

# Prince / Princess

New ENG name	Old JP name	Requires	Does what?
Royal Lineage	-	-	When Royal is buffed, they gain TP (1-10)
Royal Veil	Noble Bell	-	Each turn, if Royal at full HP, all party gains HP. (4-46)
Triumphant Cry	Victory Song	Royal Veil 5	If Royal has no status at end of combat, entire party restores HP (10-60)
Monarch March	Marching	Triumphant Cry 5	Entire Party restores HP with each dungeon step (1-10)
Reinforce	-	Guard Order 1	When Royal casts a buff spell, the target(s) of that spell also heal HP (6-42)
Nobility Proof	Proof of Majesty	-	When a Royals buffs wear off, they regain some TP back (3-12)
Attack Order	Attack Command	-	Buffed lines ATK goes up by 20-45%
Guard Order	Defence Command	-	Buffed lines DEF goes up by 20-45%
Fire Arms	-	Attack Order 1	Bufs an ally with Fire Element
Freeze Arms	-	Attack Order 1	Bufs an ally with Cold Element
Shock Arms	-	Attack Order 1	Bufs an ally with Volt Element
Regal Radiance	Emit Weapon	Attack Order 3	Dispel an ally's imbued 'Arms' spell, hitting all targets. Based on STR of buffed ally. 160-190% DMG.
Ad Nihilo	Reset Weapon	Attack Order 5 Guard Order 5	Target a buffed enemy. That enemy loses buffs and takes 130-240% DMG
Prevent Order	Immunization Command	Guard Order 3	Row of allies become immune to Status effects for one hit or three turns (whichever is less).
Rally Order	Ambitious Command	Guard Order 5	Row of allies' Max HP increases by 30-70% for three turns. 999HP Max.
Protect Order	Protection Command	Rally Order 5	Row of allies regenerate HP for 3 turns. The amount is based on (105-240%) of the allies TEC score.
Negotiation	Exchange	Nobility Proof 1	Remove an allies buffs. They gain HP. The amount is based on (540-1050%) of the allies TEC score.
Inspire	Renew Life	Nobility Proof 3	Remove a row of allies de-buffs. Those allies gain 3-12 TP as well.
Knighthood	Quick Order	Nobility Proof 5	Target ally will go first (but only if they are Front Left or Front Centre).

# Gladiator

New ENG name	Old JP name	Requires	Does what?
Endless Battle	Battlefield Regular	-	Deal 2-25% more damage with physical attacks
Sword Mastery	Sword Master	-	Deal 2-11% more damage with swords
Club Mastery	Hammer Master	-	Deal 2-11% more damage with bludgeoning devices
Stun Attack	-	White Flame 3	(20-55%) chance to Stun a foe on hit.
Wild Swings	Wide Effect	Sword Mst. 5 Club Mst. 5	A standard attack may generate an extra hit vs. an adjacent enemy (30-60% chance, priority Left-hand)
Avenger	-	Berserker Vow 1	Gain HP when an ally dies. (50- 200)
Break	-	Sword Mst. 1	130-165% damage
Rush	-	Sword Mst. 3	Randomly hits enemy group 2-3/2-4/2-5/2-6/3-6 times for 105-135% damage per hit. Can only hit a specific target once. Excess hits are lost.
Bind Cut	-	Sword Mst. 3 Break 5	140-175% damage. If enemy is bound, deals an extra 140-245% damage on top (total 280-420%).
Rampage	-	Sword Mst. 7	Hits entire enemy force once for 110-140% damage.
Blade Rave	-	Sword Mst. 10 Rush 3	Randomly hits enemy group 3/3-4/3-5/4-5 times for 80-95% damage per hit.
Crushing Blow	-	Club Mst. 1	135-155% damage, with 25-50% chance to confuse.
Arm Breaker	-	Club Mst. 3	150-185% damage, with 40-60% chance to bind arms.
Freezing Blow	-	Club Mst. 3 Crush. Blow 5	150-200% damage. Ice Element magical attack.
Nine Smashes	Smash Nine	Club Mst. 10 Arm Breaker 5	Hits a single target 2-5/2-6/2-7/2-8/2-9 times for 80-90% damage per hit. Somewhat inaccurate.
Berserker Vow	Berserkers Oath	-	Lose 30-90% of HP to increase ATK by 30-90% for 3 rounds.
White Flame	Trance	Berserker Vow 5	Immunity to status effects for next 3 turns.
Charge	-	Avenger 3 Wolf Howl 3	Attack made next turn deals 210-260% damage.
Wolf Howl	-	-	Reduces enemy DEF by 1-15% for 3 turns. If enemy already has a status, effect magnified (26-55%).

# Hoplite

New ENG name	Old JP name	Requires	Does what?
Guardian	-	-	Reduces all damage taken by the Hoplite by 10-40%
Shield Mastery	-	-	Reduces all damage taken whilst using a shield by 1-10%
Spear Mastery	-	-	Deal 2-11% more damage with spears and polearms
Recuperate	Guard Heal	Shrug Off 3	When the Hoplite uses the Defend action, they restore 10-60 HP.
Parry	-	Provoke 5	Passive (4-18%) chance to nullify a physical attack directed at the Hoplite.
Magic Parry	Material Parry	Provoke 5	Passive (4-18%) chance to nullify a magical attack directed at the Hoplite.
Line Guard	-	Shield Mst. 1	Defends a line for a turn, reducing all damage it takes by 10-25%. If the Phalanx is on the same line, double this percentage (to 20-50%).
Antifire	Fire Guard	Shield Mst. 5	For a turn, decreases all Fire damage the party takes by 10-55% (levels 1-9). If at level 10, all enemy Fire attacks are completely nullified for a turn.
Anticold	Freeze Guard	Shield Mst. 5	For a turn, decreases all Ice damage the party takes by 10-55% (levels 1-9). If at level 10, all enemy Ice attacks are completely nullified for a turn.
Antivolt	Shock Guard	Shield Mst. 5	For a turn, decreases all thunder damage the party takes by 10-55% (levels 1-9). If at level 10, all enemy Shock attacks are completely nullified for a turn.
Bodyguard	Divide Guard	Shield Mst. 3	Choose an ally to defensive support for 1 turn. The Hoplite takes their damage & reduces it by 30-60%.
Overwatch	Overguard	Shield Mst. 8 Selflessness 3	For a turn, any damage taken by selected ally that exceeds Hoplite HP is negated.
Switch Stab	Change Step	Spear Mst. 1	110-160% damage, then changes rows if a space is available.
Blitzritter	-	Spear Mst. 4	120-185% damage. Volt Element magical attack.
Long Stride	-	Spear Mst. 7 Switch Stab 3	Hits entire enemy force once for 70-110% damage. If in back row, deals 105-198% damage instead.
Shrug Off	Revive	-	Ends own status effects or binds.
Selflessness	En Garde	-	Lose 1/2 HP, gain 40-70% reduction against Physical damage for 3 turns.
Provoke	Taunt	-	For 3 turns, attracts attention of the enemy. By ? %.
Vigilance	Careful Walk	-	Decreases encounter rate by 40-70% for 30-80 steps.

# Pirate / Buccaneer

New ENG name	Old JP name	Requires	Does what?
Trickster	-	-	After using an offensive (non-chase) skill, recover 1-10 TP.
Rapier Mastery	-	-	+2-11% DMG with Rapier
Gun Mastery	-	-	+2-11% DMG with Gun
Swashbuckling	Self Taught Swordplay	Rapier Mst. 8 Gun Master 8	Might Double attack 10-36% of the time. Rises to 2-3 hits at 8th Level, and 2-4 hits at 10th level.
Lady Luck	-	-	Increases Critical Hit chance by 5-20%
Limit Boost	-	Lady Luck 3 Eagle Eye 3	Increases Limit Gauge by 2/4/6/8/10
Lights Out	In the Dark	Rapier Mst. 1	110-165% damage, with 42-70% chance to Blind
Chase Saber	-	Rapier Mst. 3	Chase a Slash based physical attack. Chance lowers with each chaser. 100-170% damage.
Chase Blow	-	Rapier Mst. 3	Chase a Bludgeon based physical attack. Chance lowers with each chaser. 100-170% damage.
Chase Thrust	-	Rapier Mst. 3	Chase a Thrust based physical attack. Chance lowers with each chaser. 100-170% damage.
Hanging	-	Rapier Mst. 5	160-250% damage, with 42-60% chance to Bind Head
Quick Draw	-	Gun Master 1	Randomly hits enemy group 2/2-3/2-4/2-5 times for 70-80% damage per hit.
Chase Flame	-	Gun Master 3	Chase a Fire based elemental attack. Chance lowers with each chaser. 100-170% damage.
Chase Ice	-	Gun Master 3	Chase an Ice based elemental attack. Chance lowers with each chaser. 100-170% damage.
Chase Volt	-	Gun Master 3	Chase a Shock based elemental attack. Chance lowers with each chaser. 100-170% damage.
Rapid Fire	-	Gun Master 5	Makes 3 successive hits vs. 1 enemy for 60-105% on each hit.
Pincushion	Million Thrust	Rapier Mst. 10 Gun Master 10	Randomly hits enemy group 1-2/1-3 times for $((110-145) + (AGI \times 3))\%$ damage
Eagle Eye	-	-	Reduces enemy team's DEF by 10-35% for 3 turns.
Troublemaker	-	-	For next (30-50) steps, encounter rate is (x2- x3) of normal.

# Zodiac

New ENG name	Old JP name	Requires	Does what?
Ether Mastery	-	-	Deals 2-25% more damage with spells.
Fire Mastery	-	-	+2-11% DMG with Fire
Ice Mastery	-	-	+2-11% DMG with Ice
Volt Mastery	-	-	+2-11% DMG with Shock
Singularity	Singularity Theorem	Dark Ether 5	When you hit the correct weakness, you deal an additional (10-50%) damage.
Etheric Return	Return Ether	Singularity 5 Etheric Chrg. 5	When the Zodiac kills an enemy, restore 1-5 TP.
Fire Star	Fire Astrology	Fire Mastery 1	140-180% Fire damage
Binary Fire	Fire Constellation	Fire Mastery 5	130-155% Fire damage to all enemies
Fire Prophecy	Flame Foresight	Fire Mastery 5 Fire Star 5	Negates the enemies next Fire Attack, then throws it back at them with 50-105% its previous effectiveness.
Ice Star	Ice Astrology	Ice Mastery 1	140-180% Ice damage
Binary Ice	Ice Constellation	Ice Mastery 5	130-155% Ice damage to all enemies
Ice Prophecy	Ice Foresight	Ice Mastery 5 Ice Star 5	Negates the enemies next Ice Attack, then throws it back at them with 50-105% its previous effectiveness.
Volt Star	Thunder Astrology	Volt Mastery 1	140-180% Shock damage
Binary Thunder	Thunder Constellation	Volt Mastery 5	130-155% Shock damage to all enemies
Volt Prophecy	Thunder Foresight	Volt Mastery 5 Volt Star 5	Negates the enemies next Shock Attack, then throws it back at them with 50-105% its previous effectiveness.
Meteor	-	Etheric Rtrn. 3 Horoscope 5	Randomly hits enemy group 3-4/3-5/4-5/4-6/5-6 times for 35-50% damage per hit. Somewhat inaccurate.
Etheric Charge	Ether Concentration	Dark Ether 5	Concentrates next spell. It hits for 220-300% its usual power.
Dark Ether	Dark Matter	-	Zodiac spends 18-10 TP, and pours power into the selected line. That line has a TPO cost on all skills for the duration of this turn.
Horoscope	Planet Observation	-	Track FOE movements for next 30-100 steps.

# Monk

New ENG name	Old JP name	Requires	Does what?
Form Qi	Focus Energy	-	Increases power of Healing, Line Heal and Party Heal by 20-65%. (also protect order & negotiation)
Fist Mastery	-	-	Changes Unarmed ATK from $((STR+LV)/2)$ to $(STR+LV)*(101+Fist\ Mst\ LV)/100$ AND adds: $(0.01 + 0.01*Fist\ Mst\ LV)$ to unarmed damage. Hence, roughly +100-122% more damage with fists.
Ascetic Reward	Pilgrims Gain	-	If Monk dies, all allies gain (10-100) HP.
Blood Return	Art of Blood Return	-	If an ally dies, the Monk gains (2-20) TP.
Ascetic Deeds	Pilgrims Deed	Ascetic Rwd 3 Blood Return 3	If the Monk uses a skill, they gain (20-90) HP.
Waking Chakra	Chakra Zeal	-	Much higher (30-70%) chance to automatically end status effects on self at turn start.
Healing	-	-	70-120% Heal, single target.
Full Heal	-	Healing 5	Heals all HP of single target. TP cost reduction as it levels.
Line Heal	-	Healing 4	60-110% Heal, line of allies.
Party Heal	-	Line Heal 5	50-100% Heal, all allies.
Refresh	-	Healing 2	End status effects on ally. At 4th Level, hits entire line. At 7th level, hits entire party.
Unbind	-	Healing 2	End binds on ally. At 4th Level, hits entire line. At 7th level, hits entire party.
Resurrect	-	Refresh 2 Unbind 2	Resurrect an ally with 1-500 HP.
Kikouken	Force Impact	Fist Mastery 1	140-190% Damage, 30-50% chance of Paralysis
Breakfire Fist	Burst Fist	Fist Mastery 3 Wake Chakra 3	Randomly hits enemy group 2/2-3/2-4/2-5 times for 70-100% FIRE damage per hit.
Counter	Counter I	Fist Mastery 8	Waits, and counters a physical hit taken for 200-380% the original damage taken.
Retaliate	Counter II	Fist Mastery 8	Waits, and counters a magical hit taken for 200-380% the original damage taken.
Darkness Fist	-	Fist Mastery 10 Breakfire Fist 3	Loses 1/4 HP. 130-210% damage to all enemies and 30-60% chance of Curse.
Firewalk	Walking over Fire	-	Reduce damage from damage floors by 2/4/6/7/9 for 30-80 Steps.

# Arbalist

New ENG name	Old JP name	Requires	Does what?
Giant Kill	-	-	If attacked target has more than 200% HP of the Arbalist, hit deals 20-55% more damage.
Bolt Mastery	Ballista Mastery	-	+2-11% DMG with Ballistae
Proper Form	Surefire Concentration	-	Accuracy of all skills is increased passively by 5-25%
Night Vision	-	Pop Flares 3 Smk. Grnde 3	Critical rate is increased at night by 15-40%
Extend	-	Proper Form 3	When the Arbalist kills something, they restore 10-100 HP.
Double Action	-	Front Mortar 4 Armr. Pierce 4	Bow skills with a single target may activate extra times. There is a 10-30% chance of this.
Heavy Shot	-	Bolt Mastery 1	140-175% damage
Front Mortar	Rear Mortar Bombardment	Heavy Shot 5	225-382% damage if in front row. 75-85% damage if in back row.
Snipe	Snipe I	Bolt Mastery 2	Waits until end of turn. Hits all enemies that have a status effect for 150-220% damage.
Sharpshooter	Snipe II	Bolt Mastery 2	Waits until end of turn. Hits all enemies that have a bind for 150-220% damage.
Strafe	Random Shot	Bolt Mastery 3	Randomly hits enemy group 2-3/2-4/2-5/3-5 times for 100-125% damage per hit.
Fire Barrage	-	Bolt Mastery 5	80-125% damage to all enemies. Counted as a FIRE attack.
Ice Barrage	Freeze Barrage	Bolt Mastery 5	80-125% damage to all enemies. Counted as an ICE attack.
Volt Barrage	Thunder Barrage	Bolt Mastery 5	80-125% damage to all enemies. Counted as a SHOCK attack.
Armour Piercer	High Speed AP Bullet	Bolt Mastery 7	170-215% damage. Ignores enemy buffs.
Cloudbuster	Rainfall	Bolt Mastery 10	Delayed hit that strikes next turn for 140-250% damage.
Pop Flares	Illuminating Shot	-	For 3 turns, increases accuracy for entire party by 5-50%
Smoke Grenade	Smoke Bomb	-	Tries to Blind all enemies. (30-80% chance). No DMG.
Ambush	-	-	Whilst activated, increases parties pre-emptive attack chance by 25-50% for 40-60 steps.

# Ninja

New ENG name	Old JP name	Requires	Does what?
Keburi no Sue	Smokescreen	-	As long as this skill is at least Lvl 1, Ninja attacks for full power from back row. Also passively reduces TP cost of all active skills by (Keburi no Sue Level -1).
Knife Mastery	Ninjato Mastery	-	+2-11% DMG with Knives & Short Blades
Senpuku	Concealment	-	Increases passive dodge rate by 10-35%
Karuwaza	Acrobatics	Sarutobi 3 Kumogakure 3	When the Ninja dodges, they gain 2-20 TP.
Kubikiri	Head-Off	Suikyou 3 Makibishi 5	Normal attacks have a (7-20%) chance of instant death.
Nikudan	Flesh Bullet	Otori 3 Bunshin 1	Ninja explodes on death, dealing 200-500% Fire damage.
Kagenui	Shadow Slash	Knf. Mast. 1	140-190% damage, 33-60% chance of Leg Bind
Izuna	Meshizuna	Knf. Mast. 3 Kagenui 3	140-235% damage, 25-45% chance of Petrify
Takanoha	Light Hawk Wings	Knf. Mast. 5	Randomly hits enemy group 2/2-3/2-4/3-4 times for 80-110% damage per hit.
Tagen Battou	Plural Slash	Knf. Mast. 10 Nikudan 3	Requires Bunshin Clones. All clones attack and then disappear. 200 - 5280% damage, depending on number of clones out and skill level of this skill.
Fukubari	-	-	Hits 3 random enemies for 40-80% damage, and with a 10- 40% chance of Sleep.
Suikyou	Mizukagami	Fukubari 1	Might copy a chosen enemies status effect to another enemy (30-100% chance).
Makibishi	-	Fukubari 3	Lays Caltrops across line. If enemy hits that line, they are countered for 30-90 DMG, with a 40-60% chance to be inflicted with a (15-50 DMG) poison.
Kagerou	-	-	Creates a substitute in a spare party slot (max 6 slots in a party). It has 1-80 HP, but does nothing.
Otori	Beckoning	Kagerou 1	Influences enemy attack select. If Otori succeeds, target will be subject to all enemy attacks for 3 turns.
Bunshin	Clone	Kagerou 3	Lose 1/2 HP and create a perfect clone of self. It has the same skills.
Sarutobi	-	Senpuku 1	Next turn, might completely evade attack (50-100% chance).
Kumogakure	Cloud Cover	Senpuku 5	Lose 1/2 HP, increases evasion by 30-75%.
Tonsou Jutsu	Escape Artist	-	Automatically escapes battle and teleports to nearest entrance stairs or geomantic pole.



# Wildling

New ENG name	Old JP name	Requires	Does what?
Beast Soul	Wildheart	-	Improves all summons. They have 10-50% more HP, 20-75% more ATK, and 10-50% more DEF.
Wild Mastery	Animal Mastery	-	Increases chance that a summon will inflict their status effect by 5-15%.
Nature Pact	Animal Friendship	-	When the Wildling dies, 10-50% chance for beast to take its place and Wildling is healed for 10-500HP
Sacrifice 1	Sacrifice I	Nature Pact 3	10-40% chance of beast leaping in the way of Physical hit aimed at its row.
Sacrifice 2	Sacrifice II	Nature Pact 3	10-40% chance of beast leaping in the way of Magical hit aimed at its row.
Alertness	Beasts Oath	-	May prevent an enemy surprise attack (30-50%).
Dismiss Beast	Beast Return	Wild Mastery 1	Beast summon leaves, regain its TP cost. (but it costs 8-1 TP to cast Dismiss Beast).
Call Bird	Summon Eagle	Wild Mastery 1	Summon. 40-90 Base HP. 100% Stats. Tries to bind Head of Target (25-50% chance).
Call Snake	Summon Anaconda	Wild Mastery 1	Summon. 40-90 Base HP. 100% Stats. Tries to bind Arms of Target (25-50% chance).
Call Mole	Summon Mole	Wild Mastery 1	Summon. 40-90 Base HP. 100% Stats. Tries to bind Feet of Target (25-50% chance).
Call Insect	Summon Toxify	Wild Mastery 3	Summon. 20-40 Base HP. 70% Stats. Tries to inflict a (50-350 DMG) poison on target (40% chance).
Call Owl	Summon Hypnowl	Wild Mastery 5	Summon. 70-140 Base HP. No Stats. Doesn't attack. Tries to hypnotise enemy. (25-50% chance).
Call Ooze	Summon Swamp Ooze	Wild Mastery 6 Nature Pact 10	Summon. 20-40 Base HP. 90% Stats. Tries to corrupt (40% chance). Immune to physical damage, instantly dies if hit with magical damage. Might not attack.
Call Cow	Summon Raging Bull	Wild Mastery 7 Call Owl 4	Summon. 110-250 Base HP. 120% Stats. Randomly hits enemy group 2-5 times. 25-50% Chance of Paralysis. After 1st attack, only hits once per attack.
Call Elephant	Summon Elephant	Wild Mastery 7 Call Insect 4	Summon. 160-320 Base HP. 150% Stats. Hits all enemies once. 25-50% Chance of Confuse. After 1st attack, only hits once per attack.
Call Tiger	Summon Tiger	Wild Mastery 10 Sacrifice (2) 5	Summon. 160-320 Base HP. 150% Stats. On summon attempts to instant death all targets (5-20%, no DMG). Afterwards, counters any attacks received for 120-200% of the damage received.
Call Lion	Summon Lion King	Wild Mastery 10 Sacrifice (1) 5	Summon. 160-320 Base HP. 150% Stats. On summon, does nothing, falls asleep. If awoken, attacks all targets, with 30-57% chance of Paralyse or Petrify, dealing 130-200% or 160-250% damage (more is inflicted if enemy already has status). Then sleeps again.
Beast Roar	-	-	Reduces ATK of enemy group by 5-20%
Primal Drums	Drumming	-	Reduces DEF of enemy group by 10-30%

# Farmer

New ENG name	Old JP name	Requires	Does what?
Earth's Bounty	Nature's Blessing	-	Increases entire parties gained Experience by 10-30%
Brave Heart	Braveheart	Sympathy Pain 5	If Farmer HP is at 100% at end of turn, they restore 1-5 TP.
Persistence	Split Spirit	Play Possum 5 Strange Seed 3	Once per battle, there is a 16-40% chance that the farmer might resurrect self on 20 HP if they die.
Waste Not	Dismantle Mastery	Camp Mastery 3	Increases item drop rate by 1-5%
Keen Nose	Wild Smell	Harvestry 3	Gain more rare items from item gathering points (1-10% increase)
Camp Mastery	-	-	Increase restored HP (by 40-500%) and TP (by 20-250%) when camping. Also heal if dead or petrified.
Lullaby	-	-	15-60% chance of sleep, then Farmer falls asleep. (due to high LUK, probably a greater than expected chance)
Play Possum	Hold Breath	Lullaby 1	Reduces likelihood of farmer being attacked.
Strange Seeds	Mystery Seed	Lullaby 3	At the end of the turn, all enemies might be inflicted with random binds.
Rotten Egg	Cursed Eye of the Weak	Lullaby 3	Reduces enemy ATK by 5-10%. If they already have a status effect, effect greatly amplified (to 20-50%).
Sympathy Pain	Momentary Injury	Rotten Egg 3	On use, might transfer Farmer's current status effect to an enemy (60-100% chance)
Slap Awake	CPR	Camp Mastery 5	Only used outside of battle. Resurrects with 1-500 HP.
Harvestry	Harvest Master	-	Combines the skills of Take/Mine/Chop into 1 skill, and also stacks with them.
Double Crop	Two Crops a year	Harvestry 5	Restores gather points by (skill level) uses.
Keen Eye	Tracking Master	-	Track FOE movements for 5-60 steps.
To Market	Return	Keen Eye 1	Escape Dungeon to town. (Free Warp Wire).
Rain or Shine	Braving the Rain	Keen Eye 3	Nullify all effects of damage and slow floors for 10-70 steps.
Safe Stroll	Safe Walking	Keen Eye 5	Reduces encounter rate to 0 for 15-40 steps.
Horseplay	Loitering	-	Wastes an hour of time.