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:
- Remove disabled skills from enemies.
- Improve drop system and steal table.
- Various other improvement and fixes.

ATTENTION!

When installing or updating the mod, check if you did a 'data install' from the game's main menu at some point, either by intention or accident. If you have, you might not see some of the changes from the mod or encounter other issues, depending on when the install was done. Check the FAQ below, under the point 'data install issue' for more details.

Installation

As the previous patching method was somewhat unreliable, the mod comes in a different format now with a different installation method, a bit less automated but a lot more failproof.

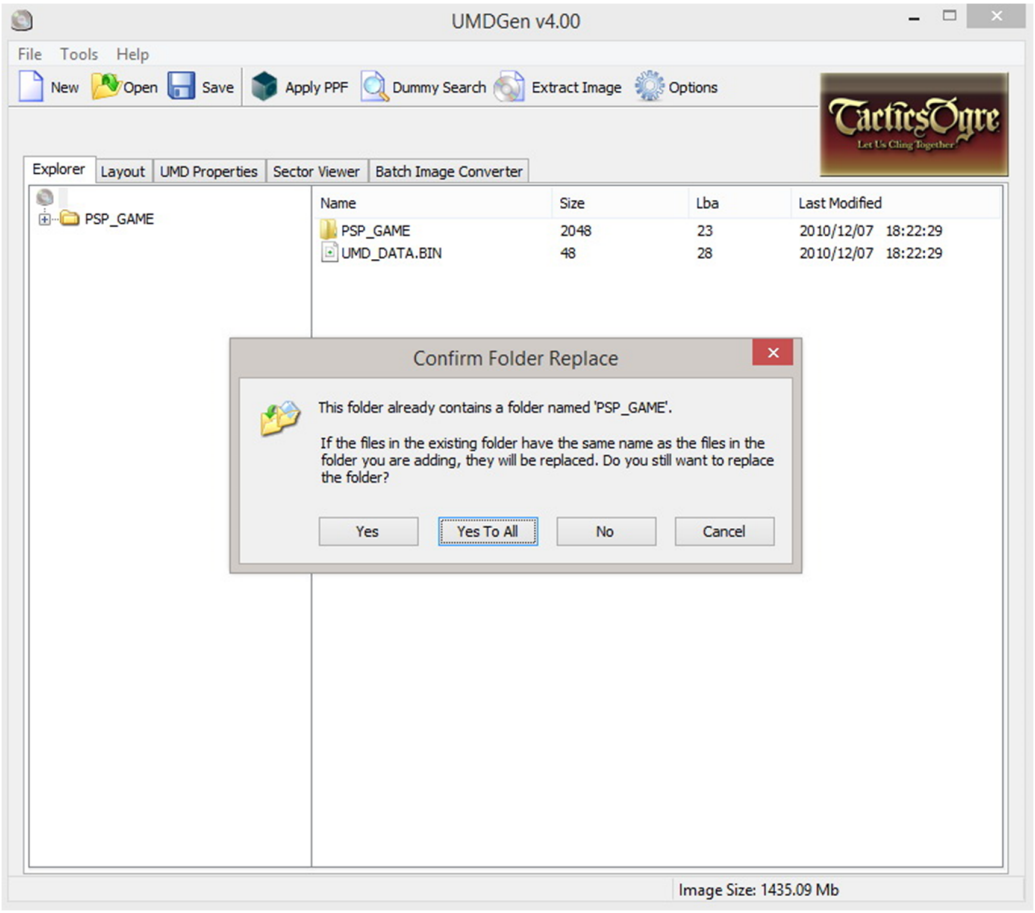
First, you will need a piece of software called UMDGen, you can get it here:
https://www.romhacking.net/utilities/1218/
Download and extract it somewhere.

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. Extract the folder 'PSP_GAME' from the package you downloaded from the mod page.
2. Start UMDGen, hit 'Open' button and navigate to your ISO image, open it.
3. You will see the root of your ISO on the right, grab the folder 'PSP_GAME' and just drag&drop it into the window, you will get an overwrite confirmation, click 'yes to all' like on the image below.
4. Hit the save button and pick 'Uncompressed (*.iso)'.
5. Browse to the location you want to save the new ISO to, type some filename and hit 'save'.
6. Wait until the new ISO image is built.

*** 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 after patching if playing on an emulator because the game won't load new values **and may irreversibly botch your newly created saves**. If the game crashes in first battle or doesn't show all changes refer to the FAQ section below.



FAQ

- **Is there a place where I can get more information about changes to items or classes?**

- Yes, you can find a consolidated changelog as well as item/class tables and the damage calculation breakdown here
  https://drive.google.com/drive/folders/1T7TupkvrKhnH0HtmU2O_-csqQuYQrjHf
  also, CoffeePotato is mainitaining a guide elaborating on the major changes and their impact on the game
  https://nichegamescom.wordpress.com/2018/10/02/one-vision-the-guide/

- **Do I have to start a new game?**

- If you try to load an old vanilla save it should be free of any game-breaking glitches, however your units will likely have incompatible items, skills and spells equipped or be in wrong classes, which will take a while to tidy up. Also, your units will still have their old base stats which will most likely be significantly higher than they should be and still be able to potentially mess up a lot of the balance. So, it will work, but it's strongly recommended to start a new game.

- **Can I use the new evacuation mechanic to save guests in rescue missions?**

- For the most part, yes, you're safe in all missions where the guest has no actions after the battle, so you can use it to save Cistina in act1 but saving Hobyrim on the chaos route will put him in your roster as unusable guest and he will be dead in Warren report, this will happen only for some guests but it's better to save them normally if you don't want to experiment. Guests that start the battle in knockdown, however, have to be resurrected with the upgraded evacuation stone that swaps out your unit to revive the target or the whole Balmamusa Dead questline could get botched, an exception to that is the neutral route trio which can be safely evacuated.

- **(DATA INSTALL ISSUE) I patched the game properly but it crashes in first battle and/or most of the changes from the mod are missing. What gives?**

- The most common cause is having a data install file in your save folder, when you use the data install option from the game's main menu it copies some of its resources from the ISO file to the memory card folder. Once you do that, however, the game will use those files instead of the modded ones on the ISO, so there will be issues, as the files don't match anymore. To check if that's the problem, look inside your memstick/psp/savedata for a folder with the name ending in 'SQEXTACO' (around 600mb in size) and if there is one, delete it. The install is only supposed to slightly improve performance when playing on original hardware and can be created again at any point if needed, so it's perfectly safe to delete. If playing on an emulator, make sure to load a hard save after you do this, not a saved state.

- **Can I donate a wee amount of cash to the cause? I like your work and wish to support it.**

- This has been asked a few times and the answer is – not really. Even if we make an extremely tall assumption that I'm able to gather a monthly amount that would allow me to leave my job and comfortably do this full time it would still be a poor decision longterm, so, if you're looking to donate in hopes of speeding up the project, I won't be able to accept that. On the other hand, if there are those that really insist on *buying me a beer*™ simply as a token of appreciation for the work done so far or because I'm handsome as a possum you can do so here.

Patch notes v0.960a

Equipment

- Avoidance scaling on gear was changed, it starts lower and goes higher in late game to counter the accuracy increase from weapon skills
- The defense gap between armor types is lower, as classes also have their own stat differences and it could result in units being too squishy or too tough
- Some stat bonuses on gear were rebalanced
- Enemy casters were using caster gloves too much because the game prioritizes highest spell power, which made them way too squishy. Because of that, those were changed to hybrid gloves that can be equipped by all magic users, and caster bonuses were removed from other glove types. Some higher level items are excepted from this change.

Spells and Abilites

- Heartbreak will now properly remove the target's MP and transfer it to the user, instead of... doing the exact opposite
- Gambit will properly affect only allies

Misc

- Fixed some other minor bugs

Patch notes v0.960

General

- Continued with the incremental updates to campaign battles, this time adding Chapter 4 up to and including Barnicia Castle battles, some battles are of higher level as the player team often outleveled them at that point
- The updates also include sidequests for recruiting most chapter 4 characters, including Cressida, Ozma, Azelstan, Lindl, Ganpp, Rudlum, Ocionne and Deneb, also those leading to Palace of the Dead and the first three of its floors
- Early sidequest battles had their level lowered so the player can tackle them without grinding
- Special characters from ch4 that have a special class will now use that class in battle and come in that package
- There is now a templar fusilier in the Lindl battle, he will drop the fusil recipe instead of the terror knight
- If you fight Xapan in chapter 4, he will come with a high level axe when recruited, at levels 34+ he will use it in battle and drop if killed, you won't be able to get the Dark apocrypha there anymore so don't bother trying

Equipment

- Boulders have returned as an equippable item, so monster RT was reverted to what it used to be and you have a choice between faster monsters that have no ranged attack and slower monsters that do. Also, the AI will use them properly now
- Added a special type of claw to the game, one of the lizardman berserkers in the Temple of Greuza sanctum uses it and will always drop it when killed

Consumables

- The names of some common classmarks were reverted to be a bit more similar to the name of the class

Spells and Abilites

- Heal Spells do more damage to undead
- Less dark spells can now be used on undead, just the damage dealing restriction wasn't enough of a problem for some classes
- The RT cost of **Accelerator** was increased a lot, the spell is still a way to pop the specific unit you need but it's less spammable
- Trueflight buff from Trajectory and Fortify from Siege don't last as long as same buffs that come from spells or items
- **Blazing Grasp** finisher does Bind instead of Wither
- **Heartbreaker** finisher will now also leech the removed MP to the user
- **Wind Scythe** finisher now does Hobble/Delay instead of Wither
- **Sunblossom** finisher also inflicts Wither
- Rank 8 finishers were slighly improved in some cases, usually by an extra tile of range (like Grand Cross)
- The formula for blade knight's **Soulstrike** was fixed, so there's no more need for the MP->damage part to always hit, it will hit when the main attack does
- **First Aid** was renamed to **Gambit**, it now also grants Flanking
- The RT cost of kiss skills is a bit higher

Classes

- Fusilier gained acess to Field Achemy I and Reflect Damage
- Monsters will be a bit more accurate and hit harder, that should make them threatening enough to make dragoon more appealing
- Warden gained access to hammers
- Ranger lost First Aid, but gained access to Rally, a skill that every successful guerilla leader should have
- Buccaneer can't use gunblades anymore
- Blade Knight gained Reflection, but can't use Preempt anymore, it should make the class less of a straight upgrade over swordmaster
- Added **Commando** as a unique class for Lindl, a careful and cunning warrior able to equip light armor, light accessories, fists, daggers, 1h swords, 1h spears, 1h katana and fusils. Being trained at the renowned Balboede Garden military academy, he is also highly proficient with gunblades and tolerably emo. The class has a similar access to skills as the Fusilier, with the addition of **Parry**, **Overpower**, **Counterhit3, Jump2**, **Heron**, **Steadfast and FieldAlchemy2**. Mercenary can learn **Gambit** and **Apostate**, while also being able to transfer **Preempt**, **Sharpshoot**, **Squash** and **Booby Trap** from other classes. Through Art of War command, he is able to use **Grenades** and utility **Ninjutsu**

Racial Templates

- Special characters with a custom portrait will have a slight stat advantage over the others, for instance, Arycelle will be a bit stronger than Sara
- Special templates that NPC generic classes sometimes use in endgame are updated

Patch notes v0.956b

General
- Special characters you recruit in act4 should now come with proper skill setups
- The amount of glass pumpkins you can find in act3 on law path is now the same as neutral and chaos

Weapons
- Claws beyond damasc tier will inflict Envenom instead of Poison
- 1H Hammers will now sidegrade into Crusader Hammers, they have a MND bonus and increased base damage against undead, just like baldur weapons. That type of bonus will still apply to undead even when the normal racial percentage bonus on that weapon affects some other race, as is the case with higher tier hammers
- The Draw Out item ability was available as a free finisher for all 2H Katana users by mistake. Now that the ability also scales with Katana skill, the katana sidegrades needed a bit of a love tap so they will do less damage and won't be quite as light

Classes
- Now that assault token isn't in the game, Dragonborn can't parry anymore so she has no access to those skills, she's pretty tough so they were a bit of an overkill anyway

Racial Templates
- Ocionne's race is unknown now, which means that racial bonuses will have no effect on her

Patch notes v0.956a

General
- Starting generic units in your squad will be in proper stat templates for the class they come in
- Rudlum should now be a bit less suicidal

Weapons
- As the weapon rank bonuses from earrings pretty much boil down to some damage and some accuracy, there was little point in having one earring for every weapon type so most of them have been scrapped and the rest have been condensed into two, one for heavy warriors and one for light. They have a well rounded mix of offense and defense which is greater in total than what upgraded stat rings offer, but if you want only one specific stat you still have a reason to use those
- That, of course, means you will have to check all the units that had earrings equipped and use something else, as those slots will be used for other items you should also check if accessory slots on those units have something that shouldn't be there
- Added a monkey grip 2H sword, it is used in one hand at a high accuracy penalty but hits harder than most 1H weapons, your resident meatloaf Berserker will be able to dual wield it for a true fantasy experience. It will drop in Temple of Xoshonell – Sanctum above level 33, one of the Orc Terror Knights will be using the blade and will be guaranteed to drop it
- Unique rings have higher stats

Consumables
- Most curative items have a lower starting value of HP/MP restoration, but will restore a percentage of the max in addition to it

Skills
- Jolly Roger had to be shifted around, so you will have to relearn it
- Some of the wards are available a bit earlier, stronger ones will cost more TP to use in battle

Spells and Abilites
- Meditate got a fixed amount of MP in addition to percentage, it's lower than magic leaf but the percentage is higher
- Warlock's Instills use the same effects as curative items, so they will also scale
- Instill Remedy TP cost is down to 40
- Absorb MP will steal up to 10% of target's max MP instead of 15%

Misc
- Fixed the skill descriptions that got borked in the last patch
- The weapon type descriptions will now say 'LIGHT' and 'HEAVY' instead of 'DEX' and 'STR', that's consistent with the stat descriptions that mention increasing weapon damage

Patch notes v0.956

General

- Continued with the incremental updates to campaign battles, this time adding Chapter 3 on Law path
- Ravness will join as Paragon, but you won't be able to steal from her anymore in Reisan Way battle
- The battles prior to getting some of the early special characters will always drop the marks for their classes
- Phaesta is switched to ice element, Bayin is now lightning so they overlapped and ice probably fits her better
- You can now also steal Exile's Marks from Balxephon in ch3 Law
- Templar knights are slightly stronger than the regular class they are a copy of
- The optional battle versus Nybeth in ch1 is one level lower, that means he won't be able to use projectile spells II, and his troops won't have access to level 7 gear. The current situation resulted in less experienced players spending too much time on grinding until they are able to brute force the battle, which put them at an unnecessary level advantage for the rest of the content
- Warren is now directly controllable in his CODA battle

Weapons

- The level of some endgame weapons was slightly adjusted, for instance, the four wind god weapons are all level 34
- One more tier was added to Daggers, so they're back to the 10 – 13 – 16 – 19 – 22 level progression
- Dragon Slayer is now crafted with Secrets of the Master, it's probably something those crazy dragonlords would craft
- Bentisca spear and Gae Bolg had to swap places in the table again, so double check them if you had one of those in your save file
- Draw Out katana ability now counts as a finisher, so it will benefit from 2H Katana skill
- Chain Whip and Cat o' Nine Tails are now bought in the shop instead of crafted
- Tambourine and Seperewa are now bought in the shop instead of crafted
- RT cost of instrument attacks is now in line with Spellbooks
- Silver Arch and Silver Bowgun are also bought in the shop instead of crafted
- Crucible Arch and Crucible Bowgun are crafted with The Bow and The Crossbow recipes, as is more appropriate for their level
- Crossbows lost one upgrade tier so they now follow the 10 – 14 – 18 – 22 level progression, same as bows
- The natural weapons of gryphon, cockatrice and octopus now scale better with dexterity than strength
- Shields are now crafted with weapon crafting books, as there's little point in having a separate set just for them
- As the community poll decided, basic armor upgrades aren't craftable anymore and are sold in the shop instead. It was expected that this option will win, but it seems that crafting has an unexpectedly large number of fans now
- The HP value on armor is lower and some of that value is now added to the classes so the HP gap between classes that use cloth and those in full heavy armor isn't as high, there's already enough of a difference in defense
- Cloud, Inferno and Kraken ring got some status immunities

Consumables

- Salvation Gem can now be used without Field Alchemy
- The arcana for area damage spells III is now crafted with Ars Magna instead of bought in shop
- Some of the classmarks for new spells are now crafted with Ars Magna instead of Transcription, it's a temporary measure until they're added somewhere as drops, you'd be able to obtain them by that point anyway
- Melee Weapons and Ranged Weapons crafting books were renamed to Melee Combat and Ranged Combat, makes a bit more sense as your shield most of the time isn't a weapon

Spells and Abilites

- Ice Breaker was renamed to Winter Siege, it also grants WATERWALK now
- Status removal actives on ward skills now cost 5TP
- Movement effects on footwear and rings have been improved a bit, you will get Sidestep with Levitate, Resilient with Waterwalk and Renewal with Lavawalk
- Renamed Salvation to **Covenant**
- RT cost of Fusrodah is down to 30
- Princess's Whim TP cost is down to 30 and RT cost is down to 15, the total cost when you add the target's TP is usually high enough
- Galaxy Stop now costs 120 MP instead of starting at 100 TP, the chance of applying status effects is slightly increased
- Gryphon, Cockatrice and Octopus abilities now scale better with DEX
- Blade Knight's Discord ability was a bit too cheap for what it does, so it costs 80 RT now and its TP cost starts at 100
- Added the **Arbiter** special skill, it's pretty much a somewhat less powerful and somewhat more expensive forbidden spell
- Added the **Grim Dawn** special skill, it's a spell that hits all enemies on the field with void damage (normally scaled damage but without type or element) and has a chance to inflict Frighten
- Added the **Meat Shield** active skill, it's pretty much the old Risk Management effect

Classes

- The vitality growth for most classes was adjusted to compensate for the default damage formula which favores defense, as the impact of your offensive stats was dropping off in later parts of the game, and most of your damage with classes that don't have high attack stats came from your raw weapon ATK, which isn't ideal. This will take more tweaking, as the formula is extremely volatile and I have to be careful with it, but you should notice more classes doing consistent damage with their attacks now
- Most classes will have a bit more HP to compensate, as the goal is to get more consistent damage across the board without having everyone instantly dying to a fully charged finisher
- The class HP growth is a bit more frontloaded now, as the starting amount is higher and the growth is lower, reaching roughly the same values at higher levels
- The magic defense of some of the more resilient classes is slightly reduced and caster stats are slightly higher across the board, that should make spell damage a bit more consistent too
- Terror Knight can now use Power Fist, as the only shield-like item
- Dragoon can use projectile spells III
- Necromancer got **Shadow Resonance** instead of **Instill Dark**
- Lich got access to **Meat Shield** active skill, it was the only generic class with just two skills and this fits the theme
- Octopus lost **Preempt**, it wasn't working properly
- Ranger lost 2H swords as a transfer skill, he will gain the ability to shoot gunblades if I have an extra ability slot somewhere down the line, he got whips instead for now. He can also use projectile spells III
- Dark Priest got **Blood Magic** instead of Meditate, felt like a better fit
- Princess lost **First Aid**, but gained the **Arbiter** special skill. She was one of the most powerful casters in the SNES version and if she uses melee attacks with Conviction a lot, it leaves her with more MP than she can possibly shake her royal sceptre at. I can assure you that the thing she summons is absoutely not named Asgard, her ass is guarded well enough already
- Geomancer got the **Inner Flame** active skill, it passively raises spell resistance and enables the use of lavawalk effect from boots/ring as an active
- Added the **Summoner** as a unique class for Cressida, able to equip light shields, cloth/light armor and cloth/light accessories, on the weapon side having Daggers, Cudgels, Spellbooks and Instruments with Whips as a transfer skill. The class has a similar access to skills as warlock, including **Art of War** instead of Draconic Magic and **Sanctuary**, they also love books so much that carrying two of them at once is worth the hassle of learning **Double Attack**. Summoner can learn all **Recruitment Skills**, **Covenant**, **Seal Evil** and **Grim Dawn**, also being able to transfer **Lament of the Dead**, **Animate Dead** and **Extend** from other classes. The class is able to use **Summons**, **Bursts** and **Buff/Debuff** spells from Elemental, Light and Dark schools and **Ninja Summons**, **Shadow Bind**, **Decoy** and **Envenom** from Art of War set.

Racial Templates

- The starting VIT score for most racial templates is slightly lower and attack stats are slightly higher
- Hobyrim can't change his class to archer or fusilier anymore. After one too many arrow in the backside, Denam realized that his Force Sense™ ability doesn't work terribly well at long range
- Cressida can't change her class into Astromancer anymore as she got her own unique Summoner class
- Sara is back to her blue outfit, you can always use the code generator in the tools folder to customize her look if you liked it better before

Shop

- Ars Magna can now be bought as soon as Barnicia in ch4 instead of post game
- Some spells are available a bit earlier, mostly those in Deneb's shop

Misc

- Skills, Spells and Items were resorted, for something like spells, it means that your cleric will have heals on the top of the list as it's something you will probably use the most often. To apply it when you load an existing save, access the Magic and Skill list through the browse command (item inventory is always in browse mode), move some entry from the list to its current spot to access the sort menu, apply autosort by some other criteria and then apply the default sorting again. If you start a new game you don't have to do anything, it will use the new default sorting. Of course, if you don't like where something is located now, you can always manually move it to some other place.

Patch notes v0.953

ATTENTION!!!

This version shifts some of the gear pieces around, so make sure to check all the monsters in your team and remove anything they may have equipped in the weapon slot, because the game will crash if they use it in battle. Also, check your team after first battle, as all gear pieces that are now incompatible with their classes will get removed.

General

- Continued with the incremental updates to campaign battles, this time adding Chapter 3 on Chaos path
- Saving Hobyrim should be easier now

Weapons

- High level drop-only weapons will also have a small INT bonus. Caster weapon will have a bonus to the matching elemental augment instead
- The bonus to Parry and Deflect will stay at +1 for Damasc tier gear and above, those are powerful skills and the bonus from items was often much higher than the ranks they normally have
- Natural attacks that the beast use can now be directly instilled so there's no need for Assault tokens anymore and you will be able to maul the enemies with your dragons and haymake them with your golems once again
- Added a new weapon craftable by secrets of the master. As some other weapons had to be shifted around you might find yourself with a fat stack of Gae Bolg spears, if you had a Bentisca spear or Gae Bolg and you don't have them now, you will have to acquire them again, they drop in the same spots as before
- 1H katana sidegrades have an AVD bonus instead of Parry
- Caster staves have a +2 bonus to elemental augment now
- Instruments are now extended range melee weapons, like books
- Blowguns were reshuffled to receive more powerful status effects at higher levels and renamed accordingly
- Added a blowgun that fires healing darts, it hurts just a bit so your units won't try to evade it. It's for their own good
- Boltcaster crossbows will have a crushing damage type again as they weren't interacting with obstacles properly with no damage type, they also got their accuracy bonus back
- Icarus bow and crossbow have +1 range
- Boulders were removed as a weapon
- Dragon scale shield is a sidegrade so it properly grants deflect now

Armor/Accessory

- As the gap between defensive upgrades was quite large, there are now more steps added instead of sidegrades, with some of the sidegrade bonuses being baked into the mainline items. These were fairly extensive changes so a lot of items have been moved around, renamed or changed level requirements, so check your characters thoroughly in case they wear something they aren't able to
- Some of the endgame crafts now have different stats, and some are former sidegrades
- Due to shop space constraints and to avoid eliminating the lower level armor recipe books, you can only buy defensive gear up to baldur tier and the rest is upgraded from it. This might be changed at a later date if it doesn't land well
- Helmets are now mostly MND/RES items and have three main variants, caster helms with high MND, MP and elemental resistance bonuses, light helms with a high ACC, moderate MND and low HP/RES bonus, and heavy helms with a high HP and RES bonus. Circlets are a middle ground between caster and light helm
- Body armor has the usual three variants with the sidegrade reinforced vests, power armor and evasion robes available in endgame
- Gloves have been mostly merged together so there are now mage gloves with a high INT bonus, light gloves with high DEX bonus and moderate LUK/INT bonuses and heavy gloves with high STR bonus and moderate INT bonus
- Legguards are now strong defensive items with the heavy variant having the VIT bonus that helms used to have and higher tiers of light leggings having a higher AVD bonus. First two tiers of light leggings are merged caster/light types but they have separate ones later
- Boots with waterwalk, lavawalk and float have small bonuses to other stats
- Instead of having higher bonuses, stat rings have a small bonus to ATK or DEF, depending if the stat they're increasing is more offensive or defensive in nature

Consumables

- Added Exile's Mark, it is craftable with transcription for now but will eventually be added elsewhere as a drop

Skills

- Added **Alchaka**, an active skill that boosts the ATK for the next katana attack and charges a percentage of max MP to the user
- Infernal Kiss and Vampiric Kiss swapped places in the skill list, so check which one you have learned

Spells and Abilites

- Active skills that use item effects, like the Warlock's instills or Status proofs will now use the standard animation instead of trying to use an invisible item
- Added **Soulstrike**, a minor 2H Katana finisher that strikes the target for normal damage, removes all of the user's MP and adds it as an extra hit that can't miss
- Added **Discord**, a minor 2H Katana finisher that strikes all enemies in the area and heals allies for the amount of TP spent
- TP cost of First Aid is down to 30
- Shadowbreak now uses the grenade damage formula instead of being based on weapon damage
- Mind's Eye will also grant SIDESTEP for until the end of turn
- Tabula Rasa will now affect the user and a small area around him, the CPU didn't understand how to clear itself of debuffs
- TP cost of Agonal Scream is up to 80
- TP cost of Virtuous Dance is up to 80, as it was pretty much a straight upgrade over Coquettish Kiss it will now heal allies instead of inflicting Bewitch to reinforce the Familiar's supporter role
- TP cost of Coquettish Kiss is down to 40
- TP cost of Lingering Kiss is down to 50, it swapped effects with Selfless Kiss but will now double the target's TP in addition to clearing debuffs
- TP cost of Selfless Kiss is up to 60, it swapped effects with Lingering Kiss but will now remove 10% of current HP so you won't be able to kill yourself with it as long as you're not at 1 HP

Classes

- Knight, Hoplite and Golem gained access to Counterhit3
- Hydra gained access to Momentum
- Octopus gained access to Preempt and Counterhit3
- Monsters that were able to use boulder weapons can now do so natively again, their RT was increased to compensate but nos as much as equipping them used to
- Princess gained access to First Aid, she has lost Last Rites but can use the Exorcism spell to compensate
- Added **Blade Knight** as a unique class for Hobyrim, able to equip cloth/light/heavy armor, light accessories and only 2H Katana. The class has a similar access to skills as the Swordmaster, with the addition of **RampartAura1**, but as the class has the MP pool it is also able to use **Clarity123**, **AbsorbMP** and **Instills** like caster classes. Blade Knight can learn **Alchaka**, while also being able to transfer **Mindblast**, **Preempt**, **Mind's Eye** and **Squash** from other classes. Through Art of War command, he is able to use **War Dances** and utility **Ninjutsu**

Patch notes v0.950a

Equipment
- The baldur weapon sidegrade has the same percentage bonus vs undead as the basic version, it was a leftover from back when those were upgrades
- Now that some of the spells got changed in last patch, some endgame weapons needed different usable abilities, those include Xolotl's Canine, Yama, Mordred's Song, Glamrock
- Enchanter's Hat and Holy Crown have higher defensive stats and also got 3 uses of Absorb MP along with its passive ability
- Changed which metals are used for basic jewelry crafting, as some of the current ones are crafted from more expensive ores

Consumables
- Faeriescale Powder now grants Levitate on use instead of Healcraft
- Blackwing's Leg will now inflict Hobble on use instead of Spoilheal
- The High Priestess now has the Remedy effect on use instead of Healcraft
- The Lovers tarot will now inflict Hobble on use instead of Spoilheal
- All arcana will now have 'arcana' in the name too, instead of just the spell name. The dialogue when findign arcana in the field was feelig a bit off if when it said 'You have found the Deadshot, as it was inconsistent with the other spell learning items which have a type, as in 'You have found the Windshear Scroll'. Unfortunately, due to space constraints it meant that a number of spells had to be renamed, full listing given below in the spell section

Skills
- The Siege skill will now also give you the ability to use Fortify on self for 20TP

Spells and Active Skills
- Increased the damage bonus of Meta Morph Geomancy, as it can't be scaled by elemental augments and piercing damage is easier to resist
- Grenade abilities will now properly use up 1 grenade from your inventory and always inflict the debuff
- Major debuffs are available a bit earlier
- The availability of dark debuffs was shuffled around somewhat, charm will notably be available later, along with other major debuffs
- Conviction will now charge the same amount of MP as the damage that was done, instead of charging a percentage of user's max MP
- The following spells were renamed:

Aeroflux → Typhon	Meteor Strike → Dark Star
Dust Devil → Headwind	Hellhound → Cerberos
Storm Prison → Stormbound	Abyss → Hades
Thunderbird → Stormcrow	Spellcharge → Charge
Plasma Veil → Arclite	Paradigm Shift → Accelerate
Flame Fusion → Soulspark	Paralytic Wave → Palsy Skein
Ice Brand → Impale	Poison Mist → Decay
Mighty Glacier → Ice Breaker	Black Death → Decay II
Freezing Gust → Timestop	Dominate → Stasis
Ice Brand → Impale	Gravity Flux → Wormhole
Spiritsurge → Sunspear	Dead Man's Ivy → Abyss
Wisplight → Wisp	Gift of Renewal → Renewal
Heavenly Judge → Starion	Nullify Strike → Protection
Boon of Swiftness → Haste	Negate Spell → Spellguard
Major Heal → Allheal	Living Corpse → Living Dead
Word of Pain → Painside	Phantom Pain → Torment

Shop
- Codex of Jewelry will be available a bit earlier again, as some enemies in act 2 are now dropping the gems you need for crafting

Misc
- In case you missed the part under the huge 'ATTENTION' text on the first page, be sure to go back and read it

Patch notes v0.950

General
- Continued with the incremental updates to campaign battles, this time adding Chapter 3 on Neutral path
- Fixed some problems with gear allocation in some cases of redone battles
- Readjusted some units that were done before, in regards to changes in drops and class abilities
- Added more glass pumpkins to the first two acts
- Cafting books will now always drop, I went a bit ahead and fixed this because getting to the point where I can redistribute them properly will take a while and it's pretty annoying. Keep in mind the enemies that drop them still won't spawn every time because I didn't want to tamper with their team compositions just yet, but it will eventually happen
- Temple of Xoshonell boss will drop Shieldcraft and Codex of Jewelry IV on low level version of the fight instead of The Fist and Armorcraft, as it's the same as high level version and you can get the other ones from another boss. I assume this was an oversight

Equipment
- The duration of status effects on weapons were adjusted along with other abilities
- Shortbow and War bow swapped progression slots, as the former was too weak to last all the way until Baldur bow at level 10 for classes using the 1h ranged option
- Indra's bow temporarily added as a drop to San Bronsa - Tower of Law Eternal - Floor4, look for a female skeleton archer at coordinates 11-2, the bow will always drop if the enemy spawns
- Bowgun and Crossbow swapped places for the same reason as the above
- Default shields will now have a Parry bonus and the sidegrades will have Deflect
- Sidegrade heavy shields will now have the same amount of elemental resistance as the default variant
- Shield bash is even more accurate
- Values on jewelry that raises primary stats were slightly increased

Consumables
- Resorted all sundries based on their category and use, it will take effect when starting a new game but can also be triggered by resorting your inventory by 'default' criteria
- Grenades are now cheaper and easier to craft, they were boiled down to just three variants as there's another way to use them now
- Added Druid's Mark, it is craftable with transcription for now but will eventually be added elsewhere as a drop
- Added the new arcana primers and grenade manuals, they're crafted with Ars Magna and The Fusil crafting books

Skills
- Deflect will level slightly faster than Parry
- Added an active skill Shellbust
- Enabled the Core passive skills
- Wade skill was split into Wade with the movement cost of 2 per tile and Heron with the cost of 1 per tile. The general rule is that the classes unable to natively enter water have access to Wade and those that can have acess to Heron so there's still a difference when they take a water movement passive
- Absorb MP is available earlier and now also grants the Absorb active skill
- Luminous and Shadow Resonance are now also mutually exclusive like other light and dark skills
- The level requirement for some other general passives was also reduced slightly

Classes
- Archer gained access to Art of War, he can use Escalade, Waterstep and Bringer buffs
- Ninja can use Grenades through Art of War command set
- Rogue can now learn Bullseye
- Fusilier gained access to Art of War, he can use Escalade, Waterstep and Grenades
- Hoplite lost access to Lockdown but gained Check, it makes more sense for a tank class.
- Juggernaut lost access to Check but gained Lockdown, makes more sense on a class that sometimes find itself in unsafe spots due to high movement
- Trickster was able to use 2H Fusils by mistake
- Golems can now be customized by picking a Core passive, they are mutually exclusive and will boost a stat associated to former golem types
- Gryphon lost access to Dash
- Cockatrice lost access to Dash
- Lord is also able to use grenades through Art of War
- Ranger doesn't exclusively learn Bullseye anymore, but it can be transferred from Rogue, he is also able to learn Featherstep
- Dragonborn can learn Howl
- Paragon lost access to Lockdown and Momentum, but has gained access to a unique ability Shellbust
- Added the **Geomancer** as a unique class for Phoraena sisters, able to equip light shields, cloth/light armor and cloth/light/heavy accessories, on the weapon side having Daggers, 1H/2H Swords, Axes, Spears and Cudgels with Whips as an off-choice. The class has a typical acess to skills for a melee/spell hybrid, including **RampartAura1**, **Heron** and **FieldAlchemy1**, but is limited to **Instills** in four prime elements. Geomancer can learn **Lockdown** and **GordianLock**, also being able to transfer **EmpowerGolem**, **Squash** and **Golemsbane** from other classes. Through Art of War command, the class is able to use **Geomancy** spells and also **Escalade** and **Waterwalk**.

Spells and Active Skills

- The duration of status effects doesn't vary anymore, with that factor eliminated it's possible to set the minimum duration to a more resonable value without making them last too long in some cases, so we shouldn't be having any of them expire on the next turn anymore
- Forbidden spells are powerful but they're pretty much just a damage upgrade over indirect area spell IV, which pushed them to very high levels as that means they should come after them, and also reduced their appeal. To fix that, area spells now come in three tiers instead of four and their area isn't growing anymore, but their power is increased. Forbidden spells keep their high area and damage, while also being usable earlier, which should make them significantly more attractive
- Area spells III have a lower MP/ RT cost
- Rattle is now an area effect
- Corrosion now removes 20-30 TP instead of dealing damage, the formula proved a bit unrealiable and hard to control, which is fine for something isolated, like grenades, but doesn't work within a spell set when it enables a low cost status spell to compete in direct damage with high cost area spells
- Heal I-IV have a higher MP cost, they should be harder to spam without resource assistance
- Ninjutsu summons have a higher RT cost, and summons II now cost 80TP instead of 100
- Added grenade abilities to Art of War command set, they cost 10TP/30RT and use one grenade of matching type from your inventory, unlike normally thrown grenades they hit an area
- Added geomancy abilities to Art of War command set with a cost of 30MP/50RT and have a low chance to cause status effects (25-40%)
  - **Wind Blade**, deals Air damage, can remove all TP and is usable on grass tiles
  - **Local Quake**, deals Earth damage, can Stun and is usable on soil, oil and natural stone tiles
  - **Steam Flash**, deals Water damage, can Slow and is usable on water, swamp and mold tiles
  - **Pyroclasm**, deals Fire damage, can Shackle and is usable on lava and volcanic rock tiles
  - **Meta Morph**, deals Piercing damage, can Bind and is usable on carved wood/stone tiles
- Added **Leech**, a close range ability that costs 20TP/10RT and drains MP from an enemy or ally, up to 15% of his maximum. It is accessed via Absorb MP skill
- Grenades were reworked into three types, all do raw damage and don't scale much but may do more damage to units especially vulnerable to magic
  - **Flashbang**, can Stun
  - **Tear Gas**, can Silence
  - **Mustard Bomb**, can Poison
- Accuracy scaling finishers do a bit more damage
- Added **Shellbust**, a touch ability that inflicts Breach on the target, knocks it back and clears the user of all debuffs if the target was already affected by a debuff
- Iron Maiden has the accuracy of a projectile spell instead of being fixed at 60%. To compensate, the damage, chance for Stop and its duration are lower
- Featherstep doesn't remove Hobble anymore and extends the user's movement range instead, same as Dash
- El Colas Winds will grant Negate instead of extending movement, it should make Canopus less of a sitting duck
- Mother's Blessing will also grant Healcraft as a fringe benefit
- Booby Trap won't show you the exact tile on which the enemy placed a trap anymore so you will only know the general direction, a rogue worth his salt would never allow it. So, you've got to ask yourself one question now. "Is my luck high today?" Well is it, punk?
- Conviction will also determine accuracy like Iron Maiden, however, it will do spell damage now and the amount of MP it charges will be lower

Racial Templates

- Lich was removed from the class list for special characters, as a class that radically changes the unit I feel it should be something exclusive to characters without renown. Those that have a known name. some fame and face that goes along with it would likely be reluctant to undergo the procedure. In game terms, having some incentive to use generic units is good, and special characters already have plenty of powerful caster classes they can use
- Tamuz now belongs to the umbra racial type and has his own class set, having access to most classes available to Orc and Gremlin. Namely, Warrior, Archer, Wizard, Spellblade, Terror Knight, Berserker, Rogue, Beast Tamer, Juggernaut and Patriarch
- Adjusted the stats of some NPCs

Misc

- Templar NPCs will have native waterwalk only if the class they copy also has it, but their movement RT cost per tile will also be the same, which is lower in most cases so they will end up slightly faster

Patch notes v0.945b

General

- The first battle of Ravness quest line in chapter 2 law is also reworked
- Ravness will appear as Paragon in that battle. She will not join as one yet in chapter 3 but you will be able to steal Oathblade marks from her during the encounter

Classes

- Paragon can now use divine BURST 1/2 and will be able to use spells a bit sooner, she also got access to war dances and can learn the Art of War command

Patch notes v0.945a

Equipment

- Arkhiatros Mitts now have 2 uses of Tabula Rasa instead of Healcraft
- Lifegiver got one extra use of Heal 50%
- Khatvanga now has 3 uses of Meditate instead of one use of Self-charge 50, it's close enough and that ability was used only there so it was mostly a waste of space

Classes

- Fixed the bug that prevented Ocionne from changing into Dragonborn

Patch notes v0.945

General
- Continued with the incremental updates to campaign battles, this time adding Chapter 2 on Law path
- The advanced classes (blue, red and gold) in endgame are less restricted with skills, it's a temporary measure until those battles are reworked

Equipment
- Magehunter claws remove more MP on hit, 30 for mid game and 40 for endgame weapons
- Some 2H sword names were moved around
- The amount of TP that both katana types remove on hit varies now, for 1H version it's 20 early on, 30 in mid and 40 in late game and for 2H version it's 30, 45 and 60, respectively
- Chain Whip is now a baldur weapon
- Tambourine is now a baldur weapon
- Boltcaster crossbows have proven to be way too situational for a main weapon, so they were reworked to be one-handed which might allow your fighters to sneak some hits into the back line if there's a convenient opening. Their range and damage was reduced a bit, but they're also lighter and faster to use, with endgame elemental versions having no physical component so crush/slash/pierce resistance doesn't apply. This also means that the CPU will very rarely, if ever, autoequip them, potentially ending up less effective on terrain with high elevation differences
- A few crossbows were renamed following the change above
- Status immunity is less common on readily available pieces of gear, and is mostly left for endgame unique pieces, it isn't really needed, considering that immunity skills are more accessible

Consumables
- Oathblade's Mark added to the game, it can currently only be crafted with Transcription but it will be made more available eventually

Skills
- Most fighters and hybrids received access to one extra weapon skill they can transfer from other classes, to indicate that it's an off-choice, either suboptimal or just uncommon for the class
- The level requirement for Jump skills was lowered

Classes
- Warrior gained access to Cudgels as a transfer skill but can use only the fighter variant
- Archer gained access to Parry, and can also use a minor dagger finisher Hamstring, the option to parry and immobilize a melee attacker on demand if pinned down should give a bit more purpose to having a melee weapon skill
- Cleric gained access to Whips as a transfer skill, all that self-flagellation finally paid off, also gained access to Field Alchemy II
- Spellblade gained access to 1H Katana as a transfer skill
- Knight gained access to Cudgels as a transfer skill, so they have one more 2H weapon choice
- Terror Knight gained access to 1H Swords as a transfer skill but can use only the sidegrade bastard sword variant
- Berserker gained access to 1H Swords as a transfer skill, what's a pirate that can't use a cutlass
- Swordmaster gained access to Daggers as a transfer skill
- Dragoon gained access to 2H Katana as a transfer skill, TP removal is nice to have when fighting monsters
- Ninja gained access to Cudgels as a transfer skill, they seem harmless enough
- Rogue now gains access to 1H Swords as a transfer skill
- Beast Tamer gained access to Crossbows as a transfer skill
- Warlock gained access to 1H Swords as a transfer skill, and can learn Deflect
- Angel Knight gained access to 1H Katana as a transfer skill
- Hoplite gained access to 1H Katana as a transfer skill
- Juggernaut gained access to Fists as a transfer skill
- Patriarch gained access to Spears as a transfer skill but can use only the 1H ones, he can learn Deflect and Wade but has lost Gluttony
- Familiar gained access to Crossbows as a transfer skill but can use only the 1H ones, now that the class is exclusive to fairies it doesn't need Wade anymore and has lost access to Gluttony
- Trickster gained access to Fusils as a transfer skill but can use only the 1H ones, it lost access to Wade and Gluttony, same as familiar
- Warden gained access to 2H Swords as a transfer skill, it lost access to Gluttony
- Ranger gained access to 2H Swords as a transfer skill but can only use gunblades, RT cost of movement per tile is lower by 1
- Priest gained access to Whips as a transfer skill, by some sources it's a proper weapon for an undead hunter, especially the Chain Whip
- Heretic gained access to 1H Swords as a transfer skill, we can finally have the artwork setup
- Princess gained access to 2H Katana as a transfer skill
- Vartan gained access to Whips as a transfer skill
- White Knight gained access to Fists as a transfer skill
- Wicce gained access to Instruments as a transfer skill and can learn Devour, she lost access to Meditate and Gluttony
- Songstress gained access to Spears as a transfer skill but can only use the 1H ones, RT cost of movement per tile is lower by 1
- Buccaneer now gains access to 2H Swords as a transfer skill, he is still limited to gunblades, RT cost of movement per tile is lower by 1
- Knight Commander gained access to Cudgels as a transfer skill
- Monster stats were reshuffled around so they don't get blown up by skills using the level scaling formula, it means they will feel a bit different now so let me know if something about them is off

- Added Paragon to the game as a unique class for Ravness, she can equip light/heavy armor/accessories and is limited to 1H Swords only, but gains three minor finishers with them at levels 1, 3 and 5. The class has a similar access to skills as Knight, except being limited to first two tiers of Rampart Aura, it is able to learn **Lockdown**, **Palladium** and **Momentum**, also being able to transfer **Aegis**, **Consecrate Dead**, **Phalanx** and **Blood Price** from other classes. Her magic selection is limited to Divine spells – Regenerate, Ease, Major Heal and Evacuate. This class probably isn't something we haven't seen somewhere before, but Ravness' visual design is also something we're somewhat vaguely familiar with so it should be a good match

Spells and Active Skills

- Hover Draft now grants Flight to a single target
- Corrosion should now do less damage to beasts, some deviation is still possible
- Mighty Glacier now also advances the RT counter of the target slightly
- Regenerate lasts longer
- Wisplight and Hellhound summons now do the proper amount of damage to living and undead targets
- Drain Mind will suck away all of the target's MP now
- Gravity Flux will now show how much damage it does
- Ninjutsu summons now have a physical component like Burst spells, it was done for consistency reasons as their light/dark variants also ignore the living/undead state of the target. As this means they will do less damage in some cases their damage was buffed slightly to compensate
- Brainrot will now drain all mana from its targets, along with inflicting Feeblemind and Spellslip, making it significantly more nasty
- Secret of Mana song will do more MP damage to enemies
- Grenades now scale with level instead of attack power, so they will do damage even if you don't have a weapon equipped
- Added Frostblink, a minor 1H Sword finisher exclusive to Paragon that does ice damage to a single target and has a 40% chance to inflict Bind
- Added Hellcry, a minor 1H Sword finisher exclusive to Paragon that does fire damage in a line and has a 25% chance to inflict Fear
- Added Boltstrike, a minor 1H Sword finisher exclusive to Paragon that does lightning damage in area and has a 25% chance to inflict Shackle
- Most line finishers now have higher range as they're generally harder to use
- Added Hamstring, a minor Dagger finisher exclusive to Archer that does no damage but has a 100% chance to Bind
- Fusrodah can now move its area 2 squares outward so it doesn't have to be centered on the user
- Gluttony was reworked to Devour, it drains all of the target's MP to heal the user's HP and charge his MP. Its TP cost was raised to 30
- Salvation can now move its area 3 squares outward so it doesn't have to be centered on the user
- Selfless Kiss now also can't be used on undead, the fairy union lodged another complaint citing that "kissing a zombie simply isn't an option, no-no-no, if you want to bring any undead units along you will have to kiss them yourself, dummy"

Racial Templates

- Ravness lost the access to **Paladin** class and got **Paragon** instead, she will eventually join in that class once act 3 battles are finished
- Starting stats for monster races have changed to match their class stats

Misc

- Fixed some weapon/spell descriptions
- Changed Canopus' introduction to something slightly less polite but significantly more nostalgic

Patch notes v0.94b

General
- Special characters in act 2 chaos route should now join with proper skills
- Enemies in high level (23+) version of act 1 and act 2 chaos battles will now have only one weapon skill. As the difference in power between weapon classes is now higher it messed with their gear selection algorithm and resulted in less weapon diversity as the game would equip the most damaging one without accounting for other stats
- Enemies that use 1h melee + thrown weapon setups should now properly do so in high level version of same battles
- Bayin was switched over to start with lightning magic, Sherri is recruitable in all routes and she would usually replace him as earth caster
- In Arkhaiopolis of Rhime ambush battle at the end of act 2 chaos dragons should be starting further away from Denam so they shouldn't be able to cut off his retreat as easily

Equipment
- Poison inflicted by weapons lasts longer
- Increased the chance to proc minor status effects, like Breach, Stagger or Stun. Check the chart in FAQ section for details (once updated)
- Reduced the chance to proc more powerful status effects for Blowguns
- Reduced the level requirement of Stundart Blowgun to 7 so it can be used by enemies earlier
- Crossbow sidegrade no longer has increased ATK value, as enemies ended up using it almost exclusively, it got an accuracy bonus instead
- Throw stone has a small chance for Knockback

Consumables
- Death March moved further down the list to make accidental use harder, that means it had to swap places with another item so it will have to be crafted again if you had any in your item list

Classes
- Fusilier lost access to Silverado but gained Disarm, a minor finisher that does less damage than a normal shot but has a 50% chance to Shackle
- Priest got access to 1H Fusils and the Silverado minor finisher, as the class is currently something like the PSP version of exorcist, people got excited about the concept of wielding a bible and a gun with silver bullets. I blame anime. As a ranged weapon user it means he also got access to Trajectory skill and sniper gear, we'll see if this is well received
- Vartan lost access to Siege, it was a leftover from vanilla and a flying unit has no real need of it
- Beasts are slightly less evasive in general

Spells and Active Skills
- Poison spells, especially dark were a bit too oppressive in early game as they did damage upfront and applied a status effect for the low cost of a minor status spell. As dark has two of these spells we can have a low level and high level version and they can keep scaling based on your caster stats. Dark ones do slightly more damage than before, still less than the meteor shower of similar level would, but can miss and are more costly, hopefully it means that the AI will spam them less
- Poison Mist was renamed to Corrosion, it does a small amount of damage that bypasses all armor and can now miss but the poison effect is still guaranteed when the spell hits. The damage formula should scale based on level, tested it as well as I could but please report if you find the numbers funny at any point, it should go from 15-20 damage in early game to 60-70. Poison duration was increased a bit more
- Poison Cloud was renamed to Poison Mist, the cost was raised to 30MP / 50RT, also inflicts Weaken
- Deadly Poison was renamed to Black Death, it is available later in the game so upfront damage is significantly higher but the cost was raised to 50MP / 70TP, also inflicts Weaken
- The availability level of other high level dark spells was shuffled around to make room for this change
- Paralytic Wave also inflicts Stagger, just stun on a single target wasn't too great
- Gravity Flux damage was raised to 20% of current HP, its cost was raised to 30MP / 50RT so it should also get spammed a bit less
- The availability level of other high level dark spells was shuffled around to make room for this change
- Galaxy Stop was still tagged as a ranked skill even though it received no benefit from it, its cost was reduced to 40RT and 100TP but the skill will now burn all TP on use, like finishers do
- Dead Man's Ivy is now single target, its animation was a bit wonky when used as an area spell. Its cost was also raised to 30MP / 30RT but the target's RT is now delayed by 40 and it also reduces TP by the same amount
- The TP cost of Lion Dance and Pixie Dance was a bit low for what they are now, so it's back to 20TP
- Circle of Life now heals 15% of max HP instead of 10 and does more damage
- Salvation gem now heals the target to full HP, the sacrifice is high enough for that. It should make sacrficing a unit you can't heal in time to fully bring back another one a viable choice
- Princess's Whim now costs 40TP, should be fine considering it has a secondary cost

Shop
- Paradigm Shift and Petriburst were removed from normal stores as the latter's level increased, so you can get them Deneb's and PoTD shop, Fixate was added to normal stores
- Crafting component amounts gained from auctioning a Hydra were doubled

Patch notes v0.94a

Skills
- Fixed the bug with Fusrodah's resource consumption

Patch notes v0.94

General
- Continued with the incremental upgrades to story battles in the same fashion as the changes to act 1, this time completing Act 2 on chaos path. Most notably, you will see more enemies wearing jewelry and the battles with demi humans will have more diverse classes, so you will be able to see the likes of Patriarch or Trickster
- Special characters obtained along the way have a few more weapon choices
- Tweaked the Act 1 encounters slightly, fixed a few inconsistencies and added another necromancy book as a guaranteed drop from Quadriga battle (female ghost in the starting lineup)
- Removed Sara and Voltare from the Quadriga cutscene as there is currently no way to match their cutscene appearance to default, they don't say anything and Leonar doesn't refer to them individually anymore either so they weren't contributing much to the scene

Equipment
- Claws, Daggers, 1H Axe sidegrades, 2H Axes, Spears, Hammers, Instruments, Blowguns, Thrown Weapons, 1H Bows, 1H Crossbows and Boulders are lighter to more closely adhere to their real world weight in most cases
- Starting 2H Swords renamed to stick closer with common terminology
- Staff sidegrades are heavier but also offer a resistance bonus, 1H guns are heavier
- Non-elemental caster staves have 1-2 uses of Spellcraft instead of charging 25MP
- Spellbooks are lighter and have three uses of Meditate to reinforce their role as a mana booster
- Crossbow sidegrades hit harder and cost less RT to fire

Consumables
- Added a new consumable, **Death March**, it's a suicide pill that will remove all lives from the user, effectively killing him after the battle is over, use only if you have a literal death wish. Extremely handy if you aren't a fan of being imprisoned and interrogated, but it has other uses too, can be crafted with Ways of the Wild or rarely found as an endgame random drop

Skills
- Level requirement for Wade was lowered, it should make some early missions with a lot of water less of a pain
- Meditate is now available to wizards and some special classes, other generic classes all have different options
- Added a new skill **Bullseye**, a Ranger skill that does pretty much the same thing as fated circle, but for ranged weapons
- Added a new skill **Fusrodah**, it's a war shout that does a minor amount of crushing damage to enemies in the area around the user and knocks them back in the direction that the user is facing, which can be altered by targeting different tiles. Unusable while silenced
- Added a new skill **Blood Magic**, it converts 10% of the user's current HP into MP, but its other costs are very low

Classes
- Wizard lost **Conserve MP**, it was a bit redundant on that class
- Cleric gained access to Spellbooks
- Spellblade gained access to Daggers
- Dragoon gained access to Cudgels
- Rogue gained access to 1H Swords and **Field Alchemy II**
- Beast Tamer gained access to Daggers
- Warlock gained access to Instruments. They're worldly fellows, fairly proficient with exotic weapons in general and prefectly capable of strumming a few chords from 'Temple of the King' right before raiding it
- Necromancer lost access to **Meditate** and gained **Conserve MP**
- Hoplite gained access to Fists and Daggers
- Patriarch lost light armor and **Meditate** but gained access to heavy accessories, Fists, 1H Axes, 1H Hammers and Thrown, can learn **Blood Magic**. His stats are now skewed more heavily towards STR than DEX
- Warden can use **Squash**
- Added the Dragonborn class, it can equip light armor and light/heavy accessories, but no weapons or shields except beastmaster tokens and boulders. Being half dragon, this warrior counts as a human in form but is prohibited from learning neither racial skill, and is also able to learn **Draconic Magic** (limited to Agony and most utility/buff spells), **Instill Element**, **Rampart Aura 123**, a general skillset similar to that of Dragoon, **Recruit**, **Tame**, **Empower Dragon**, **Dragonslayer**, **Dash**, **Dragon Breath 12**, **Fusrodah** and is able to use **Squash** if learned. Dragonborn classmarks can currently only be crafted with Transcription but will eventually drop in more accessible places.
- Ranger gained access to **Bullseye**
- Priest gained access to Spellbooks
- Paladin gained access to Fists, Daggers, 1H/2H Katana
- White Knight gained access to Cudgels
- Shaman gained access to Instruments mainly as a homage to some of their artwork

Spells and Active Skills

- Projectile spells IV can be crafted with Ars Magna
- Burst spells now hit only enemies
- Curse now also removes 40TP on hit
- Pumpkin Strike is non-elemental
- Pumpkin Bomb was reverted to its original behavior, as AI couldn't be cajoled into using it properly. It removes three quarters of user's current HP and all TP to deal crushing damage in a large area

Racial Templates

- As per community poll, Hawkmen can also change their class to Fusilier, Argoni... err, Lizardmen can become Rogues and Orcs can be Beast Tamers, this brings their class count up to intended total
- Ocionne can uniquely change her class into a **Dragonborn**
- Lizardmen have higher DEX, AGI and AVD, but lower STR, INT and MND.
- As fully changing cutscene sprites proved more troublesome than expected, Folcurt's battle/formation sprite got reverted to match them, maybe changing it will become possible at a later date

Shop

- Deneb's shop will now stock on some low level necromancy spells

Patch notes v0.93

General

- Act1 battles (both low level and 23+ level version) have been updated to the mod, which includes the following changes:
  - Replaced unusuable skills for all special characters and NPCs with those they can use
  - NPCs are usually in the right racial template for their class, or at least not in the wrong one, and their level is more uniform
  - More enemies use the 1h melee + 1h ranged setup
  - More NPCs are equipped to match their class if it was changed, you will see crossbow necromancers and katana-totting Warriors
  - Drops and stealable items are better, some female casters will notably drop glass pumpkins
  - Vyce and Catiua can be controlled in battle as soon as you form your unit (but are still guests and will stick to their default classes)
  - Canopus can be controlled in the Tynemouth hill battle, he's coming to fight under your command anyway
  - Same for Donnalto, he knows you're the reinforcements he's waiting for, so he will fully cooperate
  - Leonar or Ravness aren't controllable in any of their battles, however, they outrank you and prefer their own counsel
  - Cistina isn't controllable in her rescue mission either, she has no idea who you are and doesn't trust you, an enemy of your enemy isn't necessarily your friend
  - Her AI, however, should be considerably less suicidal now, her level is higher and she's better equipped
- Sara joins as an early access rogue, preorder in 2016 to get her
- Some special characters use different gear and have more skills, Canopus comes with a spear for nostalgic reasons

Equipment

- The duration of status effects on hit has been mostly standardized to match the duration on spells that inflict the same status, that's a buff in majority of cases
- The percentage bonus to damage overhead for heavy melee weapons is slightly lower for swords and higher for axes or maces
- Changed the animation of Rapier and Fragarach to match their damage type, the latter now also deals piercing damage
- Balmung can now also be used to complete the dragonslayer set, as shields can't be used with it
- Volcaetus now does the proper amount of damage for a 2h spear
- Heavy shields do 2 damage to obstacles
- Grapnel Bracer is considered light-ish armor now so it can be used by most fighter classes, One-armed Wolf approves
- Elemental resistance on light and heavy elemental armor is higher

Skills

- Field Alchemy is a bit more restricted, as status removal items got more widely available and the skill unlocks more specialized items, like holy water, there's less need for universal access to it and some classes can't use the first rank anymore, mostly ones that are meant to be supported by other units, like berserker
- Trajectory skill now also has an active effect, you can use it in battle to grant yourself a Trueflight buff for 20TP, it should give players more incentive to use it as more experienced ones were often finding it pointless
- Monsters can learn only augments of their ruling element, learning others wasn't very useful
- Resonance skills for all monsters were changed to Instills to benefit from the passive resistance bonus their respective elemental augment grants, as classes cannot have natural resistances this was the only way to have a fire dragon that's actually resistant to fire
- Most land-lubbing monsters can learn Jump1

Classes

- Warrior, Spellblade and Terror Knight lost access to Golemy
- Archer can learn Reflect Damage
- Dragoon can learn Fusils skill at level 25, like Buccaneer
- Rogue can't use kisses and pumpkin skills anymore, each of the relevant racial types has its own special class now so there's no need for it
- Necromancer lost use of projectile spells but gained area spells 123 and summon 1
- Familiar can use 2H bows, he can't use dark-aligned gear anymore and is limited to divine caster staves. Can learn Daemonology and Luminous Resonance, lost access to Instill Light. Agonal Scream, status kisses and pumpkin skills can't be learned anymore but can still be used for compatibility reasons, which will eventually get removed when there's no need for it anymore
- Added the Trickster class, he can use Daggers, 1H Katana, Cudgels, Whips, Blowguns, 1H Crossbows and cloth/light armor, cannot use light-aligned gear. Has access to Parry/Deflect, Instill Dark, Jump II, Double Attack, Trajectory, all racial skills except Daemonology, Agonal Scream, status kisses and the usual battlemage passive skillset. Can use Dark magic including: Projectile123, Burst12 and minor debuffs plus Charm
- Added the Warden class, he can use Fists, 1H Swords, Axes, 2H Katana, Cudgels, Thrown and light/heavy armor except heavy shields, can use only natural element caster staves. Has access to Parry/Deflect/Overpower, RampartAura12, Jump1, Steadfast, Trajectory, Siege, FieldAlchemy1, all Resonances except light/dark, all racial skills except Golemy, Pumpkin skills and the usual battlemage passive skillset. Can use Air/Earth/Lightning/Water/Fire/Ice magic including: Projectile123, Burst12 and debuffs
- Monsters have higher evasion, most still aren't very dodgy but are a bit less likely to get hit by every stray meteor and go extinct
- Dragons differ in stats now, Earth and Fire dragon have improved stats but their lavawalk is the least useful movement type, Water and Ice dragon have wade and default stats, Air and Lightning dragon have slightly lowered stats and +1 jump. Light and Dark dragon have hit the books a bit so their physical stats also suffered somewhat.
- Bahamut can learn Divine Magic and some caster passives, it can use all status removal spells, Dispel and Mute
- Tiamat can learn Dark Magic and some caster passives, it can use most minor debuffs, Deadly Poison and Deadscream
- Compressed all golem types into one using the average of their stats, their abilities were too similar so levelling another one was pointless and the player's approach to each variant didn't really differ
- Octopus and Cyclops can also learn Reflect Damage, all monsters can learn Reflect Magic
- Wicce can use Empower Golem

Spells and Active Skills

- Lower tier area spells are available later but hit harder, that should make Quadriga fort battle in act 1 a bit easier and have them usable for a longer time
- Burst spells were renamed, this means their order could be swapped so tier II won't sort before the first by default anymore, the side effect of this is you will have to learn the first tier again if that's the only one you had because you will now have tier II
- Slightly reduced the duration of common buffs, except for the ones coming from consumables
- Increased the duration of consumbale debuffs to match the buffs
- Adjusted the duration of some debuffs and standardized the ones on finishers to match spells with similar effects
- Life force drains 20% of current HP, like drain spells, instead of scaling with spell power
- Windshot is more accurate
- Octopus skills do more damage, fear the cthulhu

Racial Templates

- Gremlins can class change into Trickster, they lost access to Familiar
- Pumpkinheads can class change into Warrior and Warden, they lost access to Warlock, Familiar and Bard
- Removed innate melee and ranged overrides for some characters, as it caused something like Throw Item to get overriden with a much less useful ranged attack
- Shuffled around or reverted some special character sprites, we'll roll a bit like this and then I could do a poll to decide which ones to keep

Shop

- Orbs are cheaper, getting Deneb has never been easier
- Level 4 gear is available right at the start of campaign like in vanilla, that way those that have a character of that level and would like to attempt Quadriga fortress right away can just buy it in Krysaro instead of having to go back to Almorica first to trigger the cutscene which updates the shop to next level
- All gear from normal shops is also available in PotD shops, in case you forgot to buy a common spell or need to reequip a character in a different class
- Deadscream can also be bought at Deneb's
- Warcraft can be bought at Deneb's and PotD and Thaumaturgy only at PotD shop
- Monster auction rewards are slightly different

Misc

- Fixed some outdated skill/spell descriptions
- Added the FAQ section to patch notes
- Iso icon fixed, it wasn't showing properly on PSP
- Changed the act1 dialogue after the Krysaro battle to indicate that the player should go back to Almorica to continue the story and that the Quadriga battle with Nybeth is optional and best left for later

Patch notes v0.92f

General
- This is a very small patch that fixes a few minor bugs and removes inconsistencies between the current mod version and the class sheet
- The sheet has a lot of useful info about currently available classes, if will be kept updated and available here: **https://drive.google.com/drive/folders/1T7TupkvrKhnH0HtmU2O_-csqQuYQrjHf**

Equipment
- The parrying dagger also has a minor agility bonus, probably makes sense that doing the feints with it would make hitting with your main weapon a bit easier
- Pure casters like Wizard or Lich can't use the parrying dagger anymore
- Ninja and Swordmaster can use the parrying dagger, it's the only kind of shield they can equip
- Mage's Mitts can be equipped by most stronger casters
- Arkhiatros Mitts can be equipped only by classes that can heal

Classes
- Fusilier can learn the Fusils skill at level 1, the first fusil is still available at 15 but now you don't have to level the class if you don't want to
- Ranger and Buccaneer can learn the Fusils skill at level 25
- Buccaneer can natively learn Barricade and Blood Price because Canopus is unable to change into classes that learn those
- Hydra gained access to Rampart Aura III and gets innate wade

Spells and Active Skills
- Bursts are slightly weaker
- Dead Man's Ivy properly inflicts Dark Averse
- AI will now properly target Jack O Lanterns with Pumkin Bomb instead of wasting the skill

Patch notes v0.92e

Equipment
- Armor now uses a similar scaling system as weapons, it was different previously, which created a higher gap between weapons and armor around level 15-30 than was intended. You should notice it being more effective around mid game with the highest level armor about the same as before. Some stat bonuses were also adjusted to more consistent values
- Damage resistance values on armor were increased, resulting in lower damage extremes when stat scaling fully kicks in
- Brynhildr is now a caster sword, like Oracion
- The Goddess Bound weight is 12 instead of 20
- Soul Reaver 2h katana, Legion Armor and Ogre Shield have sidegrade stats instead of default
- Endgame elemental armors have some elemental resistance, all have a level requirement of 30
- Fixed the wrong ingredients in dagger recipes
- Overguard type gauntlets can be used only by classes able to equip heavy body armor
- Armored Hakama can't be used by classes limited to cloth armor only (so no wizard, lich and their scrawny ilk)

Classes
- Lich lost access to Meditate, he has his own mana charge skill, they're powerful enough to handle a bit of extra resource management
- Hydra gained access to Berserk. Those extra heads aren't just for show. They bite. Hard. When they manage to hit
- Wicce can use light helms/leggings
- Ranger can use cloth body armor, same as swordmaster and ninja

Spells and Active Skills
- Slightly raised the damage of summons, bursts and poison spells to compensate for new armor values
- Damage spells will always inflict elemental averse
- Dead Man's Ivy will also inflict Dark Averse
- The TP cost of Double Strike and Double Shot increased to 100
- Various small fixes, like the incorrect duration of status effects for some moster skills (most notably, Black Mucus)

Misc
- Deneb's shop entry in warren report is formatted differently, should be easier to read now

Patch notes v0.92d

Equipment

- Caldia and Kotetsu fans were moved to dagger category, the best way of doing that meant that daggers had to lose an upgrade in the 10-20 level range, so they follow the 10-14-18-22 pattern like bows and staves instead of 10-13-16-19-22
- The axe sidegrade has a chance of Slow instead of RT delay, they're also a bit slower to use
- Hammers got a 2h option at low levels so they follow the same upgrade pattern as most weapons
- The hammer sidegrade does RT delay instead of Knockback at the cost of some attack power
- Books follow the same upgrade pattern as most weapons
- Savage Assault token upgrade was removed, needed the spot and there was little need for it as monster ATK naturally grows
- Added two blade cannons to the game by fan request, these exotically ridiculous weapons count as 2h swords that only Buccaneer can use and he can equip no others, it was the only way to give them a minor finisher that shoots the weapon. They are craftable using fusil recipe books
- **Some of the items mentioned above had to be relocated in the weapon table, that means you should check your beasts, dagger and hammer users to see if their weapon setup is in order**

Skills

- Most classes can learn a recruitment skill now because some demihumans weren't able to recruit other members of their race

Classes

- Warlock lost access to Meditate, now that he has Instill Mind there's little need to carry this over from Wizard
- Monsters are a bit more accurate
- Both final boss forms have lower offensive stats, they ended up a bit too strong after the last global defense adjustment

Spells and Active Skills

- The Paramedic buff wasn't really doing much so it got replaced with Regenerate, it restores some HP and grants Renewal to a single target, costs 20MP / 10RT and is available at level 6
- Dispel cost reduced to 10MP / 10RT
- Drain Heart/Mind/Power have a slightly higher chance to hit
- The amount actually transferred by Drain Mind is calculated properly and scales with caster stats again, but has a very high flat bonus so even less powerful classes can drain large amounts of MP with it
- Putrify I and II are stronger
- Angel Knight's skills have a higher chance to hit

Racial Templates

- Some early game leaders had higher stats than intended

Shop

- Biblion Thanatos is available in shops

Patch notes v0.92c

Equipment

- Defender's ring bonus was lowered to 5 and 10 for upgrade, so it provides less straight physical defense than ring of vigor and more in line with defense values on the rest of your gear. It received a 20/40 HP bonus as a partial compensation, however, it's a more general defensive option with ring of vigor being stronger but focused on one stat
- All movement rings are unique now and some have been renamed, however they also got a wide range of bonuses to different stats, comparable to Reaver's Ring. Angel and Sidhe ring intentionally have fewer bonuses

Classes

- As most his skill choices are situational, Warlock got access to a range of four new instill skills that should reinforce his alchemist role, they're pretty much the same as the effects of similar items except they're fused on the spot from the dew of a single Ginko leaf and the energy of the universe, therefore, they do not deplete your item stock and are free action skills, meaning you can double up on certain items. Something similar was suggested on a reddit class wish list, it was easy to do and we can always scrap them if it falls short

Spells and Active Skills

- Minor debuffs are more accurate, so weaker casters should have an easier time hitting with them early on
- As Silence is on the stronger side of minor debuff roster, the Mute spell got reverted to single target
- Skills that tend to get spammed a lot by heavy classes cost less RT now, so those classes will be slowed down less in heavy combat. The list includes Challenge, Check, Lament of the Dead, Lockdown, Evade, Intercession, Fated Circle, Palladium, Fearful Impact, Berserk, Aegis, Phalanx
- Apostate and Ivory Tower TP cost lowered to 60
- Steelstance TP cost lowered to 50

Misc

- Added more info to primary stats. Because of space constraints those are heavily abbreviated, '++' means a high bonus and '+' is low

Patch notes v0.92b

Equipment

- The cost of all equipment in available in shops follows the same progression curve now so it is standardized based on type and level, it mostly fixes some discrepancies but it also means the price of early gear will match its level of power better
- The chance of crafting all gear and consumables should now be 100% right away, instead of hitting that number in second half of the game, let me know if I missed something
- The hidden double damage bonus on spellbooks didn't work well on all races so it got replaced with the heftiest percentage bonus you can find on any weapon. Again, this kind of bonus kicks in once you break the damage threshold, so it will be much more effective on squishies.
- Racial bonus on books increased to +3
- Shields will make you slightly less tanky than before, it will be notable the most on sturdiest classes in full heavy gear
- Agility (accuracy) bonus on helms is higher

Consumables

- Experimentally changed Ring of the Dead and Ensanguined Rood to function as classmarks, so the only thing you need to do now to get a lich or angel knight is obtain the item and you can transmogrify a soldier into those classes from the class change screen. It is assumed they did the whole process off camera, for the sake of convienience. If this change is well received it might mean those items will get less farmable, you'd get a few of them as a guaranteed drop from some boss battles and getting more would mean worlding back
- Classmarks are cheaper
- Grenades are slightly weaker, which is still significantly stronger than before

Classes

- Less sturdy classes will be a bit more durable, lighter frontliners should be a lot easier to use
- Classes that can use a major divine buff (spellblade, warlock, etc) got Boon of Swiftness, all of them but angel knight lost Ease. Let's see if that works better, Dispel is situational enough as a minor spell in the set, even now that it can be used to remove readied abilities like fearful impact or empower beast

Spells and Active Skills

- The Fortify buff from Aegis will affect undead

Misc

- Fixed some outdated skill/spell descriptions

Patch notes v0.92a

Equipment

- Some 1H/2H spears were equippable by wrong classes
- Bow sidegrades have a higher accuracy penalty
- Mail and leather leggings switched places in the upgrade path to provide a heavy accessory earlier
- Overguards glove template doesn't have a vit bonus or dex penalty anymore, their advantage over normal heavy gloves is the HP bonus and stronger defenses
- Elemental armor can also be crafted with enchiridion, like robes, they aren't special enough to be gated by finishing the Palace of the Dead
- Some defensive items were renamed for historical accuracy reasons, no reason to trigger that OCD more than absolutely necessary

Classes

- Swordmaster lost access to Challenge, meant to remove it for a long time because it would overwrite Preempt, which beats the purpose of the whole thing, Paladin gets to keep it as a unique skill
- Ninja has lower movement cost, it's 3 RT per tile moved (same as Rogue)
- Angel Knight can use Evacuate I

Spells and Active Skills

- Ease got 2 extra range
- Evacuate got 2 extra range
- Lancet removes 30% of current HP instead of max, that means you can't kill yourself as easily but it won't always be as effective
- The RT cost of major Dark debuff spells raised to 30
- Fixate mana cost down to 20, RT cost down to 20
- Rebuild mana cost raised to 40, RT cost raised to 25, it also heals the target undead to full HP
- Brainrot also inflicts Addle
- Styx Shift mana cost down to 10
- Macabre Dance hit point cost raised to 40
- Momentum heals a bit of HP up front, like most skills and effects that grant Renewal
- Challenge reverted to an active skill, no need to have it as a special skill anymore
- Fixed the recruitment skills that got broken in the last patch
- Wild Hunt RT cost raised to 40 to compensate for lowering Ninja's movement cost

Racial Templates

- Heretic's male portrait reverted to Catiua's, her normal portrait has to be overriden by it when she uses the class

Patch notes v0.92

Equipment

- Lazarus staff changed to slashing damage to match its sprite more closely.
- Khatvanga charges 50MP instead of percentage, I needed that ability slot and the amount is close enough.
- Boulders are not consumed on use anymore, that means they had to be moved from lobber category to sidearms.
- Caster hats don't have a bonus to Meditate skill anymore.
- The MP bonus on most caster gear was substantially increased.
- Because of inconsistencies in damage formulas when applying the percentage damage bonus through damage resistances, earrings were reverted to racial bonuses. The bonus isn't shown on character sheet but it's there in combat and applies to all damage done and received.

Consumables

- Changed the names of all spell grimoires to match the spell's name. It's an accessibility change that admittedly sacrifices some flavor, which was fortunately a bit suspect in the first place as French isn't really used anywhere else in the game and we have no clue as to why scrolls do.
- Some spell scrolls changed color to match the elements more closely, we'll see if it feels better.
- Changed the name of some ninjutsu scrolls to be more indicative of their purpose.
- Added Ginseng, a consumable that restores 50TP.
- Monster food items permanently boost stats again instead of restoring TP, however they're less effective and much more expensive, the whole thing is mostly intended to be an endgame cash sink.
- Grenades are stronger, their visual effects were reverted as the new ones weren't behaving in all cases.
- The 'reagent' category was renamed to 'treasure' as there aren't many reagents left, pretty much all of the stuff in it is for sale now.
- Ninja tools were relocated to consumables tab to prevent selling them by mistake.
- Consumables that cure multiple statuses will now properly display 100% success rate for the secondary ones instead of 0%. It was just a display issue as they were curing all listed statuses just fine.

Skills

- Active skills are now learned at similar levels for all classes, depending on how many active skills the class can learn, mostly according to this pattern (with a few exceptions): 2-10-18; 2-8-14-20; 2-7-12-17-22; 2-6-10-14-18-22.
- Racial skills level up 30% to 60% faster, depending on skill.

Spells and Active Skills

- Tier I area spells do slightly less damage now, it was equal to tier I projectiles due to a formula error and could be oppressive in early game.
- Minor elemental buffs also grant resistance to their element, not a selling point by any means but it can be nice to have.
- Drift, the minor water buff was changed to Haze, granting Sidestep in an area, it was too situational and inferior to Hover Draft.
- Range of Exorcism I and II increased by 2.
- Drain Heart now drains 20% of current HP.
- Gravity flux is an area spell.
- Dead Man's Ivy is an area spell.
- Meditate isn't a levelled skill anymore and now restores 10% of max MP instead, so raising your max is more valuable.
- Intimidate now also has a chance to Weaken so it's less situational.
- Steal got 1 extra range.
- Beckon works properly.

Classes

- MP values for most classes increased.
- A few minor adjustments to class stats, Cockatrices aren't as beefy as Griffons, Cleric is a bit less tough, Vartan slightly more and so on.
- Berserker gained access to 2H swords again.
- Dragoon gained +1 jump.
- Necromancer properly can't use elemental caster staves other than dark, he also can't learn any magic skill other than dark as he lost access to spells of other elements.
- Angel Knight properly can't use elemental caster staves other than light.
- Paladin gained access to Vigorous Attack, Check and Challenge.
- Songstress got access to Silent Song and Poignant Melody

Racial Templates

- Class availability for some races was changed, demihumans got 7 classes each and most others got 4.
  - Hawkman: Archer, Wizard, Cleric, Swordmaster, Rogue, Beast Tamer, Warlock (no flying in heavy armor anymore)
  - Lizardman: Warrior, Berserker, Dragoon, Fusilier, Beast Tamer, Hoplite, Juggernaut (very little magic and a bit of bangaa vibe)
  - Lamia: Archer, Wizard, Spellblade, Rogue, Beast Tamer, Warlock, Necromancer, Patriarch (more dexterity classes and magic)
  - Orc: Warrior, Wizard, Spellblade, Terror Knight, Berserker, Juggernaut, Patriarch (strength and magic)
  - Skeleton: Warrior, Archer, Terror Knight, Berserker, Swordmaster, Hoplite (dex and strength, a bit of dark magic)
  - Ghost: Wizard, Rogue, Warlock, Necromancer (mostly magic)
  - Fairie: Wizard, Cleric, Rogue, Familiar
  - Gremlin: Archer, Rogue, Fusilier, Familiar
  - Pumpkinhead: Spellblade, Terror Knight, Warlock, Familiar, Songstress
- Until I have access to all the battle data, some npcs will be in classes that aren't available to them. That will eventually be fixed but I'd like to solidify class availability before that if possible, because it's a lot of work to go through it multiple times.
- Denam can change into most special classes of other characters because they're too buddy-buddy to hide anything from him. The exception are classes he isn't equipped for, namely Princess, Vartan, Shaman, Wicce, Songstress and Knight Commander.
- Oelias can change into a Priest.
- Cressida can change into an Astromancer.
- Vartan is now unique to Canopus.
- Ravness can change into a Paladin instead of White Knight.
- Iuria can't be a Shaman anymore, unless someone convinces me she's Mreuva's long lost daughter from back in the day when he frolicked all over Xenobia as a young and virile deacon.
- Ozma can't change into a White Knight, she's chaotic neutral and her unique class is good enough anyway.
- Xapan is a bit weaker as an npc.
- All special classes now have default sprites set so you can cheat them onto your generics without crashing the game. With Lord, Princess and Heretic I had to leave the default sprites intact, because those are the locations Denam and Catiua draw their racial sprites from in second part of the game, Catiua uses the male version of Princess, funnily enough. As for Heretic, it's a class hardcoded to override other sprites, that's the only way Catiua can change costumes while locked on the Princess sprite (and the reason I couldn't give Cressida access to Heretic).

Shop

- Lifeline Gem returned to the shops at a low-low price of 2000 goth, it won't erase your mistakes anymore so no need to restrict it as much.
- Ginseng is available around mid game.
- The Water Strider scroll was missing from the shop by mistake, it's back now.
- Drain Power spell is available in normal shops.
- Summons can also be bought in Deneb's shop.

Misc

- Renamed CLOUDWALK to LEVITATE.
- Renamed WINDWALK to FLY.
- Renamed BLINKWALK to WARP.
- Renamed ELEMENT ATTUNED to RESIST ELEMENT, the buff is a bit more common now and it was a bit similar to ELEMENT TOUCHED.
- Added more information about LEADEN status.
- Male version of Wicce renamed to Sage (for improved cheating compatibility).
- Female version of Astromancer renamed to Oracle.
- Fixed some skill description errors.
- The Warren entry for Deneb's shop will specify her travel schedule, there is one and I can't think of a good reason she'd keep it secret.

Patch notes v0.91a

Equipment

- Experimentally added two boulder ranged weapons for monsters that can use ranged attacks, they're a replacement for natural weapons and will sometimes spawn on enemy monsters instead of assault token, more often on monsters with higher dex, like golems or octopi and less often on dragons. AI controlled monsters will not hesitate to use them and you will be able to equip both the assault token and the boulders on your own pets, however, as they're essentially thrown weapons they're pretty heavy and will slow down the monster roughly to the speed of a human unit, so it's a choice to make. A lifetime supply of quality boulders for one unit can be ordered in your local shop, lobber section.
- Fixed the HP percentage that the cursed weapons remove on second hit, it was way higher for some due to borked formula.

Spells and Active Skills

- Fixed the targeting for minor draconic buffs.
- Tainted Kiss inflicts Silence instead of Poison, so it's Stun, Silence and Envenom now.

Classes

- Monsters gain slightly less ATK per level, we'll see if it has to be reduced even more.
- Cyclops is physically a bit weaker than other monsters.

Racial Templates

- Vyce changed his outfit a bit in chaos and neutral route, might as well make him a true turncoat.
- Hektor has a different color, he's a bit more important character than your regular enemy leader.
- Grion reverted to his normal look to avoid the glitch, at least until I know how to force the game to load new sprites into memory.

Misc

- Changed the installation method a bit, check the instructions.
- The ISO got a new logo, should be useful if you also have vanilla game in the list.
- Changed the outfit colors for most special characters in cutscenes, that means Catiua will always wear blue pants and Lanselot will always have his shiny paladin armor from Ogre Battle, turns out it means setting it separately in every single cutscene in the game where they show up so it's a fairly annoying process, Catiua and Vyce in particular are under every pebble. Let me know if anything is off.
- Unfortunately, trying to change the actual sprite turned out to be a lot less straightforward because of that sprite loading thing, the game seems to take that info from elsewhere and sets portraits separately from the cutscene setting (so you can see a bloodied Vyce screaming for his life without reloading the entire scene), that means it will likely take me a while to find it. Meanwhile I've just removed the characters in question in a few scenes if they don't contribute, for instance when you recruit Cerya in neutral, Ehlrig won't be standing next to her.
- The colors of templar classes were changed to show better which class template they're using.

Warrior, Knight

Terror Knight, Berserker

Spellblade, Dragoon

Swordmaster, Ninja

Rogue, Beast Tamer

Archer, Fusilier

Wizard, Warlock

Cleric

Necromancer

Patch notes v0.91

Equipment

- Equipment sidegrades are now the same level as regular gear. I've noticed players are often crafting them straight away by mistake and then using the old gear until they gain a level to avoid wasting money, that isn't very intuitive and it's also easier to compare both options like this.
- Some bonuses to racial skills on gear were removed or replaced.
- Agility bonus on all gear is higher, also, the amount on 1H Swords is equal to the 2H ones, as agility isn't something you can stack on most gear pieces like evasion the intention is to make the bonus more noticeable and worth picking.
- Vitality bonus on all gear is lower, attackers were having too hard of a time punching through defensive stats.
- Crissaegrim is now crafted with a Void Orb instead of Storm Orb.
- The damage bonus is shifted around so swords have the highest one of all str weapons instead of axes, as a heavier weapon it would be expected that axes perfom better versus armor so their ATK was raised. This way, hammers have the highest ATK and are the best versus armor but have lowest damage bonus that kicks in against squishy targets, swords are the opposite and axes are the middle road.
- Spears have a slightly lower damage bonus.
- The RT cost of using heavy 2H melee weapons is a bit higher.
- Reinforced 1H Katana have slightly higher ATK and damage bonus.
- Whips provide a +2 bonus to Subdue and Tame, interchangeably.
- Spellbooks are now DEX weapons, they do damage at a 2-3 range and can hit around obstacles, telekinetic weapons are like that. They also have a hidden double damage bonus versus the matching race, similar to baldur weaponry, which might be too much, we'll see.
- Because of reduction to vitality, damage resistance on all armor except gloves is significantly increased, which will most notably make heavier armor more effective relative to other types but less likely to fully protect a unit from damage than before.
- Elemental resistance on all shields was reduced in order to make them slightly less effective versus spells.
- Jewelry stats are more focused to make the choice more relevant, with a few exceptions. Stat rings will have just basic stats, starting rings will have just ATK/DEF and earrings or chokers will have just damage bonus and resistances.
- Earrings now apply their bonus through base damage resists so it will show up properly on character screen.

Consumables

- Denam won't be able to use the Salvation stone in story battles so you won't instantly lose if you use it by mistake.
- Salvation stone restores 50% HP to the revived unit.
- Grenades have different visuals and have a 50% chance to apply same statuses on hit as dragon breaths, they also do much more damage to obstacles like bushes, barricades or clones.
- Grimoire Montee replaced with Grimoire Torture.
- Grimoire Repit replaced with Grimoire Reparation.

Skills

- Racial skills were removed from the game. Just kidding, but the way they function is a bit peculiar in that they provide a defensive bonus to the race that uses them instead of against target race, so a human unit with Anatomy would be protected versus all other races and have a damage bonus versus humans. With the amount of races in the game and enemy composition no other racial skill but Anatomy would ever be worth using on a human and with the time investment required for levelling them they make for an extremely poor situational equip. To hopefully fix that particular nobrainer scenario, racial skills are now available only for races that can't use the class, so a Warrior wouldn't be able to equip Anatomy, Herpetology, Daemonology and Thanatology, but Swordmaster would be barred only from Anatomy as a human exclusive class. As a small compensation, it is now possible to equip multiple racial skils, we will see if the experiment works out.
- Because some races are more rare than others, some racial skills also level faster. The rates are as following:
  - 72 for Anatomy
  - 96 for Thanatology
  - 120 for Teratology, Herpetology, Draconology and Daemonology
  - 144 for Sacrology, Aurology and Golemy
- Equipping Instill Light and Instill Dark at once isn't possible anymore (same restriction as light/dark magic and augments).
- Berserker and Swordmaster gain access to Double Attack a bit earlier.
- Ward skills are available earlier.
- It is now possible to equip all recruitment skills at once, mediator enthusiasts, rejoice!

Classes

- Most have less vitality but the difference between high and low vit classes isn't as high as before
- Minor adjustments to other stats of some classes, most notably monsters that received a dex buff for better ranged attacks.
- Spellblade/Valkyrie lost access to Rally and gained access to Fated Circle.
- Rogue and Ranger lost access to Disarm, haven't seen anyone bothering with it and I needed its spot.
- Necromancer gained access to Beckon and Recall.
- Vartan uses the same amount of RT per tile moved as a regular fighter, he also gained access to Windshot.
- Astromancer lost access to Stardust Grace and gained access to Galaxy Stop.
- Dragons lost access to Dragon Eye and gained Disembowel.

Spells and Active Skills

- Minor buffs area of effect reduced by one, buffing your entire team right at the start became too easy so it feels almost like a must, which can turn into a chore over time.
- Basic area damage spells do a bit more damage.
- Bursts do a bit more damage but also deal crushing damage so they will be easier to resist than normal spells. This way they're more of a normal hits with elemental property so the way they bypass the light/dark restrictions is justified. Damn, I just love being consistent.
- Hover Draft affects an area.
- Poison Mist area of effect reduced by one, it does a low amount of water damage up front in addition to 100% poison with extended duration, we'll see if that stops CPU from spamming it as liberally.
- Poison Cloud and Deadly Poison got a similar treatment, except the poison/envenom is normal duration and requires a successful roll. As the poison is of supernatural origin and they're dark spells that deal damage, it means they don't work on undead now, makes sense, kinda.
- Ascend replaced with Agony, a dark spell that inflicts the damage that caster suffers onto the target at the cost of burning all of the user's MP. It's a bit less broken version of Pain from the original game, probably more interesting than Nimble that the enemy likes to spam so much. RT cost increased to 40, initial mana cost reduced to 20.
- Gift of Renewal heals a small amount of damage up front.
- Minor draconic buff cost increased to 20, that way minor buffs from elemental schools retain the advantage of being used on first turn.
- Martyrdom area of effect increased by one tile.
- Frenzy costs increased a bit to match Boon of Swiftness.
- Release changed to Rebuild, a spell that removes all debuffs from an undead unit.
- The damage of basic ninjutsu slightly increased.
- Ahriman got reworked to a necromancer-specific crossbow move that doesn't miss and can inflict Wither on hit.
- Added Windshot, a special skill that does crushing damage to all targets in a line.
- Movement buffs on items last longer.
- Huapango winds restores a small amount of HP up front
- Empower skills don't advance RT counters anymore, it turned out to be a bit too good and made catnip obsolete.
- Recruit skills will now show their actual effective range which will extend by rank, their RT cost is also lower.
- Added Fated Circle, a cheap skill that grants a single guaranteed melee hit to units in an area, most skills that spellblades have were kinda situational so having one they can use at any time would strengthen their support role. A guaranteed hit is also more useful in the mod considering there are more weapons with effect procs around.
- Salvation TP cost further reduced to 20, consiering it's a skill that doesn't create MP from nothing it probably shouldn't be even remotely costly.
- Added Galaxy Stop, an expensive move that can inflict Bound, Shackle or Stop on all enemies in the field, the chance is rolled separately at 10% for each with the stronger debuff replacing the weaker if more than one proc, same as Infernal Kiss.
- Limelight has an additional... effect, mostly for flavor but it might be useful in certain parts of the game.
- Added Disembowel, a monster special skill that spends all TP to scale both accuracy and damage.
- Liftoff lasts two turns, as it should.
- Added Beckon, a special skill that does the amount of damage equal to any that the target currently suffers.
- Added Recall, a special skill that stills a single undead, it was a bit abusable as a spell. As Necromancers aren't very sturdy, this and Beckon are meant mostly to give them more options against enemies that break into the back line.
- Conviction is back to charging MP every time it hits, however the amount is a percentage of the user's own pool now instead of equal to hit damage so it will usually be lower, a princess equipped as a mage with items that raise max MP will obviously recover more.
- Acid Breath and Hydro Press always inflict Breach.
- Crystal Pumpkin and Requiem always exorcise.
- Tainted Kiss always inflicts Poison and Envenom, Stun still has a chance to work.
- Silent Song TP cost reduced to 20, instead of inflicting silence it will remove all MP that the targets have and deal equal amount of HP damage. It's obviously useful against casters but can also do solid damage cheaply against classes that don't cast spells very often, like knights.
- Poignant Melody does the same, but to TP, making it potentially both debilitating and devastating, its TP/RT cost was increased to 40/20.
- Instead of removing zombified condition, Celestial Song restores HP by TP spent and clears all status effects.

Finishing Moves

- Jihad has less range but can be targeted anywhere and can't hit self anymore.
- Annihilate has more range, does dark damage and inflicts Curse
- Obliterate has more range
- Liquidate has more range and resets RT
- Devastate does lightning damage in a larger area
- Level 6 finishers for projectile weapons inflict no status effects anymore but have different advantages
  - Heaven to Hell does full damage at a greatly extended range
  - In Flagrante renamed to Starfall, it does light damage in an area with moderate penalty and lowered range
  - Nightmare renamed to Quillrain, it does earth damage in a line with slight penalty and lowered range
  - Sidewinder renamed to Blunderbuss, it does lightning damage at point blank range but scales damage with TP
- Special finishers that the dark knights use are actually better than normal ones
  - Fiery Death renamed to Witch Hunt, it does damage in an area and inflicts Shackle
  - Angel of Death does damage in an area and inflicts Fear
  - Venomous Strike renamed to Creeping Doom, it does damage in an area and inflicts Poison/Slow
  - Crushing Blow renamed to Riot Buster, it does damage in an area and inflicts Sleep
  - Tempest Blade renamed to Fatal Fury, it does damage in an area and resets RT
  - Dark Prison does damage in an area and inflicts Stop
  - Armageddon renamed to Atropos, it does damage in an area and inflicts an extended duration Petrify

Racial Templates
- Enemy leader Grion in the act I battle now looks like a Terror Knight, he will likely become one at a later date.
- More leader stats were further adjusted, especially recruitable characters that appear as enemies, like Xapan or Vyce.

Shop
- Grimoire Reparation is available in PotD shop.

Misc
- Renamed Weaken status to Rupture, it should be more obvious that it reduces magic resistance.
- Renamed Spoilspell status to Feeblemind, it should be different enough from Spellslip now.

Patch notes v0.90a

Equipment
- Daggers are very slightly stronger
- 1H and 2H Katana are very slightly weaker
- Hammers have a slightly lower ATK and damage bonus
- Staves have higher ATK but lower damage bonus, as they're essentially blunt weapons
- Books have a lower damage bonus for the same reason
- Shields too
- Throw Item innate ability won't attempt to counter anymore, as amusing as that was. However, Throw Stone will
- All armor types have a lower HP bonus
- Boulder Toss costs a bit more RT and has a slightly higher ATK bonus

Classes
- HP was reduced for most human classes, less for squishy classes and more for tanky ones. In conjuction with the equipment change it reduces the HP gap between classes, making tanks a bit easier to kill
- All golems got more Dexterity (at least as much as Cyclops has, more for some) on the account of having opposable thumbs unlike other monsters, this should make them more versatile as a makeshift artillery unit
- Vartan can use minor buff spells
- Songstress can use major buff spells

Spells and Active Skills
- Apocrypha spells do less damage by default to make room for light spell damage bonus
- Poison spells reverted to normal accuracy, the CPU liked using them a bit too much now
- Light damage spells do slightly less damage to living but substantially more damage to undead
- Dark spells do very slightly more damage to living and still can't damage undead, Hellhound summon is also ineffective now
- The exception to the two changes above are burst spells, they still do normal damage to everything due to mechanical limitations
- Ascend costs more but affects an area now to compensate, CPU was spamming it too much
- Teleport costs less RT
- Bugs to traps introduced in last patch were fixed
- First Aid was given a bit of range, positioning is important for a melee character and it isn't a very strong ability
- Heaven's Tear visual changed to boulder rain to fit the new role of golems better

Patch notes v0.90

Equipment

- Daggers, Claws and Katana are slightly stronger
- Ranged weapons are slightly weaker in general
- 2H Bow sidegrades have lower range (same as guns) and slightly lower ATK
- AVD bonus on most early game equipment pieces was lowered so characters in some gear combinations aren't quite as hard to hit
- Usable effects on some endgame weapons were changed, mostly because giving them grenade effects makes no sense anymore
- Fans are late game weapon options now, some players liked using them for flavor but outgrew them too fast
- Baldur and Damasc blowguns swapped status effects because the scroll required for baldur recipe isn't available yet at its level
- Lob Boulder range reduced by 1
- Most armor pieces are cheaper, especially shields
- Catapult was removed as a Lobber upgrade, it has increased range from the get go instead
- Throw Item innate ranged attack was introduced. As a reminder, throwing items costs more RT than using them normally
- Scrolls in some recipes were changed for a different one due to spell changes, so double check before buying
- Various minor bug fixes

Consumables

- Field Alchemy requirement for most items was adjusted to two tiers of the skill
- Field Alchemy requirement for most status removal items was relaxed or removed to prevent enemies from getting status locked as often. As a rule, status removal items that require FA skill are used for statuses that are somewhat exotic and not heavily disabling, like fear or curse
- Introduced Panacea, the ultimate status removal item that fully cleanses the unit of all debuffs at once, requires Field Alchemy II
- Introduced Holy Water, an item that can exorcise stilled undead, requires Field Alchemy I. This does mean more enemies will try to exorcise your undead if you're using any, you should animate them as soon as possible or prevent enemies from getting close until they get up
- Crafting consumables is much simpler
- Salvation Gem now revives the target, transferring all life force from the user and forcing him to withdraw, it was changed because reviving is required in some rescue missions and forcing players to have a trained Spellblade handy to use Relay wasn't a good solution. Crafting the gem now requires one Lifeline gem instead of two, as it isn't strictly an upgrade and it requires Field Alchemy I instead of II
- Using monster food doesn't require Field Alchemy
- Grenades are cheaper but they aren't hitting an area now, that means they should only be thrown and enemies won't go suicide bomber on you now, but they will throw them if able
- Formerly consumable fans that swordmasters in optional areas drop can now be sold, some can be sold well
- Some spell scrolls were renamed to fit new spells better
- The price and recipe for some crafting materials was changed
- On Medicine I crafting book was renamed to Ars Magna, it contains endgame spell recipes instead and can be bought from Deneb in CODA
- On Medicine II crafting book was renamed to Herbalism, it is still a story battle drop

Classes

- Classes that can't use any ranged weapons lost the ability to throw stones, some of them got a different ability as a replacement
- Some squishy classes are less squishy
- Most classes are more resistant and some casters don't scale both of their casting stats as high, it should limit spell scaling in endgame
- Adjusted access to buff/status spells according to the caster's specialization for all changed elemental, light, dark and draconic spells
- Cleric gained access to Consecrate Dead
- Wizard can use minor buff spells and Fixate
- Spellblade gained access to major buff spells and can use Throw Item
- Knight can learn all status removal spells
- Terror Knight can use Fixate
- Swordmaster gained access to Challenge
- Warlock can use Throw Item
- Necromancer lost access to Consecrate Dead, he also can't use elemental spells anymore, only dark
- Fusilier gained access to Silverado, a class-exclusive fusil finisher with fixed TP cost that has low range and lowered damage against living but hits undead harder and will automatically destroy them on kill
- Familiar lost access to dark magic and instill dark but gained all status removal spells, the class is supposed to be fairy-exclusive in future so it's setting the expectations. It also lost access to Pumpkin Lure
- Lord gained access to Animate Dead as a Necromancer signature skill and lost Consecrate Dead
- Ranger lost access to Sneak Attack but gained Booby Trap. He can also use minor debuff spells
- Princess can use elemental projectile spells but she lost access to light buffs/debuffs so she's limited to area, status removal and healing there, it was changed to make elemental setups more attractive as most Princesses used light magic exclusively
- Vartan gained access to Featherstep
- White Knight and Paladin lost Instill Light, it was redundant after reworking Consecrate Edge. White Knight gained access to Fervor
- Astromancer gained access to Evanescence, a self-teleport that restores some HP and MP on warp
- Shaman lost access to Nature's Whisper but gained Storm Call and Clear Skies
- Songstress can use Throw Item
- Knight Commander can use minor debuff spells
- Vyce's NPC-only Assassin class can use the same gear as Ranger, he would sometimes come equipped with heavy gear
- Male Songstress renamed to Bard, in case some are cheating the class onto male characters

Skills

- Rally had to be moved to another slot, that means your Knights will have to relearn it
- Field Alchemy has two tiers now, it was unlocking two potions of healing, some status removal and a few other items so there was no real need to stretch it out over 4 tiers of skill. Tier I is available to everyone and tier II is restricted to classes that were previously able to learn tier IV
- Many ranked active skills aren't ranked anymore, guaranteed chance to work was a potential problem at very high ranks
- Squash is learned by Warriors instead of Terror Knights and can be used by all classes proficient with strength-based 2H weapons

Spells and Active Skills

- Spells that deal damage have a much higher RT cost in general, casters ended up a bit too fast at all game stages. Conserve RT before a powerful spell will lop quite a chunk off your timer
- Damage of Burst I spells was increased
- Range of Summon spells was increased by 1 and the area of second tier was reduced as it only made focusing fire harder, they also do 1 less hit in both tiers
- Apocrypha II costs 100MP
- Area of minor buff spells was increased
- The structure of elemental spells was changed so they have 2 buff and 2 debuffs each, one major and one minor
- Turbulence replaced by Hover Draft, a spell that grants CLOUDWALK to a single target
- Balmy Breeze replaced by Dust Devil, a spell that inflicts SLOW in an area
- Storm Prison affects an area
- Dust Storm replaced by Razorback, a spell that protects a unit and reflects the damage it takes until it moves
- Lodestone also inflicts STAGGER
- Stagnate replaced by Drift, a spell that grants WATERWALK in an area
- Poison Mist always hits
- Sludgebind affects an area
- Flame Fusion renamed to Enrage
- Pyroclasm renamed to Flame Fusion, a spell that grants a guaranteed critical hit to the target's next attack
- Meltdown renamed to Melta, it also inflicts WEAKEN
- Basalt renamed to Brimstone (most of the name shuffling was for lack of space on new location)
- Numbing Cold renamed to Frostbite, a spell that resets TP in the area
- Silent Light was renamed to Mute
- Boon of Swiftness has lower range but also lower cost
- Awaken II was renamed to Disenchant
- Singing Light was replaced with Paramedic, a spell that grants HEALCRAFT in an area, it is mostly available to healers
- Innervate also removes SILENCE
- Cleanse II was replaced with Oblivion, a spell that inflicts SLEEP on a single target
- Cleanse also removes ENVENOM
- Awaken Stone was renamed to Ameliorate
- Ease is available earlier but has lower range
- Evacuate II affects an area
- Drain Life doesn't work on undead
- Drain Mind costs 10 MP but is faster and drains more
- Drain Power cost reduced to 20 MP
- Spellcharge range reduced to 6
- Sleep replaced with Lancet, a spell that damages the user and heals the target
- Poison Cloud and Deadly Poison always hit
- Torpor renamed to Slow
- Detect replaced with Ascend, a spell that grants Nimble to a single target
- Springboard and Teleport can also be used on enemies, which should be fun, we'll see if the former is a bit too fun
- Benediction replaced with Soul Harvest, a spell that drains half of target's TP as HP and MP
- Gift of Renewal duration increased
- Blade Dance renamed to Acrobatics, it also grants TRUESTRIKE but affects a smaller area
- Ballistics also grants TRUEFLIGHT but affects a smaller area
- Enlighten replaced with Warcraft, a spell that grants STRENGTHEN and FORTIFY in an area
- Phantom Shell replaced with Thaumaturgy, a spell that grants SPELLCRAFT and RESILIENT in an area
- Sacrifice renamed to Martyrdom, it affects a small area around the user instead of all unconscious units on the field, but, similar to Rally, you can still do X for 1 exchanges with some clever corpse manipulation
- Frenzy also grants STRENGTHEN to the target and is cheaper but its range was reduced to 3
- Release is more costly and now requires touch range
- Phantom Pain can also be cast on others
- Dance costs are a bit lower in general
- Lion Dance also grants DODGE
- Bellows Dance replaced with Pixie Dance, it grants TRUESTRIKE and RESILIENT
- Shriving Dance renamed to Liberty Dance
- Comely Dance renamed to Tremor Dance, it inflicts STUN instead of BREACH
- Bedeviling Dance renamed to Lingering Dance, its area of effect was increased by 1
- Envigorating Dance renamed to Macabre Dance, it removes all TP from enemies instead of percentage and costs 30 HP instead of TP
- All songs affect a larger area and have one beneficial and one harmful effect, but are more expensive and do not affect the user
- Ardent Conga replaced with Black Swan, it grants TRUESTRIKE to allies and inflicts FALSESTRIKE on enemies
- Weakening Joropo replaced with White Witch, it grants SPELLSTRIKE to allies and inflicts SPELLSLIP on enemies

- Taunting Mambo replaced with Dragon's Child, it grants STRENGTHEN to allies and inflicts WEAKEN on enemies
- Weakening Joropo replaced with Silent Goddess, it grants SPELLCRAFT to allies and inflicts SPOILSPELL on enemies
- Somber Chacarera replaced with Circle of Life, it heals allies and damages enemies
- Escalating Sanat replaced with Secret of Mana, it restores MP to allies and damages MP of enemies
- Poised Arabesque replaced with Blaze of Glory, it restores TP to allies and damages TP of enemies
- Rank 2 sword finisher Bad Blood inflicts ENVENOM instead of POISON
- Most ranked skills have a fixed chance to work instead, usually 60% which is a rank 4 equivalent
- Iron Maiden won't always inflict STOP when it hits
- Liberate reverted to First Aid, it isn't a duplicate name anymore and there's a status removal spell of same name
- Durations of RENEWAL and SIDESTEP on Huappango Winds should be closer to one another, it's impossible to make it even because those two effects calculate their durations differently but it should be close enough
- Pumpkin Lure renamed to Challenge and its effect to Taunt, it also got changed to special skill so it can be comboed with Preempt. Hard to say how effective it actually is because range seems to play a role too, but it does lend some flavor to the class
- Bloody Gag is a single target skill
- Empower skills also shave off 40RT from the target's counter so the beast will act sooner
- Meditate costs more RT to use but its TP cost is still very low, that way it's more of an emergency charge you can always count on if you need to use a stronger spell than something you spam non stop. It should also make other methods of charging MP more attractive.
- There's a greater chance that Mind Blast will sometimes be able to maybe damage something for more than 1, in rare cases, hopefully
- Blade Focus costs 30 TP and grants STUN-BRINGER, the effects it had were covered well enough by dances
- Heal Aura was replaced by Fervor, a melee range skill that hastens the user when he exorcises a stilled undead
- Consecrate Edge grants LIGHT-TOUCHED, STRENGTHEN and TRUESTRIKE, pretty much a souped up Instill Light
- Stardust Grace gains range with rank instead of accuracy
- Holy Water was renamed to Last Rites, it also affects a small area now
- Nature's Whisper was replaced with Clear Skies, a dragon shou... skill that improves weather and has a lowish chance to inflict FALSESTRIKE on all enemies.
- Storm Call was added as a Clear Skies counterpart, it worsens weather and inflicts FALSEFLIGHT, got a feeling Gimli's winning this one
- Barricade now creates two obstacles in a straight line
- Squash is now able to remove most obstacles in the game, including but not limited to undesired barricades, pumpkins, clones, bushes, crates, boulders and fluffy woodland creatures
- Aegis doesn't work on undead
- Consecrate Dead affects a 2 squares larger area
- Last Resort removes 5% of current life instead of max, enemies won't be able to kill themselves with it now
- Break Curse replaced with Turn Undead, a special skill that has a chance to FRIGHTEN all undead in sight
- Velocity Shift renamed to Time of Need, it pretty much got merged with Heal Aura
- Grim Reaper replaced with Shadow Walk, it grants zero duration Blinkwalk and Sneak Attack. Seems pretty strong but I can assure you Vyce earned it fair and square, Meryleep is a pint-sized slave driver
- Steelstance costs reduced
- Apostate and Ivory Tower costs reduced
- Conviction doesn't always drain inflicted damage as MP
- Feral Remedy and Catnip don't scale range with rank anymore
- Pumpkin Strike damage slightly lowered
- Pumpkin Bomb explodes a Jack O' Lantern instead of the user, does dark damage instead of fire in a smaller area and less of it
- Infernal Kiss chance for each effect lowered to 40%, they're mutually exclusive so your chance of rolling one of them is still very high
- Forsaken Kiss has a fixed chance for each status instead of scaling with Deneb's (very high) specs
- Damage dealing special skills that monsters use do more damage to obstacles
- Fixed some bugs, like Crystal Pumpkin and Requiem not being able to exorcise, Tainted Kiss not inflicting slow or Flame Breaths removing a wrong amount of TP

Racial Templates

- Some leader stats were further adjusted

Shop

- All status removal items are available in shops
- Added Holy Water and Panacea to shops
- Some endgame spells aren't available in shops anymore in order to gain extra shop space, a recipe book to craft them has been added to Deneb's shop instead

Patch notes v0.89a

Equipment

- Item names and descriptions were redone because of an error that caused the game to freeze on original PSP hardware when loading item names and descriptions, some had to be slightly changed as a result
- Some thrown weapons that were supposed to spin didn't (Woshele), and some that weren't supposed to spin did (Javelin)

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 siginificantly 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 ahve 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 the 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 Tramplers. 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 leagguards 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 are which spells become avaialble 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
- Shranga 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, sightly 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 n 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 amout 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 Swiftness 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.
- Deadscream 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 vulnerabiliy 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 sligthly.

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 Swormaster 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).
- Ehlrig, 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.
- Damasc 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

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
- Female version renamed to Monk

Rune Fencer / 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 SWIFTNESS, 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

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

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 retreiving 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 (Wyrm 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 te 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 Swiftness
- 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

Envigorating 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 STRENGHTEN 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

Cruelest 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

FINISHING MOVES

	Skill Level 2							Skill Level 4							Skill Level 6							Skill Level 8						
		Ele	Range Type	Range	AoE	Hits	TP	Effect		Ele	Range Type	Range	AoE	Hits	TP	Effect		Ele	Range Type	Range	AoE	Hits	TP	Effect		Ele	Range Type	Range	AoE	Hits	TP	Effect
Fists	Blazing Grasp		Target	2 - 3	1	1	Acc	Wither	Omnistrike		Target	1 - 1	1	2	Acc	-	Howling Rage		Self	0 - 0	2	1	Dmg	-	Vendetta		Target	1 - 1	1	1	Dmg	Frighten
Daggers	Heartbreaker		Target	2 - 3	1	1	Acc	MP Reset	Mesmerize		Target	1 - 1	1	1	Dmg	Charm	Twin Fangs		Target	1 - 1	1	2	Acc	-	Overload		Target	2 - 3	2	1	Acc	-
1H Swords	Rushing Gale		Target	1 - 1	1	2	Acc	-	Bad Blood		Target	1 - 1	1	1	Dmg	Envenom	Sakura Demon		Self	0 - 0	2	1	Acc	Sleep	Papillon Reel		Target	2 - 3	1	1	Acc	Stop
2H Swords	Sonic Blade		Target	1 - 1	1	1	Dmg	Stun	Thunderbeast		Target	2 - 3	1	1	Acc	Shackle	Kuiper Belt		Line	1 - 3	1	1	Acc	RT Reset	Grand Cross		Target	0 - 1	2	1	Dmg	-
Axes	Driving Cut		Target	1 - 1	1	1	Dmg	Slow	Ice Prison		Target	2 - 3	1	1	Acc	Bind	Bear Claw		Target	1 - 1	1	2	Acc	-	Infinity		Line	1 - 5	1	1	Acc	-
Spears	Ruination		Target	1 - 2	1	1	Dmg	Silence	Wind Scythe		Target	2 - 4	1	1	Acc	Wither	Giga Tempest		Target	2 - 4	2	1	Acc	-	Charybdis		Target	0 - 2	2	1	Acc	Slow
Maces	Tyrant's Fist		Target	1 - 1	1	1	Dmg	TP Reset	Gaia Sunder		Line	1 - 3	1	1	Acc	Hbbl/Delay	Dying Sun		Target	2 - 3	2	1	Acc	-	Myollnir		Self	0 - 0	2	1	Dmg	-
1H Katana	Nightblade		Line	1 - 3	1	1	Acc	Sleep	Ikazuchi		Target	2 - 3	1	1	Acc	TP Reset	Swallowtail		Target	1 - 1	1	2	Acc	-	Advent Sign		Self	0 - 0	2	1	Acc	Shackle
2H Katana	Mist Finer		Target	1 - 1	1	2	Acc	-	Iainuki		Self	0 - 0	2	1	Dmg	-	Phantom		Target	2 - 3	1	1	Acc	Frighten	Sunblossom		Target	2 - 3	2	1	Acc	-
Cudgels	Crystallize		Target	1 - 2	1	1	Dmg	Shackle	Arhythmia		Target	1 - 1	1	2	Acc	Stun	Gate of Truth		Target	2 - 5	2	1	Acc	-	Jihad		Target	0 - 2	3	1	Acc	-
Whips	Tidal Bore		Line	1 - 4	1	1	Acc	Poison	Constrictor Demon Rose		Target Self	1 - 2 0 - 0	1 3	1 1	Dmg Acc	Shackle Charm	Flagellation		Target	1 - 2	1	2	Acc	-	Armageddon		Self	0 - 0	3	1	Dmg	-
Spellbooks	Annihilate		Target	1 - 3	1	2	Acc	Curse	Obliterate		Line	1 - 5	1	1	Dmg	-	Liquidate		Target	2 - 5	2	1	Acc	RT Reset	Devastate		Self	0 - 0	4	1	Acc	-
Instruments	Sultry Performance		Self	0 - 0	2	2	Acc	-	Desperate Aria		Target	2 - 3	2	1	Acc	Stun	Love Chemistry		Target	2 - 3	1	1	Dmg	Bewitch	Final Fortissimo		Self	0 - 0	3	1	Acc	Silence
Sidearms	Frostmourne		Target	2 - 5	1	1	Acc	Slow	Scorpio Sting		Target	2 - 5	1	1	Acc	TP Reset	Heaven to Hell		Target	2 - 7	1	1	Acc	-	Implosion		Target	2 - 5	1	1	Acc	Stop
Bows	Dead Anchor		Target	3 - 7	1	1	Acc	Ledn/Delay	Morpheus		Target	3 - 7	1	1	Acc	Sleep	Starfall		Target	3 - 5	2	1	Acc	-	Absolute Zero		Target	3 - 7	1	1	Acc	Shackle
Crossbows	Brimstone Hail		Target	2 - 8	1	1	Acc	Stun	Rivet		Target	2 - 8	1	1	Acc	Bind	Quillrain		Line	1 - 8	1	1	Acc	-	Sanctus Flare		Target	2 - 8	1	1	Acc	Petrify
Fusils	Fata Morgana		Target	1 - 9	1	1	Acc	Silence	Gimlet		Target	1 - 9	1	1	Acc	RT Reset	Blunderbuss		Target	1 - 2	1	1	Dmg	-	Attunement		Target	1 - 9	1	1	Acc	Bewitch