

# One Vision

balance mod for  
**Tactics Ogre: Let Us Cling Together (PSP)**

by **raics**

TO: LUCT is no doubt one of the classics of turn based tactical games, it can boast complex storyline with a memorable cast of characters and multiple endings, as well as a deep combat system with a vast arsenal of equipment, items and spells. Its PSP port can also serve as an example of how such things should be done, with the game getting not only a much needed facelift but also a thorough redesign of most combat elements.

Sadly, the game isn't without faults, as some of the new features make it extremely prone to exploits which an experienced player can use to fully remove any challenge from the game. The main goal of this mod is to render such exploits more difficult, bringing weapons, classes and skills closer to the level they should perform at, as well as to each other. Its secondary goal is to provide tweaks to immersion, visuals and some of the more cumbersome game systems like crafting and endless skill farming.

That said, balance work is by its nature a subjective matter, some tweaks were done according to popular demand but many more were made according to my own design and ideas on how things should function. That, of course, means all feedback is more than welcome, this is still very much a work in progress and it would be unrealistic to expect everything just falling into place right away, so, testing, testing, more testing and we might get somewhere.

## **To-do list:**

- Reassign skills and items to enemies.
- Incremental improvements to balance and QoL.

# Installation

First, you will need a piece of software called UMDGen, you can get it here:

<https://www.romhacking.net/utilities/1218/>

Download and extract it somewhere.

Once you got the tool, you will need to dump your game ROM to an ISO file, there's no shortage of online guides on that so I won't cover it here.

Then just follow these steps:

1. Start UMDGen, hit 'Open' button and navigate to your ISO image, open it.
2. Hit the 'Apply PPF' button, navigate to the right patch for your ISO, open it and hit 'Apply'. Done.

## \*IMPORTANT\*

If updating from an older version of the mod first save your game normally, update the ISO and then load the save, do not load a saved state if playing on an emulator because the game won't load new values and may botch your newly created saves.

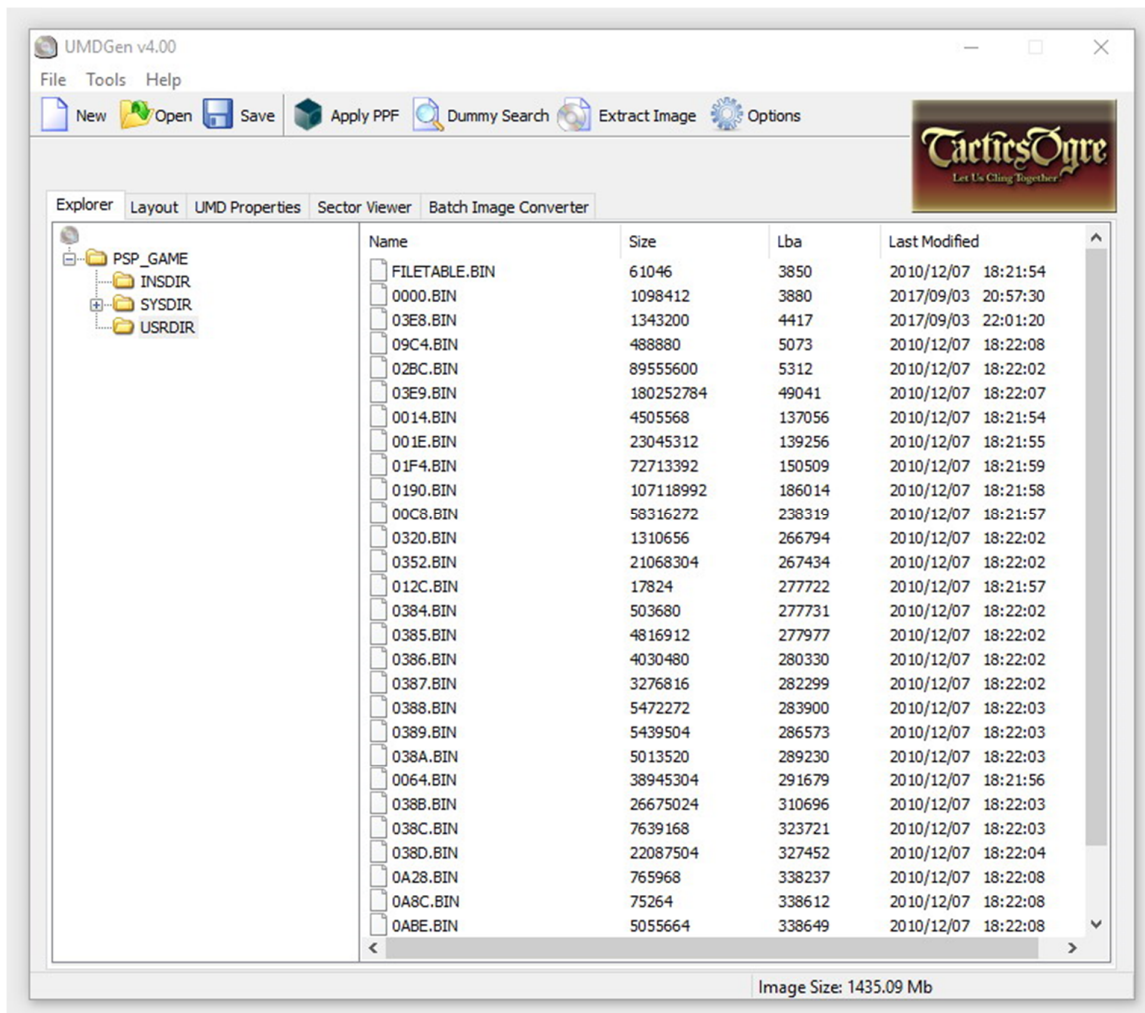
## NOTES:

1.4GB EU patch requires an EU ISO of 1,504,796,672 bytes.

1.5GB EU patch requires an EU ISO of 1,614,610,432 bytes.

1.5GB US patch requires a US ISO of 1,614,610,432 bytes.

If the program reports 'cannot open the specified PPF file', that means there's a size mismatch between your ISO and the correct one. If the size difference is small, load your ISO in UMDGen, hit 'Save', pick 'uncompressed (\*.iso)', wait for it to get rebuilt, then load the new one and try again.



# Patch notes v0.89

## Equipment (general changes)

- When crafting becomes available the impact of being able to augment lower level gear is very slim, and enabling crafting earlier likely wouldn't be worth the effort as you go through gear tiers very fast early on. With that in mind I opted for removing the upgrades for most items below level 9 and moving all regular gear down to cover those slots and get more room for better selection in the endgame section. That means your item list will significantly change, as the game saves the inventory amount per slot, so you will end up with items you didn't have and your characters might end up equipped with items they might not be able to use, so make sure to double-check everything. Also, shifting gear around is a tricky process, though, so errors and glitches are very likely (especially in names/descriptions) and every such report is appreciated.
- Speaking of which, getting enough room for names is a real problem, so description slots were sacrificed sometimes for overflow. That means I had no room to give everything a unique description so, for instance, all normal 1h swords have one and all upgrades above another, it's mostly a flavor thing and I'll probably find a few more slots over time as I tweak the system but everything having a fully unique one is unlikely.
- Unlike original game, in the mod the upgrades intentionally lacked impact to avoid overshadowing the next regular upgrade and giving player too much advantage over CPU, it was a lesser evil but far from ideal as there was little reason to bother doing it. Instead, this patch turns upgrades into sidegrades, usually slightly but sometimes significantly different from the original item. Endgame weapons usually have a balanced offering of both versions but armors often have unique stat configurations instead.
- The instances where this isn't true are items with large progression gaps, like whips, instruments or 1h bows/crossbows. Instead of a sidegrade, crafting them offers a significant power upgrade and those items will also be found on enemies. The main idea is that sidegrades are mostly a novel, untested or highly specialized gear pieces you might find on black ops agents but not as a standard gear on regular troops.
- Crafting is mostly standardized, with common gear requiring common ingredients and endgame gear with one or two that are drop-only.
- Level requirement of all gear is staggered to up to level 40, nothing will go over that.
- Animations for some items are changed, for instance, you will be able to tell a 1h axe/mace from a 2h one at a glance, fans use a proper swing instead of an overhead tap, claws use a thrust for piercing/crushing types and daggers are reverted to a swing with a pierce effect as the thrust was somewhat inconsistent.
- Impact sounds were also changed for a lot of weapons, you will notice some sounding appropriately for the type or just a bit more meaty.
- The appearance of some items was shuffled around to avoid too obvious overlaps with the new ones, I also included a few sword sprites the game didn't use. Some items were also renamed.
- There were slight number adjustments to some gear types, most notably small dex weapons are a bit stronger and ranged are a bit weaker with a larger gap between 1H and 2H versions.
- Axes and hammers differ more in behavior, axes have only slightly higher ATK than swords but a high damage bonus and maces have very high ATK but low damage bonus. As a result, axes should do better versus poorly armored targets and maces should do better versus tough ones, extensive testing needed.
- All weapon projectiles fly faster, as in 'less comically slow'. Arc weapons are the slowest and straight trajectory ones are faster, more feedback needed, some might be a bit too fast.
- Shop availability is changed for some gear types and damascus tier is available around the end of act 4, it isn't terribly special and isn't needed for crafting anymore either. Upgrade gaps in mid-late campaign will likely be lower, more feedback needed.
- As a flavor improvement, light/dark weapons are also restricted by class alignment like armor, you won't be able to use a light sword on a terror knight or a dark claw on a cleric.
- Gear sets were slightly expanded. You can now complete the dragonslayer set with any two of wyrmscale chest, helm, gloves or greaves and either a dragonscale/wyrmscale shield or any 2H weapon with a dragon racial bonus. Shaytan's Bulova can be used instead of Dadga's Hammer for dark relics set if you prefer axes and you can also use Shadow Trampers. The Reeking set was restyled into Legion set.

## Equipment (fists)

- All normal claws have a 50% chance for poison its duration was also increased
- The Claw sidegrade are magehunter claws, they drain 10-20 mana per hit (depending on gear tier) and have a RES bonus
- Animation and impact sound is dependent on damage type
- Jarnglofars are reverted to 2H claws with 100% knockback and a STR bonus

## Equipment (daggers)

- Dagger RT cost is down to 4RT per attack
- Normal daggers have a 15% chance to hamstring (inflict bound)
- The Dagger sidegrade are cultist daggers, they have a MND bonus and a few uses of Spellstrike
- Animation reverted to swing with pierce effect

## Equipment (1H swords)

- All 1H swords have a 25% chance for stagger
- The 1H sword sidegrade are bastard swords, they're 2-handed and their stat bonus is split with AVD, weaker than true 2H swords but faster

## Equipment (2H swords)

- All normal 2H swords have a 40% chance for stagger
- The 2H sword sidegrade are barbarian swords, a heavier and slower with higher damage, 100% stagger and AGI penalty
- Added a certain 2H sword to the game as a high level craftable, currently the strongest (and heaviest) melee weapon available

## Equipment (axes)

- All normal 1H axes have a 25% chance for breach and 2H ones have 40%
- ATK value of all axes was reduced but their damage bonus was significantly increased
- The axe sidegrade are bearded axes, 1H variant delays the enemy by 15RT and 2H ones by 25, but they cost extra RT to use

### Equipment (spears)

- The spear sidegrade are long spears, they have the old 2-3 range, the lack of which some players were regretting, let it never be said I don't do fanservice

### Equipment (hammers)

- All normal 1H hammers have a 15% chance for stun and 2H ones have 25%
- ATK value of all hammers was increased but their damage bonus was significantly reduced
- The hammer sidegrade are kinetic sledges, 1H variant has a 60% chance for knockback and 2H ones have 100%

### Equipment (1H katana)

- All normal 1H katana remove 25TP on every hit, instead of 15% chance for the same amount as damage done
- The 1H katana sidegrade are dual wielding blades, a sturdier, less elegant version with a parry bonus and LUK penalty
- The endgame section received a unique sword trilogy craftable with rare ingredients, you can have only one of each at any time and trying to craft another will just give you some money for the spent ingredients. All three are 1H katana that require both hands, the first focuses on movement, the second one is a strong attack weapon that hinders spellcasting and the third is a hybrid weapon with a unique ability. The swords were featured in an online game Path of Exile, based on design and lore by the author of [Blackcloak](#) series, W. James Chan.

### Equipment (2H katana)

- All normal 2H katana remove 40TP on every hit, instead of 25% chance for the same amount as damage done
- The 1H katana sidegrade are spirit blades, weaker and lighter version attuned to their spiritual side and able to use the Draw Out ability

### Equipment (cudgels)

- All normal staves have a varying amount of Charge 25 uses
- The cudgel sidegrade are quarterstaves, instead of augmenting casting they an AVD/Parry bonus, like spears
- Elemental caster staves have one use of ninjutsu, the light one has one use of heal 50% and the dark one can charge 25% MP to user

### Equipment (whips)

- Whips are available earlier, their upgrades are spaced further apart and will also be used by enemies
- All whips have a 40% chance for weaken

### Equipment (spellbooks)

- All normal spellbooks have three uses of the corresponding recruitment skill

### Equipment (instruments)

- Whips are available earlier, their upgrades are spaced further apart and will also be used by enemies
- All whips have a 40% chance for weaken

### Equipment (bows)

- 1H bow upgrades are spaced further apart and will also be used by enemies
- The 2H bow sidegrade are siege bows, with lower accuracy, higher range and power but also weight, deadzone and RT cost

### Equipment (crossbows)

- 1H crossbow upgrades are spaced further apart and will also be used by enemies
- The 2H crossbow sidegrade are bowcasters, they have the highest range in the game and can fire through some obstacles but can only aim in four directions up to the first [destructible object](#) and have poor vertical tolerance

### Equipment (thrown)

- All normal thrown weapons got 25% chance for hobble
- The thrown sidegrade are weighted sidearms, they have higher attack and inflict slow (bound for bola) but have lower range and higher weight/RT
- Valkenheim added as an endgame weapon, it's a 2H ice elemental throwing axe with increased range and power

### Equipment (unarmed)

- The huge hand sprite was removed from some animations
- Most hits sound meatier
- Ki Strike does more damage and has a higher chance to hit

### Equipment (ranged unarmed)

- Shuriken poison duration increased
- Sling stone renamed to Flicker and its class availability was changed, it has 15% chance to stun but only goes in straight line
- Malediction looks differently, it does dark damage without physical component, has a higher chance to hit and has 15% chance to wither

### Equipment (shields)

- All shield bashes have a higher chance to hit
- The light shield sidegrade are rune shields, they trade AVD bonus for RES and have a 50% chance to inflict silence instead of knockback
- The heavy shield sidegrade are assault shields, they trade the HP bonus for more bash damage and guaranteed stun
- Spiked/Shard shield have low defense but compensate it with innate reflect damage/spells
- The endgame section got Mirror shield, a low defense heavy shield with very high RES, physical damage reflection and a few uses of Phantom Pain. It also got Power Fist and Main Gauche, low and no defense shields that offer other advantages
- The lower level version of dragonscale shield is light, neither is elemental anymore and either can be used as part of the set

### Equipment (helms)

- Cloth helm weight reduced to 1
- The cloth helm sidegrade are target helms, they reduce the user's RES to make him a more likely target for spells and absorb MP
- The light and heavy helm sidegrades give up the HP bonus and some of their main stat for a MND bonus
- The endgame section got Scout Helm, a reduced weight light helm with innate trajectory and high AGI bonus. Also Blind Guardian, a powerful defensive helm for casters that carries certain penalties
- Holy Crown reworked to a target helm template

### Equipment (body armor)

- The cloth armor sidegrade are wanderer cloaks, they trade caster bonuses for AVD and improved defense versus intelligent races
- The light armor sidegrade is plated cuirass, a beefier version with higher defense but no AVD bonus
- The heavy armor sidegrade is powered armor, it has a STR bonus and innate Steadfast but is heavier and not as good defensively
- The endgame section got higher level versions of normal armor and also Scout Armor, a light armor with extremely poor defense that enhances movement
- Elemental coats and mail armor can be crafted with Secrets of the Master

### Equipment (armguards)

- The light/heavy glove upgrades are battlemage gloves, they trade some of the other bonuses for an INT bonus
- Overguards and their sidegrades are heavier and have very high stats but they also have high penalties
- The endgame section got Scout Gloves, a higher level version of normal leather gloves. Also Grapnel Brace, a heavy gauntlet with a grappling hook that can use Escalade and also Snake Charmers, light gloves with poison immunity and a few uses of Envenom.
- Hellforge Mitts were reworked into high level Overguards

### Equipment (legguards)

- The light legguards sidegrades split the bonus between AVD and RES and heavy ones transfer all of it to RES
- The endgame section got Scout Boots, light legguards with innate Jump I, Wyrmscale Greaves, heavy legguards from the Wyrmscale set and Armored Hakama, cloth legguards with high defense versus intelligent races
- Worldtree roots got innate Steadfast
- Tidal waders got innate Wade

### Equipment (cursed weapons)

- They inflict a portion of target's max HP dependent on weapon type as additional damage
- Their accuracy, RT and weight is returned to default for that weapon type

### Consumables

- Salvation Gem can be crafted from two Lifeline Gems
- The range of Salvation gem was increased to 6, RT cost reduced for both evacuation items
- RT cost of status removal items reduced to 10
- Added Rubber as a crafting material, it is created from Birnewood and Sulfur
- Adjusted the prices of some crafting materials
- Ways of the Gerges renamed to Ways of the Wild
- Humanoid classmarks can be crafted with Ways of the Wild

### Class

- Patriarch/Matriarch gained access to Spellbooks, they're literate after all... probably
- Access to augment light/darkness varies based on class alignment
- Casters have a slightly higher RT penalty
- Wizard can use Dead Man's Ivy
- Knights are more accurate
- Knights have access to all status removal spells except Liberate, Decurse and Ease
- White Knights have access to all status removal spells except Liberate, Decurse and Ease
- Terror Knights can use the Torpor and Dead Man's Ivy spells
- Necromancer can use only the first tier of projectile spells
- Lord can use Draconic damage spells, we'll see how that goes
- Scylla was able to use Liftoff by oversight

### **Skills**

- First tier of Counterattack, Knockback, Channeling, Wade, Reflect Damage, Reflect Magic and Absorb MP was disabled because the values were pointlessly low, the remaining tiers were spread over the same level range
- Counterattack renamed to Counterhit, Knockback renamed to Bash, Expand Mind renamed to Clarity, Channeling renamed to Efficacy, mostly for spacing reasons
- For the most part, slots with deactivated skills will say 'nothing' and have no description

### **Spells and Active Skills**

- Some buff spells are available earlier
- Levels at which spells become available were standardized based on the magic ability of the class
- Reduced MP/RT cost of most status removal spells to 10-15, lowered their level and made some of them easier to acquire
- Unburden also removes slow
- Reduced the MP cost of Evacuate I/II spells to 30/40 and RT cost to 20/25, losing a character is a high enough cost
- Leaping Monkey renamed to Escalade
- TP/RT cost of Shriving Dance reduced to 30/20, area of effect increased to 3
- Added Her Blessing and Draw Out, which are used on some of the new items
- Relay now affects all disabled units within an area of 3 instead of entire battlefield
- Blood Price now removes half of current HP and converts that amount to TP, it has no other cost
- Flame and Sand Breath now always hit with RT delay and TP removal but the amount is lowered

### **Racial Templates**

- Canopus is slightly more resistant
- Cressida's stats slightly adjusted to make her a better ranged attacker
- Some early game leader stats were further adjusted

### **Shop**

- Damascus gear is available in late act 4 instead of during CODA
- Spell availability in shops standardized based on their level
- Draconic grimoire Prestesse and Oeildaigle can be bought in all shops

## Patch notes v0.88c

### Class

- Angel Knight lost access to Jump1
- Spellblade gained access to Relay, lost access to Barricade
- Paladin gained access to Relay, lost access to Sublime Sacrifice
- Astromancer is slightly tougher

### Spells and Active Skills

- The range of Evacuate spells and effects increased by 1 to 2 tiles
- Denam can use Evacuate spells and effects in story missions (except for Relay)
- Sublime Sacrifice changed to Relay, a special skill that revives an ally by sacrificing all of the user's vital energy, which renders him useless in battle and forces him to retreat

### Racial Templates

- Rodrick (ultimate boss of Palace of the Dead) nerfed slightly so he doesn't oneshot Warren anymore
- Temple bosses are somewhat faster
- Adjusted a few more early game leaders

## Patch notes v0.88b

### Equipment

- Crissaegrim really does 2 hits now, to further reinforce the image of its SOTN namesake it has a range of 2 and no damage type which means it ignores damage resistance though other defensive stats still apply. On the flip side, it's somewhat slower and has no bonuses of any kind
- RT cost for 2H Axes, Hammers and Whips is slightly lower
- RT cost for 2H ranged weapons is slightly higher
- Shringa was changed to Icarus Bow, a high level 1H bow that can drop in the usual spot or be crafted with Secrets of the Master
- Samaritan was changed to Icarus Bowgun, a high level 1H crossbow that can still be crafted with Secrets of the Master
- All cursed weapons are doing double hits again (except blowgun which does 10% HP as a second hit) and have gotten a high accuracy bonus to compensate, instakill turned out too exploitable. Their ATK was also lower because of calculation error and some of them weren't equippable by proper classes, both of which were fixed. Stat bonuses on some of them were shifted around because AGI bonus is now pointless
- Sprites for some weapons were updated

### Spells and Active Skills

- Damage on gravity flux kicks in only if the status has hit
- RT cost on some finisher moves was updated

## Patch notes v0.88a

### Misc

- Fixed a bug that would freeze the game if a thrown rock is dodged

# Patch notes v0.88

## Equipment

- Changed the usable abilities on high level weapons from spells to more widely useful skills, with the exception of caster weapons
- Xolotl Canine and Setan Kober swapped base stats and level requirement, the latter is crafted so it should be grouped with the others
- Aerondight (PotD crafted sword) changed to Crissaegrim, a physical sword that hits twice
- Oracion grants an INT bonus instead of AGI like other swords
- Books have a 50% chance to inflict ENFEEBLE
- Footwear with movement enhancements has a lower level requirement
- Thrown weapons have the lowest RT cost of all ranged weapons, they're heavy because you carry a stack but also faster to use because there's no need to reload
- Level requirement of Cursed Weapons raised to 30, instead of sacrificing a unit to get the real weapon they're usable right away. All cursed weapons are physical and their stats are lower than other endgame weapons, however, their stat bonuses are higher, they're lighter, cost less RT to use, have a chance to instantly kill on hit and powerful usable abilities. Because their stats aren't identical anymore, some of them are reverted from 1H to 2H.
- Some weapons were renamed to make room for the cursed weapon naming pattern.

## Consumables

- Blessing Stone and Hallowing Stone changed to Lifeline Gem and Salvation Gem, consumables that remove an ally from the battlefield
- Players are able to obtain multiple copies of class change items, like Book of the Dead
- Songstress' score was replaced by yet another treasure item
- Grimoire Resurrection I and II were renamed to Grimoire Evacuation I and II
- Grimoire Malediction I and II were renamed to Grimoire Frenesie and Repit

## Class

- Rune Fencer got access to Field Alchemy IV
- Necromancer lost projectile III and IV but got access to 1H/2H Crossbows and Instills, as well as appropriate stats to function as a ranged/caster hybrid, he was little more than a weaker Lich so this should give him some identity
- Necromancer lost access to Condemn because the skill wouldn't do anything in this version and gained access to Deflect, Counterattack1, Trajectory, MaxTP2 and Ahriman
- Lich has higher RT by 2, however he can teleport and has also gained access to summons, so buffs are the only magic type he can't use
- Angel Knight got access to Instruments
- Cyclops had access to Luminous Resonance by oversight
- Ranger got Disarm back for flavor reasons
- Priest has 1 jump less than Cleric, he also lost access to damage draconic magic
- Princess lost access to Absolution
- Wicce got access to Divine Magic and Luminous Resonance command, she could use the element but didn't have the skills
- Shaman lost access to summons, you can get four of them so they have to lack something, Astromancer and Lord remain as the only classes with full access to non-healing elemental spells
- Wicce gained access to summons and lost access to apocrypha
- Last boss second form is slightly tankier

## Skills

- Songs are also usable through Songs command, because NPCS still use it
- Octopus temple boss got Aquaveil back because his level has no water so he couldn't use other skills, that means Rally had to move elsewhere so you will have to purchase it with your knights again

## Spells and Active Skills

- Minor status spells cost 20 MP again because the AI was spamming them too much, they might decide on something else now
- Status removal spells have 1 extra range
- Ease has the same range as other status removals
- Resurrection I and II were changed to Evacuate I and II, spells that remove an ally from the battlefield, range of Evacuate II was increased to 5 and MP cost of both reduced
- Drain Mind cost reduced to 5 MP
- MP cost of lesser Dark status spells was increased and their duration shortened
- Range of greater Dark status spells was increased to 5 and their duration was reduced, enemy mages liked sticking their noses closer to the frontlines than is healthy
- Gravity Flux now also does 10% of target's current HP as damage, simialr to Demi spells from FF
- Dead Man's Ivy also delays target's RT by 20, enemies really like that spell for some reason
- Curse now inflicts CURSE status instead of WITHER and affects an area
- Curse II changed to Frenzy, a spell that QUICKENS a single undead, it reinforces the Necromancer's role as a shepherd to the dead
- Curse III changed to Release, a short range spell that instantly stills a single undead, it was a shoddy piece of work anyway
- Brainrot cost reduced to 20, it also removes 20% of target's max MP, having an enemy cleric cast a neutered Heal I instad of full power Heal III on next turn might be worth the trouble
- Base range of Empower spells increased by 1
- Resonance skill TP cost down to 30
- Absolution changed to Seal Evil, a touch skill that petrifies an UNDEAD unit for a very long duration, TP cost raised to 50, RT cost raised to 20

- Spellbreak can't hurt allies anymore, it also got renamed back to Shadowbreak because it doesn't Dispel as originally planned, I was considering Clone War, but...
- Singer's High renamed to Superstar, I never really liked the name, Lucky Star renamed to Limelight because that would be more stars than the Grammy award
- Condemn changed to Ahriman, a cheap skill that grants 100% accuracy to next ranged attack
- Risk Management changed to Blood Price, a skill that removes half of Max HP to charge 200 TP to the user
- Feral Remedy and Catnip are ranked skills with a scaling range bonus

### Racial Templates

- Denam got a small stat boost so he's more in line with other special characters
- Most enemy leaders using squishy classes got a significant durability boost, it is more likely a player will have to kill the henchmen first before he can focus on the leader. Leaders are also more in line with one another so the weaker ones should pose a bigger threat
- Ghosts lost innate float but can teleport instead

### Misc

- The duration of Charm was globally reduced to match Bewitch
- Various minor bug fixes
- Resurrecting fallen soldiers by common means was disabled, resurrection stones and spells will instead evacuate the ally to your field hospital to be properly tended for. Considering that the nurses in liberation army (both male and female) are chosen to also be easy on the eyes as well as skilled, this isn't such a bad deal
  - This has consequences, however. It means that once your soldier is knocked out you will technically be one man short for the battle so you should take better care to avoid it. That also means that if Denam falls you have 3 turns to mop up because you lose if he leaves the field so he can't be evacuated, his army apparently holds him in so high regard they can't dust off a carpet without him. It's still more lenient than getting him knocked into a pit, I suppose
  - It isn't all bad news, however, rescue missions got a lot more manageable because you can also evacuate allies that are still alive and kicking, which means your new goal is to simply reach the npc before the enemy does so you can pull him out to safety and put up with no more of his idiocy. Though you should take care not to do it if he/she still has something important to say, when rescuing Ocionne, for instance.
  - This is a fairly major change to game mechanics so it's highly experimental and all feedback is welcome, it should make the game harder overall, but it has plenty of room left before it gets unreasonably hard, I think.

# Patch notes v0.87a

## Equipment

- Instruments are DEX weapons now.
- Damasc Blowgun provides correct status immunity.
- Cursed 1H weapons have proper range.
- Caldia and Kotetsu are much easier to craft and are higher level weapons, their weight is also reduced to 2 .
- Adjusted some weapon stats and level requirements to distribute them more evenly.
- Replaced one of the mid-level 2H fusils with a 1H one, it is craftable using Fusil Enchiridion.
- Very slightly adjusted the stats of some gear pieces, my calcs were somewhat off.

## Class

- Dragons lost access to Dash, with the Liftoff change they would be able to have Dash while flying. I'd like to reserve that for native fliers.
- Lord gained access to HP Infusion and lost Conserve MP, he ended up with two wizard skills and none from Spellblade.
- Slightly improved Hydra stats, they were a bit salty about that whole flight thing.

## Spells and Active Skills

- Raised apocrypha level requirement, first one was stronger than AoE spell IV and you could use it much earlier.
- Fixed the duration of slow on some skills.
- Changed the visuals of Resonance skills to something faster, added protection vs element to each.
- Liftoff duration changed to 2 turns and increased TP cost to 60, CPU wasn't using it properly.

## Shop

- Caldia removed from the shop.
- Ashmedai's Grog added to the shop, it's a tier 2 non-upgrade remedy so it should be purchaseable.
- Standardized arcana prices based on spell level.
- Adjusted the rewards for auctioning monsters, there are no golem classmarks anymore but you can get food consumables again and some items are better but you get less of them. Most notably, Cylopes became avid collectors of glass pumpkins so that's another method of getting them.

# Patch notes v0.87

## Equipment

- Slightly changed the availability of late game crafted weapons, enemies will typically carry weapons found in recipe books like 'The Blade' but not ones from enchiridions, weapons that spawn on enemies generally won't have castable spells.
- To follow the level order better, some of those weapons swapped crafting books so enchiridion weapons will be higher level.
- Cost of most equipment readjusted to make more sense.
- Kotetsu fans will appear on enemies.
- Khatvanga will appear on enemies as a low level dark staff, it holds 3x charge 25 instead of 1x charge 50.
- Blowgun weight reduced to 3.
- 1H fusils got 1 extra range and their weight was reduced to 4. Fusils are somewhat stronger in general.
- Wyrmscale helm will also appear on enemies alongside the rest of Wyrmscale gear.
- Holy Crown won't appear on random enemies anymore, it has to be crafted.
- Changed the Azure necklace restriction to male only, Crimson necklace is hard locked to Catiua, unfortunately.
- Cursed weapons for categories with both 1H and 2H variant (like axes) will be 1H now, we'll see how that works out for 1H bows and crossbows.
- 2H cursed weapons use a better damage formula.
- Changed the crafting ingredients for some stat rings (like Vitality ring) from beast drops to gems.
- Void ring can be properly crafted now.
- Simplified a few early game recipes and fixed the one for Gandiva bow.

## Consumables

- Songstress, Astromancer and Paladin classmarks can't be crafted anymore, there's no need because they can be bought in shop. Deneb's classmark can still be crafted for those that want to skip the pumpkin farming, it will remain so until I can reduce the number of required pumpkins from 30 to some less annoying number.

## Skills

- Changed the level availability for some skills.
- Standardized the point cost for all skills based on earliest availability level.
- Removed Swiftfoot I and II from the game as an experiment, it was pretty much a reserved slot so there's more room for other things now, we'll see how that works out.

## Class

- Movement range or movement type of all classes improved to compensate for the loss of Swiftfoot, for instance Archer still has 4 move but has gained 1 extra jump so he can reach good sniping spots easier. It will be adjusted further as needed.
- Dragoon gained access to Dragonfly but lost Shatterscale, those skills were way too situational and are covered by Intimidate and Dispel instead.
- Warlock gained access to Mindblast but lost Gordian Key, same reason as above.
- Beast Tamer gained access to Feral Remedy and Catnip but lost Repel Beast/Dragon.
- Lord gained access to all Empower and Bane skills (except Evilsbane) instead of just some of them.
- Dragons gained access to Liftoff but lost Dragonscale.
- Hydras lost access to Dragonscale.

## Spells and Active Skills

- Exorcism I and II can't miss anymore (they could sometimes miss on more evasive undead like ghosts).
- Dispel also removes Readied Skills.
- Springboard and Teleport got 1 extra casting range, Teleport was indirectly buffed by base movement range increase because it never acknowledged the existence of exotic skills like Swiftfoot.
- Touch skills cost reduced to 50 TP.
- Bane skills cost reduced to 60TP.
- Empower skill cost reduced to 40TP/15RT.
- Gordian Key changed to Mindblast, a cheap, long range skill that does nominal magic damage but has a guaranteed knockback and RT delay.
- Heal Aura RT cost down to 15.
- Princess's Whim TP cost reverted to 60.
- Speedstar TP cost increased to 50, it's probably too easy to keep it up.
- Shatterscale changed to Dragonfly, pretty much a skill version of Springboard. Yeah, ripped Ignore Height from FFT Dragoon.
- Dragonscale changed to Liftoff, a skill that grants flight of dragons until next turn (I hear that the dwarf labor union and the gemcutter guild are nothing short of appalled by that development).
- Repel Dragon changed to Feral Remedy, a melee range skill that heals a pet for 50% max HP and damages the user for 10% (and they can't even turn to beastmaster guild for help anymore it seems, I expect a dragoon's purse will soon jingle louder than his armor).
- Repel Beast changed to Catnip, a skill that grants Quicken to the pet.

## Shop

- Debuff items cost 500 goth, same as buff items.

# Patch notes v0.86b

## **Class**

- Phalanx and Iron Will had to be swapped around again, forgot that a lot of classes use Phalanx (including golems) and it's easier to think of a shorter name for Iron Will than swap a ton of skill entries around once I get to doing that and leave enemies without Phalanx until then.
- Changed the level of some White Knight and Paladin skills slightly to get a better spread.

## **Spells and Active Skills**

- Glare costs 30TP/15RT, it should probably be cheaper than Lament of the Dead.
- Iron Will had to be renamed to something shorter, we'll try Aegis this time (probably sounds better than Outlast and it's kind of a fantasy staple).

## **Racial Templates**

- Gave Faeries a -4 RT bonus and -2 to gremlins, slightly reducing other base stats.
- Shifted Pumpkinhead golem stats around a bit to make them tougher.
- Folcurt has a different sprite with an arguably nicer haircut.
- Voltare's sprite and portrait are back to red knight, nothing really worked out for him after all so it's back to basics.

# Patch notes v0.86a

## Skills

- All classes can now use at least Field Alchemy II, just the first tier would never be worth a skill slot but II has some nice goodies.
- Changed the levels at which several classes gained active/special skills, mostly to those reassigned in last patch to spread them around better.

## Class

- Buccaneer can learn Glare instead of Squash.
- Really removed Conserve MP from Spellblades now, we aren't joking anymore.
- Removed Squash from Hoplite, he got Phalanx instead in last patch.

## Spells and Active Skills

- Teleport MP cost reduced to 50.
- Instill skills can be used while silenced.
- Momentum is now properly self-only.
- Intimidate is now a self AoE with the same range.
- Recruit skills can now target only enemies of proper race.
- Rally was charging 20TP to the user too, fixed that.
- Spellbreak now explodes a clone to damage everyone around it instead of dispelling, I tried setting it so AI won't bomb allies, we'll see if they do.
- Tabula Rasa RT cost lowered to 15 but is now single target only, AI shouldn't be trying to use it to cure grass of ants anymore.
- Last Resort TP cost lowered to 60.
- Outlast renamed to Iron Will and can be used only on other allies now, enemies will use it properly now too.
- Magic Time! can be used while silenced.
- Coquettish Kiss costs 50TP.
- Selfless Kiss costs 40TP.
- All kiss skills have a range of 2 now.

## Racial Templates

- Voltare's sprite is now more blue than yellow-greenish, he lost some of that nice olive tan as a result.

# Patch notes v0.86

## Equipment

- Fixed the recipe placement and descriptions of baldur claw and dagger.
- Katana can reset TP to zero at the chance of 10-15% for 1H variant and 20-25% for 2H.
- Adjusted equipment prices.
- DEF bonus on jewelry reduced.
- Enemies can wear jewelry by default.
- Level requirement of some jewelry adjusted slightly.
- Lobber upgrades directly to Catapult, the middle one doesn't exist anymore.
- Void Ring can be crafted using the Void Orb.

## Consumables

- Changed the prices of some items.
- Improved grenade damage.
- Replaced necromancy reagents with more treasures, you can loot those sometimes.
- Charm of Remission can be crafted with Transcription.
- Added grimoires for new spells.
- Ores you find are more expensive and can be sold as treasure.

## Skills

- Changed the level availability for some skills.
- Classes now differ by access to Field Alchemy.
- Mage classes cannot learn Trajectory anymore unless they're also ranged weapon users.

## Class

- Warrior gained access to Rampart Aura I
- Wizard can learn Conserve MP.
- Spellblade lost access to Conserve MP but he got MP Infusion back.
- Spellblade can use Burst spells I-II.
- Juggernaut can learn Swiftfoot II and Squash.
- Hoplite can use Phalanx.
- Dragoon can use Burst spells I.
- Cyclops can use Burst spells I.
- Lord can use Burst spells I-II.
- Songstress uses Art of War spell group again and can also use war dances along with songs.
- Paladin can learn Evilsbane and has gained access to Instill Light because Consecrate Edge was changed.
- White Knight lost access to Paralysis Blade and gained Consecrate Edge.
- Vartan can use Burst spells I.
- Knight Commander lost access to Liberate, Gordian Key, Mighty Strike, Ivory Tower, Beastslayer, Dragonslayer and Squash.
- Knight Commander can learn Demon Pact, Infernal Kiss and Bloody Mary, she can use Fearful Impact.
- Buccaneer lost access to Shadowbreak, Speedstar, Back Attack Apostate.
- Buccaneer can learn Dash and Squash, he can use Steal, Blade Focus and Disarm.
- Ranger can use Sneak Attack.
- Adjusted a few more stats slightly.
- Increased monster agility so they will be more accurate now.

## Spells and Active Skills

- Tier I missile and indirect spells do slightly more damage.
- Bewitch and Petrify status duration was lowered.
- Added Burst spells that do area damage around the caster.
- Purify heals for more HP and is guaranteed to cure poison.
- Reduced the range of Apocrypha by 1.
- Curse III costs 30MP/20RT.
- Cost of Escalating Sanat and Poised Arabesque increased to 40 and 50TP, respectively.
- Fixed targeting errors on some spells.
- All finishing moves ignore obstacles now.
- Touch attack/spell (Iron Maiden Conviction, Grim Reaper) TP cost increased to 60.
- Rapier Glance renamed to Lockdown.
- Threaten changed to Momentum and costs 50TP now, it's a self skill that grants Battering Ram and Renewal for some of that marvel jugger vibe.
- Witch's Smile changed to single target.
- The cost of Princess's Whim changed back to 40TP, however it also burns all of the recipient's TP, which can be really good, or really bad.
- Guardian Force cost increased to 50TP/40RT.
- Sublime Sacrifice is changed to a Special skill and costs 95% of max HP now, same as Pumpkin Bomb.
- Stardust Grace is now ranked and removes slow from allies while inflicting it on enemies, cost increased to 50TP/20RT.
- Torinoko is back to being an active skill but is only single target.
- Repel skills can now also be used on allies.

- Rampart Shadow renamed to Phalanx.
- Sanctuary Shadow renamed to Palladium.
- Shadowbreak renamed to Spellbreak and gained the ability to also remove buffs from enemies.
- Mother's Mercy renamed to Tabula Rasa.
- Echoing Voice changed to Lucky Star, a cheap AoE ability that raises luck a few points and advances RT slightly.
- Resounding Voice changed to Singer's High, a self ability that removes all debuffs from the user and charges TP with mana.
- Back Attack changed to Grim Reaper, a levelled touch attack that drains life.
- Paralysis Blade changed to Bloody Mary, a gaze ability that can petrify.
- Phalanx changed to Outlast, an ability that grants Fortify and Renewal to a single target.
- Sanguine Assault changed to Last Resort to fit the benefit better, also does a small amount of damage to the user for flavor reasons.
- The accuracy of Virtuous dance, Agonal Scream and some Fairy/Gremlin kisses are a fixed percentage now (50 or 60%) because rogues can also use them and their spell accuracy sucks.
- Coquetish/Tainted Kiss TP cost reduced to 40.
- Silent Song TP cost reduced to 40.
- Requiem deals spell damage now.
- Lingering/Vampiric Kiss TP cost increased to 60.
- Selfless Kiss now removes all status effects from a single target.
- Infernal Kiss inflicts bind, shackle and stop with separate chance for each.
- Poignant melody is an active now, instead of inflicting charm it removes charm/bewitch and grants resilient.
- Forsaken Kiss inflicts Curse, Frighten and Slow.
- Stirring Kiss changed to Jolly Roger (cheesy, I know, couldn't resist), an ability that delays enemy RT while advancing it for allies.
- Slightly adjusted the damage of a few more skills and probably forgot to mention some but the descriptions are updated now so you can see ingame what they do.

### **Racial Templates**

- Gave winged uniques a 15 point stat penalty that the generic winged have.
- Adjusted monster base stats a bit more.
- Changed Voltare's sprite yet again, we'll see how this one rolls.
- Rudlum was actually a templar in disguise all along, the call of forbidden knowledge was too great so he handed the letter of resignation to his superiors... meaning he actually snuck out of the camp as joining the templar order is for life.

### **Shop**

- Blessing stones can't be bought in shops anymore.
- Fairn Bolus can only be crafted, along with other high level remedies, I needed the space.
- Charm of Remission can't be bought either.
- Added scrolls for Burst spells.

### **Misc**

- Finally updated the descriptions of all spells, skills and consumables, it's generally more concise with all relevant information on the first screen, now I need a vacation.

# Patch notes v0.85a

## Equipment

- Boulders have a 50% chance for Knockback (though keep in mind the RT cost of those is very high so I wouldn't recommend spamming them).

## Spells and Active skills

- Minor debuffs cost 10MP now (cpu would spam them too often so their mana wouldn't accumulate)
- Major debuff cost reduced to 30MP/20RT from 40/30 and their range is increased from 3 to 5 but are single target only (same reason as above, cpu wasn't using them much, we'll see if this helps)
- Purify costs 30MP
- Boon of Swiftiness cost is 40MP/30RT instead of 30/20.
- Dark magic minor debuffs have less area than elemental ones and major debuffs have less range, instead of both.
- Deadscreech cost increased to 30MP/20RT to be in line with other major debuffs
- Dragon Magic uses a different formula which uses your stats more than flat bonus, boosting its damage vs squishy targets (like mages) and reducing it versus tankier ones. Dragon magic damage is increased by total ATK (weapon, class, jewelry), STR and DEX (equally), and augment/racial skill but not weapon skill, it is worth noting that percentage increases to its damage (like elemental vulnerability or chokers) won't kick in if attacker's str+dex+aug+racial didn't beat defender's str+vit+aug+racial score (all of them contributing in different amounts) so it is generally possible to see it do anything only on squishier targets, should be more noticeable with the new formula.
- Dragon Magic attack spells animation reverted, when the end boss was using that animation the spells didn't show visuals. Bummer.
- Terra visual reverted, the new one didn't feel very good.
- Fixed some inconsistencies in Finishing Move scaling.
- Featherstep also removes Bound.
- Torinoko is a Special skill, ok, we had our fun and it could get a bit too good :) The alternative I was considering is to keep it as active but reduce range to those standing around you.
- Iron maiden range reduced to 1, Heretic is fairly durable now.
- Fixed a bug that would apply monster skill status effects even if the skill missed.

## Class

- Slightly adjusted a few more stats.
- Monster strength increased slightly.

# Patch notes v0.85

## Equipment

- Baldur daggers, claws and swords are obtained at the same time as other baldur weapons, instead of following the upgrade pattern 4-baldur-2-damasc it's 3-baldur-3-damasc, providing more frequent upgrades later on when the levelling slows down.
- Minor adjustments on several stats.
- Thrown weapon weight is reduced from 16 to 12
- Lobber weight reduced from 6 to 5.
- Heavy shield weight is reduced from 8 to 6.
- Heavy armor in general is a bit lighter.
- All resist skill bonuses removed from equipment.
- Helms now grant a bonus to Parry, boots to Deflect and gloves to Overpower.

## Consumables

- Stardust Infusion and Ammonia Salts introduced because of proof skill rework, they can remove slow and sleep, respectively.
- For the same reason, several status removal items cure different statuses and require different Field Alchemy levels.
- Prices and crafting cost of status removal items were reworked.
- Hallowing stone requires Field Alchemy IV.

## Skills

- Resist skills removed from the game.
- Parry and Deflect growth rate doubled.
- Fusils do not require crosbow skill anymore.
- Attenuate skills merged with Instills, they keep their old passive bonus.
- Proof skills are much cheaper and available earlier, besides proofing the user they also grant an active skill that can remove the associated status from others at no cost, same as the consumable.

## Class

- Heretic can use Necromancy.
- Monster accuracy slightly raised.
- Ninja has slightly lower DEX.

## Spells and Active Skills

- Instill spells use a shorter animation.
- Nullify Slow and Rouse Sense item abilities introduced.
- Mother's Mercy targeting was fixed, it couldn't target an empty panel.
- All monsters except Cyclops have a fixed 50% chance to trigger additional status effect on their skills.
- Visuals changed for Mighty Strike, Tremendous Shot, Sharpshoot, Fearful Impact, Wild Hunt, Sneak Attack, Terra, Rime Hew and Bloodbath.

## Racial Templates

- Sprites changed for Donnalto and Voltare
- Felicia changed portrait and sprite color.

## Shop

- Treatise on Seduction can be bought from Deneb's shop at late act 4.
- Early Draconic damage spells are cheaper.

## Patch notes v0.84b

### Class

- Dragoon got a bit more INT.
- All classes lost Instill spells, most of them can use Instill skills instead.
- Resonance skills are available only to tougher casters, like Warlock/Wicce and monsters, Astromancer and Shaman can't use them anymore.

### Spells and Active Skills

- Instill spells are now active skills able to buff self for 30TP, duration reduced from 8 turns to 6.

## Patch notes v0.84a

### Class

- Dragoon can learn magic skills.

# Patch notes v0.84

## Equipment

- Axes are unlocked in 1H-2H-1H-2H order instead of 1H-1H-2H-2H, with their level requirement and order adjusted as needed.
- 1H spears were introduced, alternating with the 2H ones in a way similar to axes, they have lower AVD and no Parry bonus.
- 2H ranged weapons were slightly nerfed again.
- Recovery time of unarmed ranged attacks (thrown stones, shuriken, boulders) was increased, significantly in case of boulders.
- Cloth/Light headgear grants AGI/MND instead of MND/RES.
- Light headgear grants AGI/AVD instead of AGI/VIT.
- Fist weapon animations changed to a swipe for all weapons.
- Dagger animation changed to thrust.

## Class

- Some more stats adjusted slightly.
- Heavy classes got a slight RT reduction.
- Monster stats adjusted again, they should be notably easier to handle at high levels now.
- Knight can use 1H spears.
- Angel Knight and Hoplite can use only 1H spears.
- Warlock can use whips, sadly no guns yet while searching for that lost ark.
- Beast Masters lost heavy shields, they probably shouldn't have the training for that and they're tanky enough as is.
- Rogues lost heavy accessories, their acrobatic movement type doesn't really mesh with heavy boots.
- Dragoons can use magic, ELEMENTAL, LIGHT, DARK, including Projectiles12 and Instill, same as Ranger.
- Pure mage classes can't use Instill anymore.

## Skills

- Buccaneer can learn fusils at level 30 instead of 40, ranger can learn it at same level.
- Lord lost access to First Aid (Heal Aura) because he has other ways to heal, it was given to White Knight instead.
- Ninja and Swordmaster swapped skills, Ninja got Mind's Eye and Swordmaster got Steelstance.
- Ninja lost Concentration (can't function anymore) and gained Wild Hunt at level 25.
- Ninja gains Torinoko at level 3 instead of 25.
- Angel Knight lost Rampart Shadow.
- Songstress uses Songs skill again instead of Art of War until I can think of a good replacement for her Song-boosting skills.
- First Aid renamed to Heal Aura.
- Mighty Strike renamed to Blade Focus.
- Mighty Impact and Double Impact renamed to Mighty Strike and Double Strike.

## Spells and Active Skills

- Visuals adjusted for some skills, Mighty Strike and Tremendous Shot use a shorter animation, Conviction uses a lighter effect.
- Instill spells are now self-only.
- Minor debuffs can miss again, it seemed that the enemies favor them because of 100% hit chance.
- Electrify charges a fixed 50TP, the game apparently doesn't have a percentage of maximum TP formula for target side, the spell also can't target self anymore, it wasn't able to charge self anyway but you can't use it by mistake this way.
- Sludgebind now causes LEADEN, SLOW and delays target's RT by 40 (instead of LEADEN, HOBBLE and pretty much no delay at all because the game has been using a wrong formula for delay effects all this time).
- Paradigm Shift costs 50 MP and can't target self anymore.
- Blazing Grasp inflicts WITHER instead of LEADEN.
- Gaia Sunder inflicts HOBBLE and delays RT by 40.
- Dead Anchor inflicts LEADEN and delays RT by 40.
- Featherstep is not a ranked skill anymore, also removes HOBBLE.
- Liberate is not a ranked skill anymore.
- Rally costs 60 TP and charges 20 instead of 40/40.
- Wild Hunt introduced, it enables you to move again for 80 TP.
- First Aid (Heal Aura) doesn't grant RENEWAL anymore but the healed amount is higher (equal to TP spent).
- Princess's Whim costs 60 TP, up from 40.
- Insta-crit skills (Mighty strike and similar) cost increased to 60.
- Double Strike/Shot, Sanguine Assault cost increased to 80.
- Conviction leeches 15% of target's current HP as mana instead of being based on attack stats.
- Sweaty Palms delays RT by 40 instead of inflicting HOBBLE.

## Racial Templates

- Generic characters now have four templates (warrior, rogue, mage and default) with relevant stats boosted, a properly picked generic in the right class can compete with unique characters now. Monsters also have four templates (offensive, defensive, agile and default).
- Some uniques and special characters are nerfed somewhat, those acquired in later acts aren't much stronger anymore.
- Enemy leader RT bonuses are more consistent now.
- Donnalto's portrait was changed (looking for feedback).
- Ehrlig, Felicia, Chamos and Tamuz had their appearance changed, we'll settle on those picked by the community.
- Tamuz is now a Ravenman (a dark skinned hawkman, really) that has access to Orc classes. Something unique for the neutral route.

# Patch notes v0.83

## Equipment

- RT cost adjusted for some weapons, fast weapons are generally faster and slow weapons slower.
- Damascus blowgun inflicts SLOW insted of LEADEN.

## Consumables

- Orbs are cheaper but they're just crafting materials now.
- Classmarks are cheaper, Warlock and Rogue classmarks can be bought in normal shops.
- Classmarks for Fusilier, humanoid and unique classes can be crafted with Transcription codex.

## Class

- Some more stats adjusted slightly.
- Monster classes gain less ATK and DEF per level, scaling was a problem at high levels, they gain more HP instead.
- Dragon classes were renamed same as their Ogre Battle counterparts where possible.
- Beast Tamer and Rogue can use heavy accessories.
- Warlock can learn Counterattack2.
- Rogue got Disarm skill back to deal with souped-up traps.
- Spellblade can't use Dispel anymore, it was an oversight.

## Skills

- Spellbooks cost 50 points like other weapon skills.
- All resist skills cost 90 points.

## Spells and Active Skills

- Visuals adjusted for some effects.
- Chance to hit for status spells raised, minor debuffs like Breach always hit now.
- Drain Heart costs 30MP and drains 15% of target's current HP instead of maximum.
- Harvest dance heals 20% HP now.
- Poised Arabesque heals 20% HP and 10% MP now.
- Booby Traps have a range of 2 and were fully reworked, those that deal damage now do 50% of target's current HP and apply a status effect, there are also beneficial traps that heal or apply buffs, their descriptions were properly updated.
- Barricade and Rampart Clone range was increased to 2, Jack o' Lantern range was increased to 5.

## Finishing Moves

- All moves that can inflict status effects now always do if the attack hits.
- Finishers for weapons with lower attack values, like staves, spellbooks and instruments are generally stronger in some way than the rest.
- Many finishers were changed to avoid redundancy as much as possible, they were also renamed and their visual effects and descriptions were updated, check the table in the finisher section for details.

## Misc

- Tarot card descriptions will now say which stat they're raising.
- Heavenly generals can use items, in case someone was using those templates for the bling.
- Sorted some items in shops better.

## Patch notes v0.82

- Fixed a bug where some monster types didn't count as monsters so they couldn't be auctioned.
- Berserkers can't use 2H swords anymore, their weapon selection was overlapping with some other classes too much.
- Rogues can't use 1H swords, it didn't make much sense to give a STR weapon to a DEX class after all, it was underperforming.
- Terror Knight lost 2H katana for the same reason, a finesse weapon doesn't really fit a brute strength class.
- Juggernaut gained access to 1H weapons and light shields so you can outfit him to be tankier but hit less hard if you want, he had pretty much the same weapon selection as Terror Knight otherwise.
- Warrior can use 1H and 2H katana so you can start training with those weapons right from the start.
- Ranger lost 2H katana, it isn't really a class suited for 2H weapons.
- Knight lost Crossbows and Thrown, Hoplite already fills the slot of a tank with a ranged option.
- Baldur gear splits its stat bonus between RES and the stat native to the equipment type instead of having only RES.
- All gear with movement augments has 3 uses now.
- Stats on jewelry slightly adjusted.
- Introduced a few more sellable treasure items to replace drops that don't exist anymore.
- Wheel of Fortune card doesn't grant Blinkwalk anymore.
- Cost of status proof skills reduced to 4000 points.
- Rogue lost Disarm.
- Knight gains a unique skill 'Rally' at level 20, for 40TP it removes FEAR from all units in the area and charges them 40TP.
- Knight gains Guardian Force at level 16 instead of 20, he lost access to Sanctuary Shadow.
- Area spells do slightly more damage at rank I.
- Drain Heart drains 15% HP instead of being stat based, Terror Knights weren't doing any damage with it.
- Draconic attack spells buffed slightly again, they weren't quite there yet, their animations and some effects were also changed.
- Huappango Winds was a bit iffy, Vartan plays as a solo unit rather than moshing it with everyone else so the skill now grants Renewal and Sidestep to self only.
- Stats for some classes adjusted slightly.
- Characters obtained in later acts have slightly lower stats, they had a slight bonus to catch up with units that were gathering cards from the start but cards do not drop that much unless you were farming like mad.

# Patch notes v0.81

## CLASS

### Global Changes

- Some minor adjustments to stats
- Squishy classes are slightly tougher.

### Wizard

MAGIC Can use low level debuffs

### Rune Fencer/Valkyrie

MAGIC Can use low level buffs

### Warlock/Witch

- MAGIC Can't use projectile spells anymore
- Gained access to all RESONANCE skills

### Paladin

- Can't use 1H/2H Katana

### Buccaneer

- Can learn Fusils at level 30

## WEAPONS

- Adjusted prices of CLAWS, SPELLBOOKS and THROWN
- Shuriken has 50% chance to poison

## ARMOR

- Armor has lower DEF value but slightly higher resists, as a result it's easier to damage very tough units
- Shields have elemental resistance instead of RES bonus, as a result it's easier to damage shield users with spells
- Brigandine is available earlier and Baldur gear later
- Damasc gear counts as light armor
- Hoarfrost Greaves count as a heavy accessory

## SPELLS

- Projectile spell cost increased to 10/20/30/40
- Summons are stronger but the maximum number of hits is reduced
- Dragon magic attacks are stronger
- Ninjutsu summons are significantly stronger but their cost is increased and number of hits reduced
- Other Ninjutsu has a slight TP cost in addition to reagents

## SKILLS

- Some levelled skills were sped up considerably
  - Weapon skills level at a rate of 96 instead of 64
  - Racial skills level at a rate of 72 instead of 48
  - Parry/Deflect levels up at a rate of 96 instead of 64
  - Overpower levels up at a rate of 240 instead of 128
  - Steal levels up at a rate of 240 instead of 192
  - Meditate levels up at a rate of 168 instead of 128
  - Other Actives levels up at a rate of 240 instead of 160
- Spells from NINJUTSU, WAR DANCES and SONGS were merged into ART OF WAR set

## ITEMS

- Treasures were added to reagent category, they will drop from enemies sometimes and can be sold for goth
- Ores were removed from the game, ingots are now crafted directly from inferior/refined/purified ore
- Creating crafting components is more straightforward

## SHOP

- Availability was changed for some items
- Auctioning monsters will grant monster crafting components instead of ores
- Auctioning monsters will grant 5 orbs and 5 classmarks per monster instead of 2

# Patch notes v0.80

## CLASS

### Global Changes

- Levelling classes no longer raises the character's base stats
- Classes gain 12% of the base stat value listed below per level, it's 12,5% for HP/MP
- Human classes gain ATK and DEF per level at 2,5% of the base value listed below, for beasts it's 7,5%
- Some classes were renamed as a tribute to earlier games from the Ogre series
- More classes use advanced versions of unarmed melee and ranged attacks

	HP	MP	STR	VIT	DEX	AGI	AVD	INT	MND	RES	RT	ATK	DEF
Warrior	64		19	18	19	18	17	12	12	14	28	12	8
Archer	56		14	15	20	22	17	12	12	13	26	8	4
Wizard	56	28	13	14	12	12	16	22	18	21	26	4	4
Cleric	60	24	16	16	16	17	17	16	22	22	24	8	4
Spellblade	64	20	19	17	16	18	16	20	14	18	28	8	8
Knight	68	12	20	21	16	16	14	12	16	15	32	12	12
Terror Knight	68	16	21	20	17	16	15	14	18	16	32	12	8
Berserker	64		22	18	18	18	16	12	12	14	24	16	4
Swordmaster	60		18	17	22	20	22	12	14	16	24	12	4
Dragoon	64		21	19	18	18	16	12	12	15	30	12	8
Ninja	56		15	16	21	20	22	18	16	18	20	8	4
Rogue	60		17	16	20	18	19	12	12	14	22	8	4
Fusilier	56		15	15	21	21	16	12	12	12	24	12	4
Beast Tamer	64		19	20	18	17	18	12	12	15	26	8	12
Warlock	60	20	15	16	19	16	16	17	20	16	24	8	4
Necromancer	56	32	12	14	12	12	16	18	22	21	24	4	4
Lich	52	32	12	12	12	12	12	22	22	22	28	4	4
Angel Knight	60	16	18	17	17	16	15	18	16	17	28	12	8
Hoplite	72		20	22	18	17	18	10	12	15	32	12	12
Juggernaut	68		21	21	16	17	15	10	12	15	28	12	8
Patriarch	60	20	15	16	16	15	14	20	18	18	24	8	4
Familiar	60	16	15	15	18	16	20	18	18	16	22	8	4

### Warrior

MAGIC /

- Can equip all light/heavy shields, armor and accessories except sniper gear
- Can use Spears, lost Cudgels
- Gained access to Steadfast, ReflectDamage
- Can learn Tactician, TreasureHunt, ReflectMagic
- Lost access to RampartAura
- Female version renamed to Amazon

### Archer

MAGIC /

- Can equip all light shields, armor and accessories
- Movement increased to 4, can enter water
- Gained access to Jump2, Wade2
- Lost access to Parry, Overpower, Counterattack3

### Wizard/Enchantress

MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DIVINE/DARK - all damage spells, guard

- Can equip light shields and all cloth armor or accessories
- Can use Spellbooks, lost Hammers
- Gained access to Divine Magic
- Can learn Meditate earlier, gains Engulf before ConserveRT
- Female version renamed to Sorceress

### Cleric

MAGIC DIVINE magic - all non-damage spells

- Can equip light shields, cloth/light armor and all accessories, cannot use dark-aligned or sniper gear
- Can use Fists and 1H Hammers, lost Thrown weapons
- Movement increased to 4
- Gained access to Parry, Counterattack12
- Can learn MaxTP, AbsorbMP

### Rune Fancer/Valkyrie

- MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DIVINE/DARK - projectiles123, summons1, instill, guard
- Can equip light shields and light/heavy armor or accessories except sniper gear
  - Can use Cudgels, lost Hammers, Bows, Crossbows and Thrown
  - Gained access to Steadfast
  - Can learn MaxTP
  - Lost access to RampartAura, MP Infusion
  - Male version renamed to Spellblade

### Knight

- MAGIC DIVINE - instill, AWAKEN, INNERVATE, CLEANSE, UNBURDEN, HEARTEN
- Can equip light/heavy shields, armor and accessories, cannot use dark-aligned and sniper gear
  - Can use Thrown weapons, lost 2H hammers
  - Gained access to Siege
  - Can learn Sanctuary, MaxTP
  - Lost access to Trajectory

### Terror Knight

- MAGIC DARK - instill, DRAIN HEART/MIND/POWER, PARALYTIC WAVE, POISON CLOUD, SLEEP, GRAVITY FLUX
- Can equip light/heavy armor and accessories, cannot use divine-aligned and sniper gear
  - Can use 2HKatana and dark-aligned Cudgels
  - Gained access to Siege, ReflectDamage
  - Can learn Demon'sPact
  - Lost access to RampartAura34, Trajectory

### Berserker

- MAGIC /
- Can equip light shields, light armor and light/heavy accessories except sniper gear
  - Can use 2HSwords, lost Daggers, Cudgels and Thrown
  - Can enter water
  - Gained access to Steadfast, DoubleAttack, ReflectDamage
  - Lost access to RampartAura, Trajectory
  - Female version renamed to Freya

### Swordmaster

- MAGIC WAR DANCES - all
- Can equip cloth/light armor and accessories except sniper and mage gear
  - Can use 1HSwords, 2HSwords and 1HKatana
  - Gained access to Counterattack34, Jump2, Steadfast, DoubleAttack, ReflectDamage
  - Can learn Siege, MaxTP
  - Lost access to Trajectory
  - Female version renamed to Blademaiden

### Dragoon

- MAGIC /
- Can equip all light/heavy shields, armor and accessories except sniper gear
  - Can use Hammers and 1H fusils, lost Cudgels
  - Can learn RampartAura1, Siege, MaxTP
  - Lost access to RampartAura2, Trajectory

### Ninja/Kunoichi

- MAGIC NINJUTSU - all
- Can equip light armor and accessories except sniper gear
  - Can use Fists, lost Hammers
  - Can enter water
  - Can learn MaxTP, ReflectMagic

### Rogue

- MAGIC /
- Can equip all light shields, armor and accessories
  - Can use 1HSwords and Whips, lost Hammers
  - Can enter water, acrobatic movement type
  - Can learn Trajectory, ReflectMagic
  - Lost access to Sparagmos

### Fusilier

- MAGIC /
- Can equip all light shields, armor and accessories
  - Movement increased to 4
  - Gained access to Counterattack3, Knockback2,3
  - Can learn MaxTP, ReflectMagic
  - Lost access to Parry, Overpower, ReflectDamage

### Beast Tamer/Dragoner

- MAGIC /
- Can equip all light/heavy shields and all light armor or accessories except sniper gear
  - Can use Spears, lost Cudgels
  - Can enter water
  - Gained access to Knockback4, Jump2
  - Can learn Siege, MaxTP
  - Female version renamed to Dragoner

### Warlock/Witch

- MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DIVINE/DARK - projectiles123, indirect123, instill, guard, buffs, debuffs, DISPEL, EASE  
DRACONIC - all spells except GIFT OF RESTORATION, GIFT OF RENEWAL, HOLY SHIELD, SACRIFICE
- Can equip Light shields and cloth/light armor or accessories except sniper gear
  - Can use 1H Katana, lost Hammers
  - Movement increased to 4
  - Gained access to Parry, Counterattack1
  - Lost access to MaxTP4
  - Can learn all magic he is able to use, MaxTP, ReflectDamage

### Necromancer

- MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DARK: projectiles, buffs, debuffs  
NECROMANCY magic: all spells
- Can equip light shields and all cloth armor or accessories except divine-aligned gear
  - Can use Spellbooks, lost Hammers
  - Lost access to MaxTP4
  - Can learn all magic he is able to use, MaxTP, ReflectDamage

### Lich

- MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DARK - all damage spells and debuffs except summons  
NECROMANCY - all spells  
DRACONIC - DETECT, SPRINGBOARD, TELEPORT, NEGATE SPELL, ENLIGHTEN, PHANTOM SHEL
- Can equip light shields and all cloth armor or accessories except divine-aligned gear
  - Lost access to Hammers, MaxTP4
  - Can learn Spellbooks, MaxTP, ReflectDamage

### Divine Knight

- MAGIC DIVINE - projectiles123, instill, guard, HEAL123, EXORCISM, DISPEL, EASE  
DRACONIC - GIFT OF RESTORATION, GIFT OF RENEWAL, NULLIFY STRIKE, DODGE BLADES, HOLY SHIELD, SACRIFICE
- Can equip all shields, armor and accessories except dark-aligned, mage and sniper gear
  - Can use Spears, Thrown weapons and divine-aligned Cudgels, lost Hammers
  - Gained access to Knockback34, ExpandMind3, Channeling3
  - Lost access to RampartAura2, Jump1, Siege
  - Can learn RampartAura1, MaxTP, ReflectDamage, Treasure Hunt, Tactician, AbsorbMP
  - Renamed to Angel Knight

### Hoplite

- MAGIC /
- Can equip all light/heavy shields, armor and accessories except sniper gear
  - Can learn Siege

### Juggernaut

- MAGIC /
- Can equip all light/heavy armor and accessories except sniper gear
  - Lost access to 1H and ranged weapons
  - Gained access to RampartAura1
  - Can learn ReflectMagic
  - Female version renamed to Maenad

**Patriarch**

MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DIVINE/DARK - projectiles123, indirect123, summons1, apocrypha1, instill, guard, buffs, debuffs, DISPEL, EASE

- Can equip Light shields and cloth/light armor or accessories except sniper gear
- Can use Whips
- Gained access to Parry
- Lost access to MaxTP4
- Can learn MaxTP123, ReflectDamage, Meditate

**Familiar**

MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DIVINE/DARK - projectiles123, instill, guard, buffs, minor debuffs, HEAL123, BOON OF SWIFTFNESS, DISPEL, AWAKEN, INNERVATE, SINGING LIGHT, AWAKEN STONE, LIBERATE, CLEANSE, UNBURDEN, HEARTEN

- Can equip Light shields and cloth/light armor or accessories except sniper and mage gear
- Can use Spellbooks, Instruments
- Lost access to Knockback, ExpandMind4, Channeling4
- Gained access to Parry, Deflect
- Can learn MaxTP, ReflectDamage

	HP	MP	STR	VIT	DEX	AGI	AVD	INT	MND	RES	RT	ATK	DEF
Welkin	88		24	22	14	18	16	6	6	16	30	48	32
Nidhogg	88		24	22	14	18	16	6	6	16	30	48	32
Raijin	88		24	22	14	18	16	6	6	16	30	48	32
Ouroboros	88		24	22	14	18	16	6	6	16	30	48	32
Flarebrass	88		24	22	14	18	16	6	6	16	30	48	32
Amaroq	88		24	22	14	18	16	6	6	16	30	48	32
Bahamut	88		24	22	14	18	16	6	6	16	30	48	32
Tiamat	88		24	22	14	18	16	6	6	16	30	48	32
Hydra	92		28	20	12	16	18	6	6	18	32	52	28
Clay Golem	92		20	24	12	18	16	4	4	12	32	40	36
Stone Golem	92		26	24	12	14	12	4	4	14	32	40	36
Iron Golem	92		24	26	10	16	14	4	4	14	32	40	36
Baldur Golem	92		24	22	12	16	14	4	4	16	32	40	36
Gryphon	84		18	15	16	21	22	6	6	12	26	36	24
Cockatrice	80		17	14	17	20	21	6	6	12	24	36	24
Octopus	96		24	22	14	18	18	4	4	14	28	40	24
Cyclops	84	12	20	18	12	16	16	18	16	18	30	36	24

### Dragon

MAGIC /

- Gained access to Swiftfoot1, Wade
- Lost access to Toxic Breath
- Can learn Tactician

### Hydra

MAGIC /

- Movement reduced by 1
- Gained access to RampartAura12, Swiftfoot1, Wade, ShadowResonance, VenomBreath
- Lost access to Knockback4, PoisonBreath

### Golem

MAGIC /

- Movement reduced by 1
- Gained access to Knockback4, Swiftfoot1, Wade1, Siege, TelluricResonance

### Gryphon

MAGIC /

- Movement reduced by 1
- Gained access to Conterattack 4, Swiftfoot, AerialResonance, Sparagmos
- Lost access to VenomBreath

### Cockatrice

MAGIC /

- Movement reduced by 1
- Gained access to Conterattack 4, Swiftfoot, ShadowResonance, PoisonBreath
- Lost access to VenomBreath

### Octopus

MAGIC /

- Movement reduced by 1
- Gained access to RampartAura123, Knockback4, Siege, Swiftfoot1, AquaticResonance
- Lost access to Aquaveil

### Cyclops

MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DARK - projectiles12, summons1, some debuffs

- Gained access to Swiftfoot1, Wade1, all Resonance skills
- Lost access to Counterattack4, Expandmind4, Channeling4

	HP	MP	STR	VIT	DEX	AGI	AVD	INT	MND	RES	RT	ATK	DEF
Lord	64	20	18	18	18	18	18	18	18	18	30	12	8
Ranger	60	12	17	16	20	20	19	18	14	16	22	12	8
Sibyl	60	28	16	16	16	17	17	18	22	22	24	8	8
Heretic	60	28	15	15	19	16	16	20	20	20	24	8	8
Princess	64	20	18	17	18	18	16	20	16	18	26	8	8
Paladin	72	12	21	22	18	18	16	12	18	18	28	12	12
Astromancer	52	32	12	14	12	12	16	22	22	22	28	4	4
Vartan	60	12	18	16	20	18	20	18	14	14	24	12	4
White Knight	68	12	21	20	18	18	16	12	16	16	28	12	12
Shaman	56	28	13	14	12	12	16	21	21	22	22	4	4
Wicce	60	28	15	15	18	16	17	20	22	20	24	8	8
Songstress	60	20	17	16	20	19	21	18	18	20	26	8	8
Buccaneer	64		20	17	20	18	20	12	12	15	22	12	8
Knight Cmmdr	60	12	19	17	19	17	15	20	14	14	26	12	12

### Lord

MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DIVINE/DARK - all spells  
 DRACONIC magic - everything except damage spells  
 NECROMANCY magic - all spells  
 NINJUTSU - all  
 WAR DANCES - all

- Can equip all shields, armor and accessories
- Can use Fusils
- Gained access to Sanctuary and one signature skill from each class including EmpowerBeast, Meditate, Golemsbane, ConserveMP, Mind'sEye, Speedstar, Mother's Mercy, Sharpshoot, FearfulImpact, Dragonsbane, Berserk, Steelstance and ConsecrateDead

### Ranger

MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DIVINE/DARK - projectiles12, instill

- Can equip all light shields, armor and accessories
- Can use 1H Katana, 2H Katana and Cudgels, lost Axes
- Gains MP and can cast spells
- Acrobatic movement type
- Gained access to ExpandMind12, Channeling12, ReflectDamage, AbsorbMP
- Can learn MaxTP

### Priest

MAGIC DIVINE - all spells  
 DRACONIC - all spells except damage, DETECT, SPRINGBOARD and TELEPORT

- Can equip light shields, cloth/light armor and all accessories except sniper and dark-aligned gear
- Can use Fists and 1H Hammers, lost Thrown weapons
- Gained access to Draconic Magic, Parry, Counterattack12
- Lost access to MaxTP4
- Can learn MaxTP, ReflectDamage, AbsorbMP
- Female version renamed to Sibyl

### Dark Priest

MAGIC DARK - all spells  
 DRACONIC - DEMON, DEMON RAGE, DETECT, SPRINGBOARD, TELEPORT, NEGATE SPELL, ENLIGHTEN, PHANTOM SHELL

- Can equip light shields, cloth/light armor and all accessories except sniper and divine-aligned gear
- Can use Daggers and 1H Katana, lost Hammers
- Gained access to Draconic Magic, Parry, Counterattack2
- Lost access to elemental magic, MaxTP4
- Can learn Spellbooks, MaxTP, ReflectDamage, AbsorbMP
- Renamed to Heretic

### Princess

MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DIVINE - indirect123, instill, guard, buffs, minor debuffs, debuff removal, HEAL123  
 DRACONIC - all damage spells except DEMON and DEMON RAGE, NULLIFY STRIKE, DODGE BLADES, BALLISTICS, PHANTOM SHELL

- Can equip light shields, cloth/light/heavy armor and accessories except sniper and dark-aligned gear
- Can use Spears, lost Hammers
- Gained access to Counterattack3, Knockback2, Steadfast
- Lost Access to ExpandMind4, Channeling4, MaxTP4
- Can learn Daggers, Swords, Whips, Draconic Magic, MaxTP, ReflectDamage, AbsorbMP

### Paladin

MAGIC DIVINE: instill, healing12, EXORCISM, AWAKEN, INNERVATE, SINGING LIGHT, AWAKEN STONE, LIBERATE, CLEANSE, UNBURDEN, HEARTEN

- Can equip all light/heavy shields, armor and accessories except dark-aligned and sniper gear
- Gained access to Knockback4
- Lost access to ReflectMagic
- Can learn MaxTP, Siege

### Astromancer

MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DIVINE/DARK - all spells except exorcism, healing, resurrect, debuff removal and BOON OF SWIFTNESS

DRACONIC - DETECT, SPRINGBOARD, TELEPORT, NEGATE SPELL, ENLIGHTEN, PHANTOM SHELL

- Can equip light shields, cloth armor and accessories
- Lost Access to MaxTP4
- Can learn Spellbooks, MaxTP, ReflectDamage, AbsorbMP

### Vartan

MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE - projectiles123, instill

- Can equip all light shields, armor and accessories except sniper gear
- Can use Spears, lost 2H Crossbows
- Gained access to ReflectDamage
- Lost access to DivineMagic, Wade
- Can learn MaxTP

### White Knight

MAGIC DIVINE - instill, AWAKEN, INNERVATE, SINGING LIGHT, AWAKEN STONE, LIBERATE, CLEANSE, UNBURDEN, HEARTEN

- Can equip all light/heavy shields, armor and accessories except dark-aligned and sniper gear
- Lost access to Cudgels, Fists, 1H Crossbows
- Gained access to Knockback4
- Lost access to ReflectMagic
- Can learn MaxTP, Siege

### Shaman

MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE - all spells

- Can use light shields, cloth armor and accessories
- Lost access to Hammers, DraconicMagic, MaxTP4
- Can learn Spellbooks, MaxTP, ReflectDamage, AbsorbMP

### Wicce

MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DIVINE/DARK - all spells except summons, exorcism, healing, resurrect, debuff removal and BOON OF SWIFTNESS

NECROMANCY - all spells

DRACONIC - all spells except GIFT OF RESTORATION, GIFT OF RENEWAL, HOLY SHIELD, SACRIFICE

- Can equip light shields, cloth armor and accessories
- Gained access to Necromancy, Parry, Jack'oLantern, Gluttony
- Lost access to Hammers, MaxTP4
- Can learn Spellbooks, DraconicMagic MaxTP, ReflectDamage, AbsorbMP

### Songstress

MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE - indirect123, summons1, instill, guard, buffs  
SONGS - all

- Can equip light shields, cloth/light armor and accessories except sniper gear
- Gained access to ElementalMagic, Parry, Deflect, ExpandMind123, Channeling123
- Lost access to ReflectMagic
- Can learn MaxTP

### Buccaneer

MAGIC /

- Can equip all light shields, armor and accessories except sniper gear
- Can use 1H Katana, lost all 2H weapons except whips
- Gained access to Knockback3, Steadfast, ReflectDamage
- Can learn DoubleAttack, Fusils, MaxTP, TreasureHunt

### KnightCommander

MAGIC AIR/EARTH/LIGHTNING/WATER/FIRE/ICE/DIVINE/DARK - projectiles123, indirect123, instill, guard

- Can equip all light/heavy shields, armor and accessories except sniper gear
- Can use Fists, Axes and Spears, lost Crossbows and Thrown
- Lost access to RampartAura34

# RACIAL TEMPLATES

## Global Changes

- RT bonus for unique, special and named generic characters was reduced, uniques have -4 or -6, specials and named generics have -2 or -4
- Named generic characters (like Sara or Voltare) also have fixed sprites and portraits now, like specials
- Unique characters have lower stats and their totals are roughly the same, normal characters have 280 points, specials have 300 and uniques 320 (uniques important to the story like Denam, Catiua or Zenobians get 10 extra). As a point of reference, by the same grading system vanilla Ozma would have 400 points total
- Stat total for beasts is 320

# WEAPONS

## Global Changes

- All weapons of the same type have the same weight and RT penalty
- Elemental weapons have the same on hit effect as the rest of the class or none, instead of inflicting averse
- DEX weapons have a lower ATK and a significantly lower damage bonus to compensate for bypassing the damage threshold easier
- Ranged weapons have a much higher RT penalty to compensate for spending less RT on moving
- Thrown weapons and Blowguns use the Sidearms skill, sharing the weapon class and finishers
- There is a greater variety of elemental weapons, elements are spread more evenly
- All "+ 1" weapons are renamed to another variant of the weapon, for instance, the upgrade for 'Shamshir' is 'Scimitar'
- Upgraded gear is only slightly stronger than the basic version and never better than the next tier, crafting is much cheaper to compensate and will never ask for rare components in general recipes
- Weapons with divine element no longer have a hidden bonus versus undead, that's reserved for Baldur gear
- Less 1H weapons are unique to allow for more dual wielding options
- The ATK growth in endgame weapons is lower and the spread is equalized so the strongest weapon in every class has roughly the same power when compared to baseline and having more weapons is not an advantage (1H Swords versus Whips)
- Elemental weapons in endgame can't be upgraded, their upgrades are different weapons now to provide more elemental variety

## Claws

- Are one handed DEX weapons now
- Have a 30-40% chance to inflict POISON on hit and provide a moderate bonus to AVD
- Weight penalty is 4, attacks cost 10 RT

## Daggers

- Have a 10-15% chance to inflict SILENCE on hit and provide a moderate bonus to MND
- Weight penalty is 3, attacks cost 8 RT

## 1H Swords

- Have a 20-25% chance to inflict STAGGER on hit and provide a moderate bonus to AGI
- Weight penalty is 6, attacks cost 14 RT

## 2H Swords

- Have a 30-40% chance to inflict STAGGER on hit and provide a large bonus to AGI as well as improve the Overpower skill
- Weight penalty is 8, attacks cost 20 RT

## 1H Axes

- Have a 20-25% chance to inflict BREACH on hit
- Weight penalty is 7, attacks cost 16 RT

## 2H Axes

- Have a 30-40% chance to inflict BREACH on hit and improve the Overpower skill
- Weight penalty is 10, attacks cost 24 RT

## Spears

- All spears have 1-2 range
- They provide a large bonus to AVD and improve the Parry skill
- Weight penalty is 9, attacks cost 22 RT

## 1H Hammers

- Fans count as Daggers now
- Have a 10-15% chance to inflict STUN on hit
- Weight penalty is 10, attacks cost 20 RT

## 2H Hammers

- Have a 20-25% chance to inflict STUN on hit and improve the Overpower skill
- Weight penalty is 16, attacks cost 32 RT

## 1H Katana

- Provide a moderate bonus to LUK
- Weight penalty is 5, attacks cost 12 RT

## 2H Katana

- Are 2H DEX weapons now
- Provide a large bonus to LUK and improve the Deflect skill
- Weight penalty is 7, attacks cost 18 RT

#### Staves

- Upgraded variants can charge 25 MP once per battle
- Provide a large bonus to INT, elemental variants improve the matching elemental augment
- Weight penalty is 5, attacks cost 14 RT

#### Whips

- Are 2H DEX weapons now
- Can attack diagonally
- Have a 30-40% chance to inflict FALSESTRIKE on hit and improve the Overpower skill
- Weight penalty is 6, attacks cost 26 RT

#### Spellbooks

- Can be bought in stores and have different stats now
- Provide moderate bonuses to INT and MP
- Weight penalty is 4, attacks cost 18 RT

#### Instruments

- Non-elemental variants can be bought in stores now
- Have a 10-15% chance to inflict CHARM on hit and provide a large bonus to MND
- Weight penalty is 5, attacks cost 14 RT

#### Blowguns

- All Blowguns can inflict some status effect with a 50% chance (100% for poison)
- Range is 2-4
- Weight penalty is 4, attacks cost 28 RT

#### 1H Bows

- Range is 3-6
- Weight penalty is 5, attacks cost 36 RT

#### 2H Bows

- Range is 3-8
- Weight penalty is 8, attacks cost 48 RT

#### 1H Crossbows

- Range is 2-7
- Weight penalty is 7, attacks cost 40 RT

#### 2H Crossbows

- Range is 2-9
- Weight penalty is 10, attacks cost 54 RT

#### 1H Guns

- Range is 1-4
- Weight penalty is 5, attacks cost 44 RT

#### 2H Guns

- Range is 1-10
- Weight penalty is 12, attacks cost 60 RT

#### Thrown

- Thrown weapons are not consumable anymore, it is assumed you're carrying a small supply and retrieving them so it gets compensated with very high weight penalty
- Range is 2-5
- Weight penalty is 16, attacks cost 32 RT

#### Beastmaster Tokens

- Belong to a fist weapon class but are only equippable by beasts, they provide a small attack bonus and can carry an elemental atunement
- Weight penalty is 1, attacks cost 12 RT

#### Lobbers

- Ranges of the three tiers are 3 to 5,6 and 7
- Weight penalty is 6, lobbing an item use costs 40 RT
- Use is more restricted by class

#### Cursed Weapons

- Doublehit with every attack

# ARMOR

## Global Changes

- Gear comes in three types now, cloth, light and heavy, each providing a different amount of protection and having different weight
- If a class can equip heavy gear it can also equip light, cloth is generally reserved for casters with some exceptions like Swordmaster
- A few pieces of gear (like Circlet) belong to two categories and can be equipped by almost any class
- A gear piece typically has a lower resistance to one damage type, those are Piercing for Cloth, Slashing for Light and Crushing for Heavy

## Light Shields

- Have a moderate armor/resistance value and provide high AVD and RES bonuses, also improve the Parry skill
- Weight penalty is 4, attacks cost 6 RT

## Heavy Shields

- Have a high armor/resistance value and provide high HP and RES bonuses, also improve the Deflect skill
- Weight penalty is 8, attacks cost 6 RT

## Cloth Helms

- Have a low armor/resistance value and provide moderate MP and MND bonuses, also improve elemental resistance
- Weight penalty is 2

## Heavy Helms

- Have a high armor/resistance value and provide moderate HP and VIT bonuses
- Weight penalty is 2

## Cloth Armor

- Has a low armor/resistance value and provides high RES and MP bonuses, also improves elemental resistance
- Weight penalty is 4

## Light Armor

- Has a moderate armor/resistance value and provides a moderate HP bonus along with a high AVD bonus
- Weight penalty is 8

## Heavy Armor

- Has a high armor/resistance value and provides high HP and VIT bonuses
- Weight penalty is 12

## Cloth Gloves

- Have a very low armor/resistance value and provide high INT and MP bonuses, also improve elemental resistance
- Weight penalty is 2

## Light Gloves

- Have a low armor/resistance value and provide high DEX and LUK bonuses
- Weight penalty is 3

## Heavy Gloves

- Have a moderate armor/resistance value and provide high STR and HP bonuses
- Weight penalty is 6

## Cloth Legguards

- Have a low armor/resistance value and provide high AVD and MP bonuses, also improve elemental resistance
- Weight penalty is 2

## Light Legguards

- Have a moderate armor/resistance value and provide a very high AVD bonus
- Weight penalty is 3

## Heavy Legguards

- Have a high armor/resistance value and provide high AVD and HP bonuses
- Weight penalty is 6

## Jewelry

- Resistances to Crushing/Slashing/Piercing on jewelry improved
- Stat bonus on rings improved to 10/20 from 5/10
- Chokers provide 20 DEF, 20 MP, a 20% res/damage bonus to their element, no bonus to the opposing one and 10% to the rest
- Earrings provide 20 ATK, 40 HP and 15% res/damage bonus against every race as well as +3 to their weapon skill instead of +2
- Crest of Fire has all the bonuses that other pieces of jewelry provide (highest non-upgraded value)

# ITEMS

## Global Changes

- Crafting costs for some potions and salves was reduced so they're a bit cheaper than buying them, which wasn't always the case.
- Using recovery items has higher RT cost

## Heal Items

- Mend Leaf, heals 50 HP now
- Mending Seed, heals 150 HP, costs 400 goth
- Mending Salve, heals 50% HP, costs 2000 goth
- Fruit of the Seraph, heals all HP
- Overripe fruit, no changes
- Everything else was removed

## Charge Items

- Magic Leaf, no changes
- Crystal Pumpkin, charges 50 MP now

## Resurrect items

- Has a range of 1 now

## Status Removal Items

- All have a range of 2.
- Zolia Drought +1 and Maca Antodote +1 were renamed to Zolia Essence and Maca Antivenin to get rid of the last +# item in the list, their icons are also colored differently.

## Monster Food (Dragon Steak, Braised Skewer, Steamed Mollusk, Minced Patty)

- They don't raise stats anymore but can still be used to charge 50TP and also grant a minor buff depending on item (Strengthen/Dodge/Spellcraft/Fortify, respectively)
- Can be used on other characters now instead of being self-only

## Reagents (Wurm Gem, Fans, Scores, Ninjutsu summon tokens, Necromantic doodads)

- Everything is removed except Ninjutsu tools for support spells.

## Arcana

- Can't be used in combat anymore.
- Added four scrolls with light and dark ninjutsu summons.

# SHOP

## Global Changes

- All damasc gear can be bought after finishing the main campaign (instead of just leggings), you don't have to start with CODA anymore

## Weapons

- 1H and 2H Katana are available in shops right from the start
- Some spellbooks and non-elemental instruments can also be bought
- Vicious Assault token can also be bought in shops

## Arcana

- Indirect spell grimoires III can be bought during chapter IV
- Indirect spell grimoires IV can be bought in Palace of the Dead after chapter I CODA
- Some arcana is available at different points in game, usually at the same time as other similar spells
- Divine damage spells are available at same points as elemental and dark
- The strongest status spells are available later
- Summons I can be bought after finishing the game instead of after chapter I CODA
- Heal III and Major Heal II are available a bit earlier but only in Deneb's and PotD shops
- Scroll of Cicada can be bought from Deneb
- Brightshear and Nightshear scrolls are available at the same point as other ninja summons
- Ninja summons II can be bought in Palace of the Dead after chapter I CODA
- Draconic damage spells I can be gotten from any shop from chapter II onwards

## Classmarks

- Deneb now sells Magus's Mark

# SPELLS

## Global Changes

- Healing spells scale slightly with MND, they are cheaper and more powerful but also more exclusive.
- Status removal spells are also cheaper and affect an area.
- Mana cost tends to be lower in general because auxiliary sources of mana had been nerfed, mana pots are less effective and using meditation slows you down more so it's less of an advantage to classes that can use it.
- Damage spells don't have a slashing/piercing/crushing component anymore which makes armor less effective versus them when compared to attacks.
- As with projectile weapons, spells tend to have higher RT penalty than before.
- Status spells have lower RT penalty to make them more attractive, enemies should hit you with them more often now (despite some of them stating reduced chance to hit).
- Lesser buffs and debuffs last considerably longer, stronger ones last slightly longer.
- Spells do not require reagents anymore with the exception of ninja utility buffs which were kept for flavor.
- Elemental damage spells now inflict aversion to the opposite element instead.
- Projectile spells gain range and indirect spells gain either damage or area per tier in tic-toc fashion.
- Dark status spells have less range and 1 less area than their counterparts from six elemental schools to compensate for having access to everything and then some.
- Due to other changes, damage spells don't scale as well in endgame so many high end ones were buffed to compensate.
- Draconic damage spells felt a bit redundant next to apocryphae so they're reworked into mana-based attack skills with modest range and area (visuals too), something like sword skills in FFT which turns warlock into something closer to his Knight of Lodis incarnation.
- Visual aftereffects that hit every panel on some area spells (like thunderflare) were removed to speed up animations, it also means terrain won't be affected but that was a minor factor anyway.
- Some spells have been renamed, either to fit new visuals or their effects better (anyone ever went for Stunslay instead of Stunbomb?)
- Arcana can't be used in combat anymore, you can only learn spells from them.

## Projectile Spell I

- Mana cost down to 10, RT cost raised to 15
- Damage reduced very slightly

## Projectile Spell II

- Mana cost down to 15, RT cost raised to 20
- Damage increased
- Range increased to 7

## Projectile Spell III

- Mana cost down to 20, RT cost raised to 25
- Damage increased greatly
- Range increased to 8

## Projectile Spell IV

- Mana cost down to 25, RT cost raised to 30
- Damage increased greatly
- Range increased to 9

## Indirect Spell I

- Mana cost down to 20, RT cost raised to 25
- Damage reduced slightly
- Area increased to 2

## Indirect Spell II

- Mana cost down to 30, RT cost raised to 30
- Damage increased

## Indirect Spell III

- Mana cost down to 50, RT cost raised to 35
- Damage is now the same as tier II, which is still higher than vanilla tier III

## Indirect Spell IV

- Mana cost down to 60, RT cost raised to 40
- Damage increased greatly

## Summon I

- Mana cost down to 40, RT cost raised to 35
- Damage reduced slightly
- Can do one more hit

#### Summon II

- Mana cost down to 60, RT cost raised to 40
- Damage reduced slightly
- Range reduced to 3

#### Apocrypha I

- Mana cost down to 80, RT cost raised to 45
- Damage increased
- Area increased to 3

#### Apocrypha II

- Mana cost down to 120, RT cost raised to 50
- Damage greatly increased

#### Instill Element

- Mana cost down to 10, RT cost down to 10

#### Elemental Guard

- RT cost down to 10

#### Whirlwind

- Renamed to Grace
- Mana cost down to 10, RT cost down to 10
- Area increased to 2

#### Guarding Gale

- Renamed to Turbulence
- Mana cost down to 15, RT cost down to 10
- Area increased to 2
- Inflicts STAGGER instead of FALSEFLIGHT

#### Balmy Breeze

- RT cost raised to 15

#### Black Williwaw

- Renamed to Storm Prison
- Mana cost raised to 40, RT cost raised to 30
- Chance to hit reduced
- Range reduced to 3

#### Earthquake I and II

- Renamed to Graviton to fit new visuals better

#### Protect

- Renamed to Bulwark
- Mana cost down to 10, RT cost down to 10
- Area increased to 2

#### Bladeward

- Renamed to Lodestone
- Mana cost down to 15, RT cost down to 10
- Area increased to 2

#### Dust Storm

- RT cost raised to 15
- Chance to hit reduced
- Range reduced to 5

#### Petrifog

- Mana cost raised to 40, RT cost raised to 30
- Chance to hit reduced
- Range reduced to 3

#### Stormspark

- Renamed to Electrify
- RT cost raised to 20
- Charges 50 TP instead of inflicting SHACKLE

#### Stunbomb

- RT cost raised to 15
- Range reduced to 5

#### Stunslay

- Renamed to Rattle
- Mana cost raised to 40, RT cost raised to 30
- Range reduced to 3

#### Dread Vapor I and II

- Renamed to Tidal Wave to fit new visuals better

#### Quench

- Renamed to Purify
- Mana cost raised to 25, RT cost raised to 20
- Heals 15% HP
- Range reduced to 3

#### Stagnate

- Mana cost down to 15, RT cost down to 10
- Inflicts SPOILSPELL instead of MISSTEP
- Area increased to 2

#### Poison Mist

- RT cost raised to 15
- Chance to hit reduced
- Area increased to 3
- Range reduced to 5

#### Sludgebind

- Mana cost raised to 40, RT cost raised to 30
- Chance to hit reduced
- Also inflicts LEADEN
- Range reduced to 3

#### Flamefusion

- Mana cost down to 10, RT cost down to 10
- Area increased to 2

#### Pyroclastic Flow

- Renamed to Meltdown
- Mana cost down to 15, RT cost down to 10
- Area increased to 2

#### Misery

- Renamed to Basalt
- Mana cost raised to 40, RT cost raised to 30
- Chance to hit reduced
- Also inflicts LEADEN
- Range reduced to 3

#### Brimstone

- Renamed to Pyroclasm
- Mana cost down to 20, RT cost down to 15
- Range increased to 5
- Doesn't inflict ENVENOM anymore

#### Icy Focus

- Renamed to Solidify
- Mana cost down to 10, RT cost down to 10
- Grants RESILIENT instead of SPELLSTRIKE
- Area increased to 2

#### Indomitable Will

- Renamed to Mighty Glacier
- Mana cost down to 20, RT cost down to 15

#### Numbing Cold

- Mana cost down to 15, RT cost down to 10
- Inflicts WEAKEN instead of SPELLSLIP
- Area increased to 2
- Range reduced to 5

#### Freezing Gust

- Mana cost raised to 40, RT cost raised to 30
- Chance to hit reduced
- Inflicts STOP instead of LEADEN
- Range reduced to 3

#### Exorcism

- Mana cost down to 20, RT cost down to 15
- Range increased to 6

#### Exorcism II

- Mana cost down to 30, RT cost down to 20
- Range increased to 5

#### Silent Light

- RT cost down to 15
- Area increased to 2

#### Boon of Swifttness

- RT cost raised to 20

#### Dispel

- Mana cost down to 20, RT cost down to 15
- Area increased to 2

#### Awaken

- Mana cost down to 15, RT cost down to 10
- Area increased to 2

#### Awaken II

- Mana cost down to 30
- Area increased to 2

#### Innervate

- RT cost down to 10
- Area increased to 2
- Range reduced to 5

#### Singing Light

- Mana cost down to 15, RT cost down to 10
- Area increased to 2
- Range reduced to 5

#### Awaken Stone

- RT cost raised to 15
- Area increased to 2

#### Liberate

- Mana cost down to 30, RT cost raised to 20
- Area increased to 2

#### Cleanse

- Mana cost down to 10, RT cost down to 10
- Area increased to 2
- Range reduced to 5

#### Cleanse II

- Mana cost down to 20, RT cost down to 15
- Area increased to 2

#### Unburden

- Mana cost down to 15, RT cost down to 10
- Area increased to 2

#### Decurse

- Mana cost down to 30
- Area increased to 2

#### Hearten

- Mana cost down to 20, RT cost down to 15
- Area increased to 2

#### Ease

- Mana cost down to 30, RT cost raised to 20
- Range reduced to 3

#### Heal

- Mana cost down to 10, RT cost down to 10
- Healed amount and damage to undead increased, heals additional 10% of target's HP
- Range increased to 6

#### Heal II

- Mana cost down to 15, RT cost down to 15
- Healed amount and damage to undead increased, heals additional 15% of target's HP
- Range increased to 7

#### Heal III

- Mana cost down to 20, RT cost raised to 20
- Healed amount and damage to undead increased, heals additional 20% of target's HP
- Range increased to 8

#### Heal IV

- Mana cost down to 25, RT cost raised to 25
- Healed amount and damage to undead increased, heals additional 25% of target's HP
- Range increased to 9

#### Major Heal

- Mana cost down to 20, RT cost raised to 20
- Healed amount and damage to undead increased, heals additional 10% of target's HP
- Range increased to 5

#### Major Heal II

- Mana cost down to 30, RT cost raised to 25
- Area reduced to 2
- Healed amount and damage to undead increased, heals additional 15% of target's HP

#### Major Heal III

- Mana cost down to 50, RT cost raised to 30
- Healed amount and damage to undead increased, heals additional 15% of target's HP
- Range reduced to 5

#### Resurrect

- RT cost raised to 40
- Range reduced to 3

#### Resurrect II

- Mana cost down to 150
- Range reduced to 3

#### Drain Heart

- Mana cost down to 20, RT cost raised to 20
- Damage reduced
- Chance to hit reduced

#### Drain Mind

- Mana cost down to 10, RT cost raised to 20
- Drains 15% of target's max MP instead of fixed 40 points
- Chance to hit reduced

#### Drain Power

- RT cost raised to 20
- Drains half of the target's current TP instead of fixed 40 points
- Chance to hit reduced

#### Spellcharge

- Mana cost down to 10, RT cost raised to 20
- Increased the charged amount
- Range increased to 9

#### Paradigm Shift

- Mana cost down to 40
- Always hits
- Single target only

#### Torpor

- Mana cost down to 15, RT cost down to 10
- Chance to hit reduced
- Range reduced to 3

#### Petriburst

- Mana cost increased to 30, RT cost raised to 20
- Chance to hit reduced
- Range reduced to 3

#### Paralytic Wave

- Mana cost down to 15, RT cost down to 10
- Chance to hit reduced
- Range reduced to 3
- Single target only

#### Poison Cloud

- Mana cost down to 15, RT cost down to 10
- Chance to hit reduced
- Range reduced to 3

#### Deadly Poison

- Mana cost down to 20, RT cost down to 15
- Chance to hit reduced
- Range reduced to 3

#### Sleep

- Mana cost down to 15, RT cost down to 10
- Range reduced to 3

#### Charm

- Mana cost down to 20
- Range reduced to 3

#### Dominate

- Mana cost down to 30, RT cost down to 20
- Chance to hit reduced
- Range reduced to 3

#### Shackle

- RT cost raised to 20
- Chance to hit reduced
- Range reduced to 3

#### Fixate

- RT cost raised to 20
- Chance to hit reduced
- Range reduced to 3

#### Gravity Flux

- Mana cost down to 15, RT cost down to 10
- Chance to hit reduced
- Range reduced to 3

#### Deadscream

- Mana cost down to 20, RT cost down to 15
- Chance to hit reduced
- Range reduced to 3

#### Dead Man's Ivy

- Mana cost down to 15, RT cost down to 10
- Chance to hit reduced
- Range reduced to 3

#### Tempest

- Renamed to Vortex
- Mana cost down to 20, RT cost down to 15
- Does attack damage
- Range reduced to 3
- Single target only

#### Tempest II

- Renamed to Vortex Cut
- Mana cost down to 50, RT cost down to 30
- Does attack damage
- Range reduced to 3
- Area reduced to 2

#### Gaia Strike

- Renamed to Terra
- Mana cost down to 20, RT cost down to 15
- Does attack damage
- Range reduced to 3
- Single target only

#### Gaia Strike II

- Renamed to Terra Break
- Mana cost down to 50, RT cost down to 30
- Does attack damage
- Range reduced to 3
- Area reduced to 2

#### Vortex

- Renamed to Arc
- Mana cost down to 20, RT cost down to 15
- Does attack damage
- Range reduced to 3
- Single target only

#### Vortex II

- Renamed to Arc Smash
- Mana cost down to 50, RT cost down to 30
- Does attack damage
- Range reduced to 3
- Area reduced to 2

#### Deluge

- Renamed to Vitriol
- Mana cost down to 20, RT cost down to 15
- Does attack damage
- Range reduced to 3
- Single target only

#### Deluge II

- Renamed to Vitriol Hew
- Mana cost down to 50, RT cost down to 30
- Does attack damage
- Range reduced to 3
- Area reduced to 2

#### Annihilation

- Renamed to Flare
- Mana cost down to 20, RT cost down to 15
- Does attack damage
- Range reduced to 3
- Single target only

#### Annihilation II

- Renamed to Flare Spiral
- Mana cost down to 50, RT cost down to 30
- Does attack damage
- Range reduced to 3
- Area reduced to 2

#### Iceover

- Renamed to Rime
- Mana cost down to 20, RT cost down to 15
- Does attack damage
- Range reduced to 3
- Single target only

#### Iceover II

- Renamed to Rime Strike
- Mana cost down to 50, RT cost down to 30
- Does attack damage
- Range reduced to 3
- Area reduced to 2

#### Starfall

- Renamed to Aura
- Mana cost down to 20, RT cost down to 15
- Does attack damage
- Range reduced to 3
- Single target only

#### Starfall II

- Renamed to Aura Blast
- Mana cost down to 50, RT cost down to 30
- Does attack damage
- Range reduced to 3
- Area reduced to 2

#### Diablo's Spite

- Renamed to Demon
- Mana cost down to 20, RT cost down to 15
- Does attack damage
- Range reduced to 3
- Single target only

#### Diablo's Spite II

- Renamed to Demon Rage
- Mana cost down to 50, RT cost down to 30
- Does attack damage
- Range reduced to 3
- Area reduced to 2

#### Detect

- Mana cost down to 15, RT cost down to 10

#### Springboard

- Mana cost down to 30

#### Teleport

- Mana cost down to 80, RT cost raised to 40

#### Gift Of Restoration

- Mana cost down to 15, RT cost down to 10
- Area increased to 2

#### Gift Of Renewal

- Mana cost down to 30, RT cost raised to 20
- Area increased to 2

#### Nulify Strike

- Mana cost down to 40, RT cost raised to 25
- Range reduced to 3

#### Negate Spell

- Mana cost down to 40, RT cost raised to 25
- Range reduced to 3

#### Dodge Blades

- RT cost raised to 15
- Range increased to 5
- Area increased to 3

#### Ballistics

- RT cost raised to 15
- Range increased to 5
- Area increased to 3

#### Enlighten

- RT cost raised to 15
- Range increased to 5
- Area increased to 3

#### Phantom Shell

- RT cost raised to 15
- Range increased to 5
- Area increased to 3

#### Holy Shield

- Mana cost down to 40, RT cost raised to 25

#### Sacrifice

- Mana cost down to 100

#### Living Corpse

- Mana cost down to 50, RT cost raised to 40

#### Banish

- Mana cost raised to 30, RT cost raised to 20
- Range reduced to 3

#### Curse

- Mana cost down to 20, RT cost down to 15

#### Curse II

- Mana cost down to 20, RT cost down to 15

#### Curse III

- Mana cost down to 50

#### Tainted Love

- RT cost raised to 30

#### Phantom Pain

- Mana cost down to 40, RT cost raised to 25

#### Life Force

- RT cost raised to 25
- Damage reduced

#### Putrify

- RT cost raised to 25
- Damage reduced
- Range increased to 5

#### Putrify II

- Mana cost down to 50, RT cost raised to 25
- Damage reduced
- Range increased to 5

#### Brainrot

- Mana cost down to 15, RT cost down to 10
- Range increased to 5
- Area increased to 2

#### Black Plume

- Mana cost raised to 100

#### Styx Shift

- Mana cost down to 15, RT cost down to 10

#### Ninjutsu Summon I

- Costs 30 TP, RT cost raised to 15
- Damage reduced slightly
- Can do one more hit

#### Ninjutsu Summon II

- Costs 50 TP, RT cost raised to 20
- Damage reduced slightly
- Range reduced to 4

#### Shadow Bind

- RT cost down to 10

#### Utility Ninjutsu

- RT cost down to 10

#### Lion Dance

- RT cost raised to 15

#### Harvest Dance

- TP cost raised to 30, RT cost raised to 20
- Heals 15% HP

#### Bellows Dance

- TP cost down to 20, RT cost down to 15

#### Shriving Dance

- TP cost raised to 40, RT cost raised to 25
- Area reduced to 2

#### Comely Dance

- TP cost down to 20, RT cost down to 15

#### Bedeveling Dance

- TP cost down to 30, RT cost raised to 20

#### Envigoring Dance

- TP cost down to 40, RT cost raised to 25
- Removes 25% of target's TP and doubles your current TP

#### Demonpetal Dance

- TP cost down to 40, RT cost raised to 25

#### Ardent Conga

- RT cost raised to 25
- Does not restore mana anymore

#### Weakening Joropo

- TP cost down to 20

#### Taunting Mambo

- TP cost down to 20, RT cost down to 15

#### Stirring Folklore

- TP cost down to 20, RT cost down to 15

#### Somber Chacarera

- TP cost down to 20, RT cost down to 15

Escalating Sanat

- TP cost down to 30, RT cost raised to 20

Poised Arabesque

- TP cost down to 40, RT cost raised to 25
- Restores more life but less mana

# SKILLS

## Global Changes

- Racial skills level at the same rate as Augment skills.
- Most levelled skills were sped up considerably
  - Racial skills level at a rate of 48 instead of 24 (same as Augment skills)
  - Parry/Deflect levels up at a rate of 64 instead of 24
  - Overpower levels up at a rate of 128 instead of 34
  - Resistance levels up at a rate of 240 instead of 64
  - Steal levels up at a rate of 192 instead of 24
  - Meditate levels up at a rate of 128 instead of 48
  - Recruitment levels up at a rate of 240 instead of 48
  - Other Actives levels up at a rate of 160 instead of 48
- Blowguns and Thrown merged into Sidearms skill.
- Changed the rate at which some classes gain skills in theme with the class (Berserker gains Overpower before Knight and Parry later)
- Skills that boost stats are removed, there are greater native stat differences between classes instead.
- Rampart Aura is a more exclusive skill with four ranks being available only to Knights, Hoplites, Golems and some special classes, Divine Knight is the only flier with access to it.
- Cases of class being able to use a skill but not learn it are more rare, pretty much limited to active skills and some special cases like Treasure Hunt or Fusils.

## Iron Maiden

- RT cost raised to 25
- Range increased to 3, single target only
- Spell damage to HP and MP, inflicts stop

## Featherstep

- TP cost down to 20, RT cost down to 10

## First Aid (Ranger)

- Renamed to Liberate
- TP cost down to 40, RT cost down to 15
- Removes one random debuff instead (same as Ease spell)

## Howl

- TP cost down to 40

## Huapango Winds

- TP cost down to 40
- Grants SPELLSLIP to everyone and charges 40 TP to allies
- 100% success, not a ranked skill anymore

## Glare

- TP cost down to 40
- Range increased to 2, single target only
- Inflicts FEAR instead of HOBBLE

## Threaten

- TP cost down to 40
- 50 points of damage to MP instead of maxMP reduction

## Steal

- TP cost down to 10, RT cost down to 10

## Pumpkin Lure

- RT cost down to 15

## Sneak Attack

- RT cost down to 10

## Check

- TP cost down to 40

## Black Mucus

- TP cost raised to 40, RT cost raised to 20
- Inflicts BIND instead of FALSESTRIKE

#### Bloody Gag

- TP cost down to 40
- Range increased to 3
- Inflicts BOUND instead of SLEEP

#### Empower Skills

- TP cost down to 50, RT cost down to 20

#### Witch's Smile

- TP cost down to 40
- Range increased to 3
- Accuracy reduced by 10%
- Inflicts BEWITCH instead of CHARM

#### Irresistible Beauty

- TP cost raised to 40, RT cost down to 10

#### Meditate

- TP cost raised to 20, RT cost down to 10

#### Lament of the Dead

- TP cost raised to 40, RT cost raised to 20
- Accuracy changed to skill level-based

#### Rapier Glance

- TP cost down to 40

#### Intimidate

- TP cost down to 20, RT cost down to 15
- 100% success, not a ranked skill anymore

#### Resonance Skills

- TP cost down to 40, RT cost down to 20

#### Recruitment Skills

- TP cost down to 10, RT cost raised to 25

#### Gordian Key

- TP cost down to 20, RT cost down to 15

#### Eyes of Heaven

- TP cost raised to 40
- Range increased to 5, area increased to 3
- Inflicts ENFEEBLE with 100% accuracy now

#### Preempt

- RT cost raised to 40

#### Gordian Key

- TP cost down to 20, RT cost down to 15
- Range reduced to 3

#### Animate Dead

- TP cost down to 20, RT cost down to 15

#### Absolution

- TP cost down to 20, RT cost down to 15

#### Eagle Eye

- TP cost down to 40, RT cost down to 20
- Grants TRUEFLIGHT and SIDESTEP

#### Bane Skills

- TP cost raised to 80, RT cost down to 20
- Also affects self

#### Mighty Strike

- TP cost down to 40
- Grants STRENGTHEN and TRUESTRIKE (similar to Magic Time now)

#### Evade

- TP cost down to 40, RT cost down to 15

#### Gordian Lock

- TP cost raised to 100, RT cost raised to 40

#### Evanescence

- Renamed to Torinoko, a range 3 grenade that inflicts SLEEP in an area of 2
- TP cost down to 40, RT cost down to 20
- Is a ranked skill now

#### Engulf

- Available at level 15 instead of 25
- Renamed to Extend
- TP cost down to 30, RT cost down to 15

#### First Aid (Lord)

- TP cost raised to 40, RT cost raised to 20
- Also affects self and grants RENEWAL

#### Princess's Whim

- RT cost raised to 20
- Grants QUICKEN to an ally in a medium range (doesn't work on self)
- 100% success, not a ranked skill anymore

#### Magic Time

- RT cost raised to 20

#### Guardian Force

- TP cost down to 40, RT cost raised to 30

#### El Colas Winds

- Grants +2 MOVE and RESILIENT instead

#### Intercession

- TP cost down to 40, RT cost down to 15

#### Course Correction

- TP cost down to 30, RT cost down to 10

#### Gluttony

- TP cost down to 20

#### Conserve MP

- TP cost raised to 40, RT cost down to 15

#### Conserve RT

- Available at level 25 instead of 15
- TP cost raised to 40, no RT cost

#### Consecrate Edge

- RT cost down to 15
- Also grants SILENCE-BRINGER

#### HP Infusion

- RT cost raised to 40

#### MP Infusion

- RT cost raised to 40

#### Sublime Sacrifice

- Doesn't use all TP now
- Sacrifices only half HP

#### Salvation

- TP cost down to 30, RT cost down to 15

#### Sanctuary Shadow

- TP cost down to 40, RT cost down to 20

#### Jack-o'-Lantern

- TP cost down to 40
- Range increased to 3

#### Shadowbreak

- TP cost down to 20, RT cost down to 15
- Range reduced to 3

#### Mind's Eye

- TP cost down to 50, RT cost raised to 40

#### Stardust Grace

- TP cost down to 20, RT cost down to 10
- Removes STOP instead of STUN
- Range raised to 3

#### Speedstar

- TP cost raised to 40, RT cost raised to 20

#### Concentration

- TP cost down to 20, RT cost down to 10

#### Holy Water

- TP cost down to 40, RT cost down to 15

#### Mother's Mercy

- TP cost down to 40
- Range raised to 3, has area of effect 2

#### Mother's Blessing

- RT cost down to 15

#### Nature's Whisper

- RT cost down to 10

#### Echoing Voice

- TP cost down to 20, RT cost down to 10

#### Sharpshoot

- RT cost down to 10

#### Resounding Voice

- TP cost down to 30, RT cost down to 15

#### Fearful Impact

- RT cost down to 15

#### Dash

- TP cost down to 50, RT cost down to 15

#### Slayer skills

- TP cost down to 40, RT cost down to 15

#### Dragon's Eye

- TP cost down to 20, RT cost down to 10

#### Dragon's Scale

- Renamed to Dragonscale
- TP cost raised to 100, RT cost raised to 40

#### Dragon's Wound

- Renamed to Shatterscale
- TP cost down to 20, RT cost down to 15
- Range reduced to 3

#### Tremendous Shot

- TP cost raised to 50, RT cost down to 10

Berserk

- RT cost down to 15

Back Attack

- TP cost down to 20, RT cost down to 10

Paralysis Blade

- TP cost down to 30, RT cost down to 15

Barricade

- TP cost down to 40, RT cost down to 20

Squash

- TP cost down to 20, RT cost down to 15

Vigorous Attack

- TP cost down to 40, RT cost down to 20
- Grants TRUESTRIKE and DODGE

Phalanx

- TP cost raised to 100, RT cost raised to 40

Booby Trap

- TP cost down to 20, RT cost down to 10

Steelstance

- TP cost raised to 100, RT cost raised to 40

Consecrate Dead

- TP cost down to 40, RT cost down to 15

Condemn

- TP cost down to 40, RT cost down to 15

Break Curse

- TP cost down to 20, RT cost down to 10
- Area of effect raised to 2

Broaden Force

- TP cost down to 40, RT cost down to 15

Velocity Shift

- TP cost down to 40

Mighty Impact

- TP cost raised to 50, RT cost down to 10

Apostate

- TP cost raised to 100, RT cost raised to 40

Lucky Star

- Renamed to Conviction
- Changed from Skill to Special
- Melee touch attack that leeches mana
- TP cost raised to 50, RT cost raised to 25
- Is a ranked skill now

Rampart Shadow

- TP cost down to 40, RT cost down to 20

Risk Management

- TP cost down to 40, RT cost raised to 30

Reflection

- TP cost raised to 100, RT cost raised to 40

Repel Dragon/Beast

- TP cost down to 40, RT cost raised to 30

Ivory Tower

- TP cost raised to 100, RT cost raised to 40

Disarm

- TP cost down to 20, RT cost down to 10
- Now disarms all traps in an area of 3

# SPECIAL SKILLS

## Global Changes

- Skills do not spend all TP anymore (except Pumpkin Bomb and Celestial Song)

## Aqua Bubble

- Inflicts SLOW instead of BREACH

## Agonal Scream

- TP cost raised to 100
- Also inflicts SLOW

## Acid Breath

- Damage increased
- Damage type changed to PIERCING

## Acid Breath II

- Renamed to Melting Zone, changed visuals
- RT cost down to 25
- Damage increased
- Damage type changed to PIERCING

## Sweaty Palms

- Damage increased

## Wind Shot

- Renamed to Hurricane, changed visuals
- Damage reduced

## Virtuous Dance

- TP cost raised to 100

## Cruellest Cut

- Renamed to Shockwave
- Damage reduced
- Damage type changed to CRUSHING
- Element changed to EARTH
- Inflicts SLEEP instead of STUN

## Granite Fist

- Damage increased
- Element changed to EARTH

## Crystal Pumpkin

- Damage increased
- RT cost down to 25

## Reeking Meatballs

- Damage reduced
- RT cost raised to 25
- Has an area of 2, centered on self
- Inflicts STAGGER

## Coquettish Kiss (Faerie)

- RT cost down to 15

## Coquettish Kiss (Gremlin)

- Renamed to Tainted Kiss
- RT cost down to 15

## Silent Song

- RT cost down to 15
- Also inflicts SPOILSPELL and SPELLSLIP

## Pirate Breath

- Has the range of a breath attack
- Damages targets for half of their current HP
- Inflicts no status effects

#### Requiem

- TP cost raised to 100, RT cost raised to 25
- Damage reduced slightly
- Also exorcises undead

#### Thunder Breath

- Damage increased
- Inflicts STUN instead of FALSESTRIKE

#### Thunder Breath II

- Renamed to Storm Front, changed visuals
- RT cost down to 25
- Damage increased
- Inflicts STUN instead of FALSESTRIKE

#### Stun Breath

- Renamed to Venom Breath
- Damage increased
- Damage type changed to CRUSHING
- Inflicts ENVENOM instead of STUN

#### Stun Breath II

- Renamed to Baleful Mist
- RT cost down to 25
- Damage increased
- Damage type changed to CRUSHING
- Inflicts ENVENOM instead of STUN

#### Sparagmos

- Targeted ability with a range of 0-1 and area of 2
- RT cost raised to 25

#### Sand Breath

- Damage increased
- Inflicts RT DELAY instead of STAGGER

#### Sand Breath II

- Renamed to Fault Line
- RT cost down to 25
- Damage increased
- Inflicts RT DELAY instead of STAGGER

#### Lingering Kiss (Faerie)

- Heals target for 25% of its HP by sacrificing 10% of your own
- RT cost down to 15

#### Lingering Kiss (Gremlin)

- Renamed to Vampiric Kiss
- RT cost down to 15

#### Day of Reckoning

- RT cost down to 15
- Also resets RT

#### Divine Breath

- Renamed to Sacred Breath
- Damage type is SLASHING
- Inflicts SLEEP instead of SPOILSPELL

#### Divine Breath II

- Renamed to Holy War
- RT cost down to 25
- Damage increased
- Damage type is SLASHING
- Inflicts SLEEP instead of SPOILSPELL

#### Toxic Breath

- Damage increased
- Damage type is CRUSHING
- Inflicts CHARM instead of LEADEN

#### Toxic Breath II

- Renamed to Delirium Haze
- RT cost down to 25
- Damage increased
- Damage type is CRUSHING
- Inflicts CHARM instead of LEADEN

#### Vortex Breath

- Damage increased
- Inflicts SILENCE instead of STAGGER

#### Toxic Breath II

- Renamed to Radiant Gale
- RT cost down to 25
- Damage increased
- Inflicts SILENCE instead of STAGGER

#### Numbing Hook

- Renamed to Talon Dive, changed visuals
- Damage increased
- Range down to 1

#### Stinky Feet

- RT cost raised to 25
- Damage increased

#### Pumpkin Strike

- TP cost raised to 100, RT cost raised to 25
- Damage reduced slightly

#### Pumpkin Pie

- TP cost raised to 100
- Heals the amount equal to target's current HP

#### Pumpkin Bomb

- RT cost raised to 50
- Damage increased
- Removes 95% of max HP instead of all current HP

#### Flame Breath

- Damage increased
- Removes 50% of target's current TP instead of inflicting WEAKEN

#### Flame Breath II

- Renamed to Crimson Note
- RT cost down to 25
- Damage increased
- Removes 75% of target's current TP instead of inflicting WEAKEN

#### Blood Siphon

- Renamed to Bloodbath
- RT cost raised to 25
- Damage reduced
- Range down to 1
- Element is AIR

#### Selfless Kiss (Faerie)

- Removes a random debuff from the target
- RT cost down to 15

#### Selfless Kiss (Gremlin)

- Renamed to Infernal Kiss
- RT cost down to 15

#### Blue Spiral

- Available at level 12 instead of 18
- Damage increased
- Range raised to 5

#### Frost Breath

- Damage increased
- Inflicts SLOW instead of FALSEFLIGHT

#### Frost Breath II

- Renamed to Total Whiteout
- RT cost down to 25
- Damage increased
- Inflicts SLOW instead of FALSEFLIGHT

#### Heaven's Tear

- TP cost raised to 100, RT cost raised to 30
- Area raised to 3
- Damage reduced
- Element is EARTH

#### Petro Breath

- Damage increased
- Damage type is CRUSHING

#### Petro Breath II

- Renamed to Stone Circle
- RT cost down to 25
- Damage increased
- Damage type is CRUSHING

#### Poison Rain

- Available at level 18 instead of 12
- TP cost raised to 100, RT cost raised to 25
- Damage reduced
- Damage type is PIERCING

#### Poison Breath

- Damage increased
- Damage type is PIERCING

#### Poison Breath II

- Renamed to Cloud Kill
- RT cost down to 25
- Damage increased
- Damage type is PIERCING

#### Poignant Melody

- RT cost down to 15

#### Maelstrom

- TP cost raised to 100, RT cost raised to 25
- Area raised to 4
- Damage increased greatly

#### Stirring Kiss (Buccaneer)

- Removes a random debuff from the target
- RT cost down to 15

#### Stirring Kiss (Wicce)

- Renamed to Forsaken Kiss
- RT cost down to 15
- Also inflicts POISON

#### Raven Eye

- Renamed to Lariat
- TP cost raised to 100, RT cost raised to 25
- Damage reduced slightly
- Element is EARTH

#### Corpse Breath

- Damage type is CRUSHING
- Inflicts WITHER instead of ENFEEBLE

#### Corpse Breath II

- Renamed to Evil Dead
- RT cost down to 25
- Damage increased
- Damage type is CRUSHING
- Inflicts WITHER instead of ENFEEBLE

#### Evil Eye

- TP cost raised to 100, RT cost raised to 30

#### Celestial Song

- RT cost down to 15
- Also heals allies for TP spent

