]	[40]	[50]	+BONUS DAMAGE
Fists	75	108	134	152	171	
Daggers	55	85	108	126	134	+80
1H swords	68	93	146	146	168	+12 (lvl20 Ambicion not included in list because it is acquired in postgame)
2H swords	79	111	136	152	174	
Axes	79	114	138	158	169	
Spears	68	103	124	145	163	
Hammers	88	120	150	172	189	
1H katanas	60	92	120	136	153	+80
2H katanas	73	111	138	163	184	
Cudgels	39	62	90	110	144	
Whips	79	113	134	152	178	
Spellbooks	--	50	50	50	110	
Instruments	44	62	93	116	116	
Blowguns	47	51	69	95	127	+60
Bows	65	89	125	139	167	+60
Crossbows	63	89	127	149	169	+60
Fusils	--	93	148	176	215	+60

STR or DEX bonuses included in weapons were treated as part of the base ATT. In addition to this information, a host of new discoveries were made in the thread linked above. In summary:

Piercing, Slashing and Crushing damage types are confirmed to have the same effects on monster classes; their actual damage boosts are extremely minor. It appears that a unit's race will only be of relevance if a weapon has a racial damage bonus. Stats are the only thing that matter: Lizardmen are tough due to their high STR and VIT, Familiars are frail because of low VIT. There is some speculation that monsters have an innate defensive bonus, making weapons below a certain ATT threshold (70-90?) very ineffective.

Since Hammers are the first weapons to break through this threshold with their high weapon ATT values, crushing damage was mistakenly seen as good against monsters. It's high weapon base ATT that's good against monsters. I discuss an alternative explanation for the observations of Crushing & Piercing effects over the years, and reach the conclusion that there is no strength or weakness to any damage type in particular. There are only minor differences in equipment resistance. I believe the misconceptions arose from varying weapon selections with different ATTACK values, and hidden damage bonuses in DEX-type weapons. Damage bonuses are lost if your ATT is too low.

When comparing Augment and Anatomy skills for Missile type magic, Augment seems to offer more damage boost than Anatomy, but tests are not conclusive. Divine and Dark Magic types seem to behave differently in terms of damage calculations than the other 6 elements, but it is not clear what or why. I also observed the phenomenon of Augment Darkness protecting against Divine Magic! Augment Light protects against Dark Magic. But those Augments do not offer any protection against damage from their OWN corresponding magic type.

On a sidenote, Choker necklaces from the Jewelry III recipe book are well-known as the strongest non-unique damage booster, for both physical and magical attacks. Occasionally the Firecrest outstrips them, but this is a unique item. It appears to be due to the Choker's innate 40 elemental damage boost, which gets added to the damage of a weapon or spell of that element. The +1 Augment is relatively insignificant in comparison to the innate damage bonus. Just a few points in INT is often enough to outcompete +1 Augment, so improve INT.  
[www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/67753410](http://www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/67753410)

#### --- Finishers

Different units have different stats, making the damage outputs hard to compare. Data was collected once units had amassed 200TP. However, finisher damage seems to be more linked to TP and weapon strength than it is to stats, though stats do still matter. This is unlike damage from regular attacks, which advances faster from stat improvement. Keep in mind that elemental and damage scaling finishers have resources to further increase damage by using Augment skills and Max TP.

pi=piercing, sl=slashing, cr=crushing, \*=damage scaling to tp,  
x2=hits 2 times, 2-3=range 2-3

#### Fist (Canopus Buccaneer):

2: Flaming Fists; 203\* cr FIRE  
4: Rapid Strike; 71 stun cr  
6: Howling Rage; 158\* 3-5 pi  
8: Retribution; 181\* 2-3 cr DARK

#### Dagger (Denam Lord):

2: Heart Crusher; 56 3-5 sl AIR  
4: Shadowpin; 56 bound pi  
6: Double Fang; 46 x2 sl  
8: Overwhelm; 56 2-3 pi

#### 1H sword (Ozma Knight Commander):

2: Rending Gale; 65 x2 sl

4: Vile Wound; 79 poison cr  
6: Cherry Ronde; 185\* sl ICE  
8: Papillon Reel; 195\* sl DIVINE

2H sword (Iuria Warrior):

2: Sonic Blade; 146\* sl  
4: Lightning Strike; 56 cr THUNDER  
6: Cyclone Saber; 56 sl AIR  
8: Grand Cross; 166\* cr THUNDER

Axe (Lanselot Terror Knight):

2: Mistral Edge; 68 silence sl  
4: Ice Prison; 181\* cr ICE  
6: Mantis Strike; 58 x2 sl  
8: Infinity; 203\* cr EARTH

Spear (Ravness Dragoon):

2: Ruination; 55 pi  
4: Scythe Wind; 55 breach cr  
6: Giga Tempest; 45 2-3 area2 cr THUNDER  
8: Spiral Scourge; 40 x3 pi

Hammer (Canopus Warrior):

2: Tyrant's Mace; 178\* cr ICE  
4: Gaia Sunder; 68 weaken cr  
6: Crimson Reach; 60 2-3 area2 cr FIRE  
8: Dancing Sprite; 156\* pi THUNDER

1H katana (Hobyrim Ninja):

2: Dark Blade; 78 3-5 sl  
4: Thunder Wave; 83 2-3 pi THUNDER  
6: Swallow Slash; 68 x2 sl  
8: Advent Sign; 72 area2 cr DIVINE

2H katana (Denam Lord):

2: Stonebloom; 56 petrify sl  
4: Skyrend; 132\* sl  
6: Ghostwail; 56 cr DARK  
8: Sunblossom; 118\* falsestrike cr FIRE

Cudgel (Catiua Dark Priest):

2: Wrathful Strike; 52 cr DIVINE  
4: Raining Blows; 132\* x2 cr DIVINE  
6: Pressure Whirl; 52 enfeeble cr DIVINE  
8: Trinity Pulse; 112\* x3 pi DIVINE

Whip (Ozma Knight Commander):

2: Flood Lash; 209\* 2-3 cr WATER  
4: Wrenching Coil; 72 2-3 slow sl  
4+ Demon Rose; 80 2-3 bewitch cr ICE  
6: Swift Thrash; 62 x2 2-3 sl  
8: Armageddon; 185\* 2-3 cr

Spellbook (Warren Astromancer):

2: Raging Pummel; 53 leaden cr  
4: Disembrain; 114\* cr EARTH  
6: Eviscerate; 43 x2 cr  
8: Devastate; 133\* cr DARK

Instrument (Iuria Songstress):

2: Aggressive Rendition; 45 x2 cr  
4: Harmonic Blast; 172\* area3 cr AIR  
6: Torrential Rhapsody; 153\* area3 cr WATER  
8: Forced Fermata; 55 stop cr

Blowgun (Elizaveta Familiar; has somewhat lower base stats than the others):

2: Frigid Blast; 89 2-4 pi ICE  
4: Scorpion Shot; 94 2-4 stun pi THUNDER  
6: Heaven's Scorn; 91 2-4 cr DIVINE  
8: Venom Sting; 89 2-4 poison pi

Bow (Vyce Ranger; has lower base stats than the others):

2: Dark Weight; 67 3-7 leaden pi  
4: Slumber Shot; 148\* 3-7 sleep cr  
6: Flaming Blast; 67 4-8 charm cr FIRE  
8: Epyreal Shot; 163\* 4-8 shackle cr THUNDER

Crossbow (Arycelle Rogue):

2: Brimstone Hail; 259\* 3-5 area2 sl FIRE [ignores obstacles]  
4: Dullbind; 230\* 3-5 bound pi  
6: Deathwail; 141 x3 3-4 pi  
8: Sanctus Flare; 173 3-6 stop cr

Fusil (Lindl Fusilier):

2: Mirage Strike; 109 4-8 stagger pi  
4: Rapid Blast; 109 4-8 misstep pi  
6: Scatter Shot; 178\* x2 4-9 pi AIR  
8: Attunement; 212\* pi DIVINE

--- Monster TP attacks

All damage skills were tested at ~100TP and later at 200TP. The damage was exactly the same, though accuracy always increased to 100% at 200TP. It seems that they all work exactly the same as "accuracy scaling to TP" finishers. Target: Denam, lvl50 Lord. Effective stats all between 228-240. All monsters have base stats maxed at 100. Monsters had no items, and no other skills equipped besides the TP skills themselves. pi=piercing, sl=slashing, cr=crushing, 1~2=hits 2 squares in a row, range3=range 1-3

CYCLOPS lvl50:

Sweaty Palms: 175 cr leaden hobble  
Reeking Meatballs: 185 cr addle misstep  
Pirate Breath: 205 cr wither spoilheal  
Stinky Feet: 195 cr shackle

GOLEM (Clay) lvl50:

Cruellest Cut: 224 sl 1~2 stun  
Granite Fist: 214 cr 1~2  
Heaven's Tear: 227 cr range3 area2  
Raven Eye: 204 cr area3

HYDRA lvl50:

Poison Breath: 189 1~2 poison DARK  
Poison Breath II: 222 range3 area2 poison DARK  
Tail Lash: 209 cr 1~2  
Toxic Breath: 184 1~2 leaden DARK  
Toxic Breath II: 217 range3 area2 leaden DARK

DRAGON (Flood) lvl50:

Acid Breath: 168 1~2 breach WATER  
Acid Breath II: 201 range3 area2 breach WATER

Tail Lash: 193 cr 1~2  
Toxic Breath: 168 1~2 leaden DARK  
Toxic Breath II: 201 range3 area2 leaden DARK

OCTOPUS lvl50: {skills can only be used in water tiles, or w/Aquaveil readied}

Aqua Bubble: 182 cr range3-7 WATER  
Blue Spiral: 194 pi 1~2 WATER  
Poison Rain: 177 range5 area3 poison WATER  
Maelstrom: 189 sl area3 WATER

COCKATRICE lvl50:

Stun Breath: 159 1~2 stun DARK  
Stun Breath II: 192 range3 area2 stun DARK  
Numbing Hook: 174 sl 1~2 STUN  
Petro Breath: 159 1~2 petrify DARK  
Petro Breath II: 192 range3 area2 petrify DARK

GRYPHON lvl50:

Wind Shot: 175 sl range3 area2 AIR  
Stun Breath: 162 1~2 stun DARK  
Stun Breath II: 195 range3 area2 stun DARK  
Numbing Hook: 177 sl 1~2 stun  
Blood Siphon: 167 sl range2 HP-stealing

You may notice that Toxic Breath I & II give better damage for the Hydra than for the Flood Dragon. This may be due to Hydra having 2STR & 7DEX over the Flood Dragon, but more interestingly, the difference between tier I and II seems to be 33pts damage for both, which may indicate that there is a fixed damage component to the TP skills. This can of course be augmented with higher stats, Augments and the like. Original thread:

[www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/68342152](http://www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/68342152)

--- Humanoid TP attacks

The following results are for skill that aren't technically monster skills, but they are a TP dmg skill similar to those possessed by monsters mentioned above. With the exception of Rogue class, the skills only appear on non-human classes. Non-damaging skills were also equipped on these classes for the test, and those tested did not gain accuracy with increased TP spent, unlike the damaging TP skills, which function similarly to monster skills. Keep in mind that the tests below were performed with NAKED units that had less than 100 base stats, so don't underestimate the skills just because dmg is lower than the monsters'.

DIVINE KNIGHT lvl50 [naked w/mid-range base stats]:

Evilsbane: +68-81 dmg bonus vs. Umbra measured (3 allies tested)  
Requiem: 35 dmg LIGHT (vs. enemy Ghost) [affects undead only]  
Day of Reckoning: \*\* usually enemies lose ALL moderate amounts of MP & TP.  
Silent Song & Poignant Melody: Accuracy doesn't scale to TP

ROGUE lvl50 [naked Lancelot w/very high base stats]:

Sparagmos: 26 sl AIR (vs naked Lord Denam)  
Lingering Kiss: 24 pi drain DARK (naked Lord Denam) [undead immune]

FAMILIAR lvl50 [naked Pumpkinhead Golem w/low-mid-range base stats]:

Pumpkin Pie: +40HP healing (affects allies only, always 40HP)  
Pumpkin Bomb: 50 sl suicide FIRE (vs. naked Lord Denam)  
Crystal Pumpkin: 30 cr exorcism LIGHT (vs. Denam)  
Pumpkin Strike: 30 cr leaden DARK (vs. Denam) [undead NOT immune]  
Lingering Kiss: 20 pi drain DARK (vs. Denam) [undead immune]  
Lingering Kiss: \*\* available HP given until target healed completely, even if Familiar dies as a result!

Pumpkin Lure: Works as Decoy buff, but can also prevent a magic attack!  
Selfless Kiss, Agonal Scream & Coquettish Kiss: accuracy not scaling to TP

#### EMPOWER EFFECTS:

This is different, because it must be applied by Beast Tamer or Witch/Warlock onto a Beast/Dragon or Golem, respectively. The recipients of the readied skill were the same as the naked lvl50 units tested above: max stats Octopus and Flood Dragon, and low-mid-range stats Pumpkinhead Golem. They targeted a naked, high-base-stats Denam with their basic melee attack, \*without\* and then \*with\* Empower buff. Unfortunately, the naked Pumpkinhead was too weak, and an Empowered attack still did only 1dmg to every target except herself. From this I can assume that an Empower effect does well over 100 extra points damage to a beast/dragon/golem attack that is sufficiently powerful on its own, but the bonus tapers off if the creature has a weak basic attack, to the point that Empower does 0 extra damage to attacks that do only 1 damage.

Empower Beast: 250 (without=142)

Empower Dragon: 256 (without=141)

Empower Golem: 107 (without=14) [Pumpkinhead targets herself]

#### {8} USEFUL INFO & CREDITS

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##### --- Scavenging Skills

Some skills cannot be leveled with Skill Improvement. Weapon skills are also risky to level with trainees, as the finishers might cause a premature victory. Sometimes it's just better to scavenge. My Scavenging & Recruitment FAQ is linked below.

-Of particular interest may be: Meditate - Human Enchantress (Rank 4 - The Reisan Way)

-From my own experience: The shrines are full of Fusiliers with rank 3 Fusils. This is a hard skill to acquire normally. Fusils skill is only selectable from Fusiliers at level 15! I scavenged many of them. Chapter 4 may have some rank 4 Fusils, as the story battles in this chapter have many rank 4 skills, making them the best place to find skills.

-Bortegun Fens, the area before Palace of the Dead, is brimming with units that have multiple rank 4 skills each. You can recruit human Warriors (Fist, 2H sword & Whip), Archers (Bow & Crossbow) and Rogues (Fist & Dagger).

Opponents in chapter 4 story battles also have many rank 4 weapon skills.

-Many Heavenly General battles have Winged, Lamia and Orc Archers with rank 6 Bow & Crossbow skills. The Winged are in San Bronsa Floating Ruins floor 4. The Orc and Lamia Archers can be recruited in Palace of the Dead floor 89.

##### --- Rare item drops

Loot spreadsheets for Palace of the Dead, San Bronsa and Pirate's Graveyard:  
[www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/59010574](http://www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/59010574)

Those loot spreadsheets handle over 90% of what you need to know, but let me add what I learned. Some items are hard to come by, and you may not know of their existence yet.

Elixirs: All Octopi in Phorampa Wildwood. Thanks go to Maltherion for confirming that they all drop it.

Snipe Gators: Unique boots. Chaotic Rogue Gremlin, Neimrahava Wood non-story battle. Thanks go to beatumdown for this (re)find.

Fusilier Classmarks: Fair weather, The Leupha Coast, Fusiliers at (5, 24) & (7, 24). Thanks go to gift3r74 for this find. Recruiting Lindl also gives 3.

Dark Priest classmark: 8th, 12th & 18th floors of Hanging Gardens, all drop

from Cleric Templars. World mode has a shortcut from 1st to 18th floor.

Necromancer classmarks: Drop from 2 Necromancers in floor 18 of Palace of the Dead, but only if you have recruited Cressida (who also brings 3 classmarks upon recruitment) in Warren Report. If you go to another route (law/neutral) the Necromancers in PotD floor 18 will no longer drop classmarks.

Buccaneer classmarks: Only drop if you have Azelstan in Warren Report, alive, AND present during the battle. 1 mark can be gained in the Pirate's Graveyard treasure, an Imp rogue in Neimrahava woods can drop it (drops rogue marks without Azelstan), and 3 Skeleton Archers in the \*Non-story\* battle of On Holy Ground will drop 3 each.

Tier II ninjutsu scrolls: All but 1 are found deep in Palace of the Dead. Many also drop in pre-shrine fortress battles. Waveshear II ONLY drops in the Quadriga pre-shrine fortress battle. It drops from a Kunoichi.

Tier II Apocrypha: If you faced all the guardians in story battles before hitting level 35, only tier I dropped. After level 35, recipe drops are not guaranteed, but tier II Apocrypha also become a possibility. I recommend saving, reloading and charioting the killing blow until you get it all. Only the LAST story guardian you defeat will drop 3 (sometimes 6) Shaman classmarks. Non-story guardians are very different, and won't drop Apocrypha OR recipes at all. Guardians in non-story revisits are not designated targets, and are not guaranteed to spawn anymore. They have a chance to drop a Shaman classmark.

Non-story item drops :

Water- Tlaloc's Bolt (unique spear)

Fire - Fire Gauntlets and Fire Shield

Lightning - Xolotl's Canine (dagger), Wyrms Whisker

Ice - Hoarfrost Greaves (boots), Enchanted Feather

Air - Vainateya's Talons (unique fist), Enchanted Feather

Earth - Nathalork's Mail, Orichalcum

Despite numerous tries, I was never able to get both a crafting component and an item in the same drop, but classmarks dropped frequently with the rest.

Dark Knight Commanders' Loot: The best place to get these is during CODA 4. Read Elyon's CODA guide for details. Ozma can in fact drop 2 unique whips.

The Alluring items are special drops, only accessible in world. They are not equipped, but the female only Dress and Highboots will drop from Gousin during the story battle at the Golborza Plains, but only when you replay this battle in world, not during the first run of the game. Catiua must be present, and answer Gousin's question with the 2nd dialogue option. Similarly, the male-only Corset and Boots drop when Oz dies in Phidoch Great Hall chapter 3, but only when you replay in world. They won't drop in the CODA 4 battle.

The Abyss I & II scrolls can be found in Palace of the Dead, but are easily missed. Abyss I drops in the pre-Fortress battle with the Lich, Water Shrine. One of the Ghost Witches has it, but only when replaying in world. Abyss II can be found in world in a special battle against Xapan in Golyat: You need to have rescued him before, and refused to recruit him. The battle is only available in lawful path. The Witch present in the battle drops it.

--- Missables

Only titles are considered missable in this game, but there are also 3 items that will no longer drop once your party is beyond a certain level. Since Denam must be present in STORY battles, you can't just recruit a bunch of low level monster classes you neglected, to pick these up later. If Denam has no more low level classes available to him, then you missed your chance.

-Crescente bow: Numerous random & story Archers between levels 24 and 26.

Sharp and Cold the Stars, Hanging Gardens. Disappears after level 34.  
After getting one, I saw some in Wonder at the Gods Above, Phorampa Wildwood.  
-Treatise on Seduction: Demonpetal Dance for Swordmaster. Chapter 4 Barnicia Grand Staircase, from Neutral Swordmaster Templar. Disappears at level 26.  
Enraptured Dreams, Hanging Gardens. Disappears after level 34.  
-Scroll of the Cicada: Decoy for Ninja. Hagia Banhamuba (vs. Sherri). Drops from one of the male Ninjas - the one with lower loyalty up to level 26.  
Chapter 4 Heim Courtyard. Drops from male Ninja next to wizard <lvl27.  
Ebon Stair, Hanging Gardens. Drops from Kunoichi Templar. Disappears @lvl35.  
Thanks go to BM Sirius for quoting the strategy guide, and ronin7997 for dispelling rumours that the Hanging Gardens drops stop appearing after lvl26.  
- Wicce class: This seems to have been overlooked. Many people think it's OK to just recruit Deneb as a Witch, because getting 30 Glass Pumpkins is a lot of work after having recruited 27 dragons already. But this is one thing that cannot be remedied by traveling back in world, because Deneb will no longer appear in her shop after she is recruited in your roster. Even when traveling back in world mode, Punkin will be running her store. You'd need to remove Deneb from your roster to reactivate her quest. An unappealing prospect if you invested a lot of time into your Deneb unit.

--- Rare steals

-Classmarks for Knight Commander: can be stolen from Zombie Templars during rain at the Reisan Way. You need to have Ozma already.  
-Priest classmarks: Stolen from clerics on the 1st map of Phorampa Wildwood, Adventurer's Gap.  
-Reaver: Stolen from Grim Reaper in Scenic Knoll (Phorampa Wildwood). Requires rank 3 Steal, and item gives +2 Steal. The ring is not unique, so you can get more than 1 of them. Since it can cast Boon of Swiftiness three times in battle, and has Stopproof effect, it is very useful on any class. Getting rank 3 Steal is a very tedious & difficult task. Here are some tips on how I did it:  
[www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/64869191](http://www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/64869191)

--- All about weapons

[www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/66109724/743212391](http://www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/66109724/743212391)  
Damage comparison with maxed cursed weapons, weapon inventory summary, list of finishers, skill comparisons, and much, much more.

--- About Fortify, Strengthen & Spellcraft

Rumours that Fortify is useless were based on the fact that it only helps if you have a \*very\* low defense, which is only true in the early chapters. There are also cases where Strengthen and Spellcraft become useless, but this happens much less quickly.  
[www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/66623108](http://www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/66623108)

--- Credits

GAMEFAQS for hosting this and many other useful guides, as well as the forum.

All the frequent visitors to the forum on GAMEFAQS, who offer unique insights, inspiration for ideas, as well as new discoveries. I'd name names, but there are lots and I'm too afraid of forgetting a name and offending someone...

hauntbot & gemeni\_ano for helping with Lord & monster class info.

Woofrikinhaw for cursed weapon info

[www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/59045605](http://www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/59045605)  
You'll need this to find out which class you need for a certain element.

Humble\_Novice & BlueMage279 for scavenging info



[www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/58370371/688396854](http://www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/58370371/688396854)

Col\_mobius for loot spreadsheets, helpful for charioting rare item drops:  
[www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/59010574](http://www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/59010574)  
Google spreadsheets can't be accessed from certain countries. Like China, where I live now. If you have this problem, consider using a proxy program.

Cyril(=Elyon) for the helpful CODA guide:  
[www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/63915](http://www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/63915)  
Read this to learn more about Heavenly Generals and their special weapons.

Maltherion for the Crafting Guide:  
[www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/62110](http://www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/62110)

For information on how to quickly level up many of those ranked skills that usually take forever to improve, have a look at my Skill Improvement FAQ:  
[www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/66863](http://www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/66863)

Basic to advanced instruction on the intricacies of Scavenging & Recruitment:  
[www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/67152](http://www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/67152)

Special thanks to sEmesextrEm for posting helpful links, as well as providing support during hostile discussions.

And a big shout out to all you trolls out there! I have mixed feelings when I need to defend myself on the boards. Any news is good news, as the saying goes. By attacking my credibility, you add to my exposure. There's no better way to get to know an author than when he's responding to personal attacks.

Thanks for reading, everyone. I hope it's of some use to people for evaluating the classes, and advanced planning for skills.

#### {9} VERSION INFORMATION

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Version 2.0 adds disclaimers, credits, About Units chapter, spell details, minor corrections, and information for Lord class skills.

Version 2.1 completes the information for humanoid skills. In a new chapter, skill descriptions are added of skills not already described in the Class FAQ.

Version 3.0 mentions the advantage of snapping with the Crest of Fire, and adds comments about Deflect and Parry limitations. Class details are now added for better overview, including access to shields, body armour, base RT and movement information. Monster skills and classes are now also described.

Version 3.1 completes all missing information about monster skills.

Version 3.2 adds a new chapter with a ranking system for the classes, based on results from a thread in which I discussed class rankings. Also in the new chapter, almost complete info on bonus stats for ALL classes. Advanced Scavenging & About Units chapters were deleted; they can now only be found in the Scavenging/Recruitment FAQ. Numerous subchapters were formed for a better overview of info. About Weapons chapter now includes info on humanoid and monster special attacks.

Version 3.3 re-evaluates the ranking system for classes, adding minor insights.