



Soldier

"Soldiers employ the arts of war to weaken and slow their opponents."

Move: 4, Jump: 3

Equip: Swords, Blades, Greatswords, Axes, Hammers, Shields, Helmets, Hats, Heavy Armor, Light Armor

First Aid: Restores a small amount of HP to an adjacent target and removes Poison, Blind, and Oil.

Rend Power: Deals damage to a target within weapon range and has a chance to inflict Attack Down.

Rend Magick: Deals damage to a target within weapon range and has a chance to inflict Magick Down.

Rend MP: Deals HP and MP to a target within weapon range.

Rend Speed: Deals damage to a target within weapon range and has a chance to inflict Slow.

MP Gift: Restores a small amount of MP to an ally at the cost of some of the user's MP.

Provoke: Inflicts Berserk on a single target.

Gauge: Inflicts Defense Down and Resistance Down on a single target.



Thief

"Dexterous and nimble, thieves excel at stealing from unwary and evading blows."

Move: 4, Jump: 4

Equip: Knives, Hats, Light Armor

Steal Items: Steals a consumable item from an adjacent enemy.

Mug: Deals damage to an enemy within weapon range and steals their Gil.

Steal Speed: Inflicts Slow on an adjacent enemy and, if successful, bestows Haste on the user.

Steal HP: Drains the HP of an adjacent target.

Steal Evasion: Makes an adjacent target unable to evade any attacks until their next turn and, if successful, bestows Evasion Up on the user.

Steal MP: Drains the MP of an adjacent target.

Steal Accessory: Steals an adjacent enemy's equipped accessory.

Steal Armor: Steals an adjacent enemy's equipped armor.



White Mage

"White Mages using curing magicks to mend allies' wounds and restore them to health."

Move: 3, Jump: 3

Equip: Staves, Bows, Hats, Light Armor, Robes

Cure: Restores a small amount of HP to units in a small area.

Cura: Restores a moderate amount of HP to units in a small area.

Curaga: Restores a large amount of HP to units in a small area.

Esuna: Remove debuffs from a single target.

Raise: Revives a single fallen ally with 1 HP.

Holy: Deals heavy Holy damage to a single target.

Reraise: Bestows Reraise on a single target.

Wall: Bestows Protect and Shell on units in a small area.



Black Mage

"Black Mages wield the elemental powers of fire, ice, and lightning to decimate foes."

Move: 3, Jump: 3

Equip: Knives, Rods, Hats, Light Armor, Robes

Fire: Deals minor Fire damage to units in a large area.

Fira: Deals minor Fire damage to units in a small area with a chance to inflict Oil.

Firaga: Deals heavy Fire damage to units in a small area and causes them to be randomly moved around in the resulting explosion.

Thunder: Deals Thunder damage to a single target with longer range than other spells.

Thundara: Deals heavy Thunder damage randomly to either allies or enemies within a large area. If allies is picked by the game and no allies are in the area, for example, nothing will happen. Likewise, if enemies is picked by the game and no enemies are in the area, nothing will happen.

Thundaga: Deals random, potentially tremendous Thunder damage to a single target. Has a chance to either completely miss, or deal damage with 35, 70, 105, or 140 power.

Blizzard: Deals Ice damage to units in a small area.

Blizzara: Deals moderate Ice damage to a single target and makes it unable to move next turn.

Blizzaga: Deals heavy Ice damage to surrounding units, knocks them back, and Immobilizes them.



Archer

"Archers stand out of harm's way, raining arrows upon their foes from afar."

Move: 3, Jump: 4

Equip: Bows, Hats, Light Armor

Focus: Bestows Focus on the user, making their next attack deal increased damage.

Leg Shot: Deals damage to a target within weapon range and makes it unable to move next turn, and has a chance to inflict Immobilize.

Arm Shot: Deals minor damage to a target within weapon range with a chance to inflict Disable.

Cupid: Inflicts Charm on a single target within weapon range.

Surge: Deals damage to a target within weapon range and knocks it back.

Take Aim: Deals damage to a target within weapon range with perfect accuracy.

Cover Fire: Deals minor damage to units in a large AoE.

Blackout: Deals damage to a target within weapon range with a chance to inflict Blind.



Paladin

"Their sturdy defenses enables Paladins to endure punishing attacks. They also possess a variety of abilities to aid their allies."

Move: 3, Jump: 3

Equip: Knightswords, Greatswords, Hammers, Shields, Helms, Heavy Armor, Robes

Nurse: Restores a small amount of HP to an adjacent target and bestows Regen.

Taunt: Inflicts Immobilize and Berserk on an adjacent target.

Cover: Takes damage for an ally and reduces the damage the user takes until the user's next turn.

Ward: Makes the user immune to damage until next turn and grants Astra. Once Astra wears off, if the user is still Invincible, the user becomes fully vulnerable to debuffs.

Saint Cross: Deals Holy damage to surrounding units with a chance to inflict Blind.

Holystrike: Deals Holy damage to a target within weapon range and dispels its buffs.

Sanctify: Has a chance to banish Undead in a small area, and removes any KO'd Undead with perfect accuracy.

War Cry: Inflicts Silence on surrounding units.



Fighter

"Fighters are masters of the sword who put offense over defense."

Move: 3, Jump: 3

Equip: Blades, Hats, Light Armor

Rush: Deals damage to an adjacent target and knocks it back.

Wild Swing: Deals minor damage to adjacent targets.

Beat Down: Deals heavy damage to a target within weapon range with reduced accuracy.

Blitz: Deals minor damage to a target within weapon range with increased accuracy.

Air Render: Deals Wind damage to a single target.

Aurablast: Deals damage to units in a small area.

Reckoning: Inflicts a random debuff onto the user and damages an adjacent target. The damage dealt increases as more debuffs are inflicted upon the user.

Grapple: Draws in a distant target towards the user and makes it unable to move next turn.



Samurai

"Oathbound warriors who live their lives with utmost honor, even in battle."

Move: 3, Jump: 3

Equip: Katana, Hats, Light Armor

Murasame: Restores the user's HP and the HP of surrounding units in a large area around the user, bypassing Defense.

Osafune: Deals MP damage to surrounding units with perfect accuracy, bypassing Defense.

Ashura: Deals Fire damage in a line in front of the user with perfect accuracy, bypassing Defense.

Nosada: Randomly bestows either Protect, Shell, both, or neither to the user and surrounding units in a large area around the user.

Kotetsu: Deals Dark damage to surrounding units with perfect accuracy, bypassing Defense, with a chance to inflict Blind.

Ama no Murakumo: Deals Wind damage to surrounding units with perfect accuracy, bypassing Defense, with a chance to inflict Slow.

Adazakura: Bestows Evasion Up and Critical Up to the user.

Sumihomura: Deals heavy damage to the user and surrounding units in a large area around the user with perfect accuracy, bypassing Defense.



Ninja

"Powerful swordsman who can wield two weapons at once and use secret skills to evoke the power of nature."

Move: 4, Jump: 4

Equip: Knives, Katana, Hats, Light Armor

Throw: Consumes a weapon from the user's inventory to damage a target based on the consumed weapon's attack power.

Fuuma: Deals reduced weapon damage to a single target with range.

Katon: Deals minor Fire damage to units in a small area with a chance to inflict Resistance Down.

Hyoton: Deals moderate Ice damage to a single target with a chance to inflict Slow.

Huton: Bestows Haste on the user with a small chance to also bestow Quicken upon them.

Suiton: Deals moderate Water damage to a single target and bestows Evasion Up onto the user.

Raiton: Deals heavy Thunder damage to a single target and dispel its buffs.

Doton: Inflicts Poison and Blind on surrounding units with perfect accuracy.



Necromancer

"Mages who call upon the Dark to transcend life."

Move: 3, Jump: 3

Equip: Knives, Rods, Books, Hats, Light Armor, Robes

Brainrot: Deals HP and MP damage to a single target.

Banish: Removes KO'd Undead with perfect accuracy in a large area.

Seal Evil: Inflicts Petrify on a single Undead target.

Putrify: Deals Dark damage to units in a small area and inflicts Resilience Down. On Undead units, it instead restores their HP and bestows Resilience Up.

Duskbane: Delays the turn of all Undead units on the field.

Styx: Inflicts Charm on Undead units in a small area.

Cruciate: Bestows Reraise on a single target, but inflicts two random debuffs on the user.

Tainted Love: Deals damage to a single target with a chance to inflict Charm.



Blue Mage

"These peculiar mages can learn the abilities of beasts and monsters, making them their own."

Move: 3, Jump: 3

Equip: Sabers, Staves, Hats, Light Armor, Robes

Magick Hammer: Reduces the target's MP equal to 25% of their max HP.

White Wind: Restores a target's HP equal to the user's current HP.

Angel Whisper: Restores a target's HP and bestows Regen.

Night: Inflicts Sleep on a single target.

Screech: Deals damage to units in a cone in front of the user with a chance to inflict Silence.

War Dance: Bestows Attack Up on the user and surrounding units.

Roar: Removes buffs from units in a cone in front of the user.

Sandstorm: Deals Earth damage to units in a small area with a chance to inflict Blind.

Cornered: Deals damage to an adjacent unit equal to the user's max HP, but is only usable when the user is at 1 HP.

Matra Magick: Deals HP and MP damage to a single target.

Bad Breath: Inflicts Poison, Blind, and Silence on units in a cone in front of the user.

Eerie Sound Wave: Inflicts Resilience Down on surrounding units.

Uction: Inflicts Oil on units in a small area.

Self-Destruct: Damages units surrounding the user equal to the user's lost HP and inflicts Oil, but kills the caster.

Ague: Inflicts Slow on units in a small area.

Roulette: Inflicts KO on a random ally or enemy.

Quake: Deals Earth damage to units in a small area.

Expose: Inflicts Defense Down and Resistance Down on a single target.

Mighty Guard: Bestows Defense Up and Resistance Up on a single target.

Bestows Attack Up and Magick Up on a single target.



Hunter

"Hunters are at their finest when fighting monsters and other beasts of the wild."

Move: 3, Jump: 3

Equip: Knives, Greatbows, Hats, Light Armor

Sonic Boom: Deals reduced weapon damage to units in a small area.

Oust: Delays a monster's turn.

Advice: Bestows Critical Up on a single target.

Vitals Shot: Inflicts a random debuff on a single target.

Hunting: Deals reduced weapon damage to a single target, but if it's the killing blow, the user gains a piece of rare loot.

Counter Force: Inflicts Addle on a single monster.

Drill Shot: Deals weapon damage in a line in front of the user, bypassing Defense, but requiring a Bow/Greatbow to be used.

Sidewinder: Deals damage within weapon range to a single target, with the damage being doubled against monsters.



Seer

"With skills to restore magick power, this is among the most potent job to which a hume can aspire."

Move: 3, Jump: 3

Equip: Rods, Staves, Books, Hats, Light Armor, Robes

Recharge: Restores 50 MP to the user.

Magick Frenzy: Cast Fire, Fira, Thunder, Thundara, Blizzard, Blizzara, Cure, Cura, Esuna, or Raise on the target and then follow up with a physical attack.

Cura: Restores a moderate amount of HP to units in a small area.

Esuna: Remove debuffs from a single target.

Raise: Revives a single fallen ally with 1 HP.

Fira: Deals minor Fire damage to units in a small area with a chance to inflict Oil.

Thundara: Deals heavy Thunder damage randomly to either allies or enemies within a large area. If allies is picked by the game and no allies are in the area, for example, nothing will happen. Likewise, if enemies is picked by the game and no enemies are in the area, nothing will happen.

Blizzara: Deals moderate Ice damage to a single target and makes it unable to move next turn.



Warrior

"The warrior is a master of melee combat, wielding one and two-handed swords with ease."

Move: 4, Jump: 3

Equip: Swords, Blades, Broadswords, Axes, Hammers, Shields, Helms, Hats, Heavy Armor, Light Armor

First Aid: Restores a small amount of HP to an adjacent target and removes Poison, Blind, and Oil.

Rend Power: Deals damage to a target within weapon range and has a chance to inflict Attack Down.

Rend Magick: Deals damage to a target within weapon range and has a chance to inflict Magick Down.

Rend MP: Deals HP and MP to a target within weapon range.

Rend Speed: Deals damage to a target within weapon range and has a chance to inflict Slow.

Body Slam: Deals damage to an adjacent target, with the user taking recoil damage equal to 25% of the damage dealt.

Omnislash: Attacks an adjacent target twice.

Mangle: Deals damage to a target within weapon range and has a chance to inflict Speed Down.



Monk

"Monks eschew the steel of swords, tempering instead their fists and bodies."

Move: 4, Jump: 3

Equip: Poles, Knuckles, Light Armor

Roundhouse: Deals minor damage to surrounding units.

Air Render: Deals Wind damage to a single target.

Earth Render: Deals Earth damage to units in a line in front of the user.

Aurablast: Deals damage to units in a small area.

Chakra: Restores a small amount of HP and MP to an adjacent target.

Revive: Resurrects a fallen ally at an adjacent tile with 1 HP.

Exorcise: Removes an adjacent Undead unit, whether it be living or KO'd.

Holy Sign: Removes all buffs and debuffs from an adjacent target.



Dragoon

"Masters of the spear. Dragoons leap high into the air, striking foes with deadly force."

Move: 3, Jump: 4

Equip: Swords, Spears, Helms, Heavy Armor

Jump: Deals reduced weapon damage to a distant target.

Fire Breath: Deals Fire damage in a cone in front of the user with a chance of inflicting Defense Down.

Ice Breath: Deals Ice damage in a cone in front of the user with a chance of inflicting Immobilize.

Thunder Breath: Deals Thunder damage in a cone in front of the user with a chance of inflicting Slow.

Bangaa Cry: Deals damage in a cone in front of the user, knocks units back, and makes them unable to move next turn.

Reis Wind: Bestows Move Up and Regen on the user.

Wyrmslayer: Deals triple weapon damage to an HP Critical dragon within weapon range.

Lancet: Drains HP and MP from an adjacent target.



Judicer

"Defenders of the law, these elite Bangaa warriors mete out justice on those who they feel have acted unjustly."

Move: 3, Jump: 3

Equip: Swords, Knightswords, Broadswords, Shields, Helms, Heavy Armor, Robes

Execution: Inflicts 999 damage on an adjacent HP Critical target.

Rupture: Deals damage to an adjacent unit and inflicts Poison, Disable, and Haste, making them take damage from Poison faster while being unable to do anything about it.

Battle Cry: Bestows Critical Up on the user and reduces the damage the user takes until next turn.

Innocence: Deals damage to units in a line in front of the user with a chance to inflict Addle.

Vortex: Deals damage to surrounding units with a chance to inflict Slow.

Rage: Inflicts Berserk and Blind on an adjacent target.

Taunt: Inflicts Berserk and Immobilize on an adjacent target.

Guilt: Deals damage in a cone in front of the user with a chance to inflict Attack Down.



Gladiator

"Gladiators wake the magick that sleeps within the quiet steel of the blade with their sparring techniques."

Move: 4, Jump: 3

Equip: Blades, Knuckles, Axes, Hammers, Shields, Hats, Light Armor

Rush: Deals damage to an adjacent target and knocks it back.

Wild Swing: Deals minor damage to adjacent targets.

Beat Down: Deals heavy damage to a target within weapon range with reduced accuracy.

Blitz: Deals minor damage to a target within weapon range with increased accuracy.

Bloodlust: Deals damage to an adjacent target and bestows Haste on the user.

Rip and Tear: Deals damage to an adjacent target and bestows Attack Up.

Jugulate: Deals damage to an adjacent target and bestows Critical Up.

Omega: Deals 2x damage to an adjacent target.



Oracle

"Warmages whose magicks foresee their foe's demise."

Move: 3, Jump: 3

Equip: Knuckles, Rods, Poles, Hats, Light Armor, Robes

Hex: Deals Dark damage to a single target with a chance to inflict Resistance Down.

Cessation: Inflicts Stop on a single target.

Hesitation: Inflicts Disable on units in a small area.

Invigoration: Drains HP from a single target.

Prescience: Bestows Evasion Up on the user.

Empowerment: Drains MP from a single target.

Omniscience: Deals heavy damage to units in a small area on the next turn with perfect accuracy.

Repose: Inflicts Sleep on a single target.



Bishop

"The bishop is a powerful mage equally skilled in offense, restorative, and supportive magicks."

Move: 3, Jump: 3

Equip: Staves, Maces, Books, Hats, Light Armor, Robes

Dispel: Removes buffs from units in a small area.

Holy: Deals heavy Holy damage to a single target.

Barrier: Bestows Protect and Shell on a single target.

Water: Deals a moderate amount of Water damage to units in a small area with a reduced MP cost compared to Aero.

Aero: Deals a moderate amount of Wind damage to units in a small area, bypasses Reactions and Reflect.

Break: Deals a large amount of Earth damage to units in a small area with a chance to inflict Immobilize.

Renew: Fully restores a single target's HP.

Cura: Restores a moderate amount of HP to units in a small area.



Templar

"Templar knights wield powerful weapons and have a repertoire of potent support magicks."

Move: 4, Jump: 3

Equip: Knightswords, Spears, Helms, Hats, Heavy Armor, Robes

Astra: Bestows Astra to a single target.

Crucible: Deals damage to a single target within weapon range and dispels its buffs.

Rasp: Deals heavy MP damage to units in a small area.

Aegis: Bestows Shell, Reflect, Resistance Up, and Resilience Up on the user.

Silence: Inflicts Silence on units in a small area.

Inquisition: Deals MP damage to surrounding units with a chance to inflict Magick Down.

Judgment: Deals damage to a target within weapon range and inflicts Silence with perfect accuracy.

Haste: Bestows Haste to a single target.



Cannoneer

"Cannoneers support the front line with fire from their hand-cannons."

Move: 3, Jump: 4

Equip: Hand Cannons, Hats, Light Armor

Prime: Increases the damage of the user's next basic attack. Requires a Hand Cannon.

Foresight: Increases the number of shots fired from the user's next basic attack. Requires a Hand Cannon.

Buckshot: Increases the damage radius of the user's next basic attack. Requires a Hand Cannon.

Scope: Increases the accuracy of the user's next basic attack. Requires a Hand Cannon.

Mortar: Deals heavy damage to a single target, but the user can't move next turn. Requires a Hand Cannon.

Target: Deals heavy damage to a single target on the next turn. Requires a Hand Cannon.

Potion Shell: Restores the HP of a single target. Requires a Hand Cannon.

Ether Shell: Restores the MP of a single target. Requires a Hand Cannon.



Trickster

"Tricksters spin a web of deception, twisting the flow of battle to their advantage."

Move: 3, Jump: 3

Equip: Knives, Cards, Hats, Light Armor

Snigger: Inflicts Berserk on a single target.

Suggestion: Inflicts Confuse on a single target.

Hypochondria: Inflicts Poison and Resilience Down on a single target.

Shadow of Doubt: Inflicts Immobilize on a single target.

Charisma: Inflicts Charm on a single target.

Agitate: Deals damage to units in a small area equal to the target's lost HP with low accuracy.

Traumatize: Deals damage to a single target, with damage increasing with the more debuffs they've been afflicted with.

Con: Delays the turn of a single target.



Druid

"Attuned to the forces of nature, these scholars wield skills based on the terrain."

Move: 4, Jump: 3

Equip: Rods, Staves, Poles, Instruments, Hats, Light Armor, Robes

Tame: Directly control a monster, forcing them to use a skill from their skillset.

Water Terrain:

Squelch: Restores a small amount of HP to a single target and removes debuffs.

Aqua: Deals moderate Water damage to a single target with a chance of it dealing up to another three hits of damage.

Torrent: Deals a small amount of Water damage to a single target with a chance to inflict Frog.

Flood: Deals heavy Water damage to units in a large area.

Natural Terrain:

Thorns: Deals minor Earth damage to units in a small area with a chance to inflict Poison.

Charm: Inflicts Charm on a monster.

Golem: Takes damage in place of allies in a small area until the user's next turn.

Breeze: Deals minor Wind damage to a single target with a chance to inflict Sleep.

Artificial Terrain:

Grease: Inflicts Oil on units in a large area. Requires the user to be standing on artificial terrain.

Trap: Sets a Sten Needle trap.

Magnet: Drains units in a small area towards the user and deals Dark damage to them equal to 25% of their current HP.

Lava Ball: Deals minor Fire damage to a single target with a chance to inflict KO.

Grassy Terrain:

Gust: Deals moderate Wind damage to a single target.

Zephyr: Bestows Haste on allies surrounding the user, and Slow on foes surrounding the user.

Vine: Delays a monster's turn.

Tanglevine: Deals minor damage to a single target with a chance to inflict Stop.

Barren Terrain:

Sirroco: Deals minor damage to units in a small area with a chance to inflict Blind.

Rockfall: Deals moderate Earth damage to units in a large area.

Sol: Deals tremendous damage to units in a line in front of the user, but makes the user unable to move next turn.

Contort: Deals minor Earth damage to a single target with a chance to inflict Petrify.



Time Mage

"These accomplished mages can alter time and space."

Move: 3, Jump: 3

Equip: Rods, Hats, Light Armor, Robes

Innate: Teleport

Haste: Bestows Haste to a single target.

Hastega: Bestows Haste on units in a small area.

Quicken: Quickens a single target, allowing them to take their turn next.

Slow: Inflicts Slow on units in a small area.

Reflect: Bestows Reflect on a single target.

Stop: Inflicts Stop on units in a small area.

Comet: Deals moderate damage to units in a small area.

Demi: Deals Dark damage to a single target equal to 50% of its current HP.



Alchemist

"A master of transmutation, the alchemist can alter nature at a whim."

Move: 3, Jump: 3

Equip: Maces, Books, Hats, Light Armor

Innate: Item Command

Astra: Bestows Astra to a single target.

Transmute: Transforms an HP Critical target into a consumable item.

Protometeor: Deals heavy damage to units in a large area.

Rasp: Deals heavy MP damage to units in a small area.

Flare: Deals tremendous damage to a single target.

Poison: Inflicts Poison on units in a large area.

Toad: Inflicts Frog on a single target.



Daemon

"These Nu Mou fiends wield sealed ancient arts."

Move: 3, Jump: 3

Equip: Rods, Hats, Light Armor, Robes

Halve: Holy, Absorb: Dark

Focus: Grants Charge status to the user. Comes automatically mastered on all Nu Mou.

Mute: Reduces the MP of a single target to 0 with reduced accuracy. Requires Charge and removes all buffs and Charge from the user when cast.

Return: Delays the turn of units in a large area. Requires Charge and removes all buffs and Charge from the user when cast.

Ultima: Deals tremendous damage to units in a large area with perfect accuracy. Requires Charge and removes all buffs and Charge from the user when cast.

Despair: Dispels buffs from all foes. Requires Charge and removes all buffs and Charge from the user when cast.

Eschaton: Deals heavy Holy damage to enemies in a large area and heals allies in a large area. Requires Charge and removes all buffs and Charge from the user when cast.

Dark Holy: Deals extreme Dark damage to a single target with perfect accuracy. Requires Charge and removes all buffs and Charge from the user when cast.

Grand Cross: Inflicts Addle, Slow, and/or Poison on units in a large area. Requires Charge and removes all buffs and Charge from the user when cast.



Sage

"The arts of the sage are rooted in long years of study."

Move: 3, Jump: 3

Equip: Maces, Shields, Hats, Light Armor, Robes

Blind: Inflicts Blind on units in a large area.

Water: Deals a moderate amount of Water damage to units in a small area with a reduced MP cost compared to Aero.

Aero: Deals a moderate amount of Wind damage to units in a small area, bypasses Reactions and Reflect.

Scathe: Deals heavy damage to units in a line in front of the user.

Esunaga: Removes debuffs from units in a small area.

Gigaflare: Deals minor damage to all enemies.

Bio: Deals moderate damage to units in a small area with a chance to inflict Poison.

Alpha: Deals triple weapon damage to a single target within weapon range.



Scholar

"Erudite mages whose years of study grant them the knowledge to invoke ancient and sacred palings to defend their allies from harm."

Move: 4, Jump: 3

Equip: Books, Hats, Light Armor

Veil: Bestows Astra and Resilience Up to units in a small area.

Paling: Bestows Protect and Defense Up to units in a small area.

Magick Barrier: Bestows Shell and Resistance Up to units in a small area.

Regen: Bestows Regen on units in a small area.

Bravery: Bestows Attack Up to units in a small area.

Faith: Bestows Magick Up to units in a small area.

Boon: Bestows two random buffs on a single target.

Meditate: Restores 50 MP to the user.



Fencer

"Wielding a deadly rapier, the light-footed fencer strikes swift and sure."

Move: 4, Jump: 3

Equip: Rapiers, Shields, Hair Accessories, Hats, Light Armor

En Garde: Bestows Evasion Up to the user and counters physical attacks until the user's next turn.

Shadowstick: Deals damage to a target within weapon range and has a chance to inflict Slow.

Feint: Deals damage to an adjacent target, doubling the damage if they have a Reaction ability and nullifying it.

Reprise: Deals four physical attacks to an adjacent target, with each potential hit having reduced accuracy.

Engage: Deals damage to units surrounding the user.

Manastrike: Deals MP damage to a target within weapon range, damage dealt is double one's normal attack damage.

Piercing Blow: Deals damage to units in a line in front of the user.

Retreat: Deals damage to an adjacent target and randomly teleport the user away from it.



Green Mage

"The green mage lends support on the battlefield, shielding allies and crippling foes."

Move: 3, Jump: 3

Equip: Hammers, Maces, Hair Accessories, Hats, Light Armor, Robes

Protect: Bestows Protect on units in a large area.

Shell: Bestows Shell on units in a large area.

Tranq: Bestows Evasion Up on a single target.

Leap: Bestows Move Up on a single target.

Blind: Inflicts Blind on units in a large area.

Oil: Inflicts Oil on units in a large area.

Silence: Inflicts Silence on units in a small area.

Bless: Bestows Spellbound on a single target.



Occultist

"Elder shamans whose magicks are fueled by blood and fear."

Move: 3, Jump: 3

Equip: Knives, Rapiers, Hair Accessories, Hats, Light Armor

Possess: Directly control a human, forcing them to use a skill from their skillset.

Geist: Returns a single target's HP and MP values back to what they were on the previous turn, and consumes 10% of the user's current HP.

Abomination: Inflicts Immobilize on units in a small area and consumes 10% of the user's current HP.

Offering: Fully revives a fallen ally, but consumes 90% of the user's current HP.

Elder One: Deals heavy Dark damage to a single target with a chance to inflict Confuse. Consumes 20% of the user's current HP.

Squassation: Deals heavy damage to a single target and drains its Smash Gauge, restoring the user's Smash Gauge. Consumes 20% of the user's current HP.

Sanguis: Deals heavy Water damage to units in a small area and consumes 20% of the user's current HP.

Xenoglossia: Restores the user's MP equal to 20% of its current HP and bestows Magick Up on the user. Consumes 20% of the user's current HP.



Red Mage

"The Red Mage commands not only white and black magicks, but also those uniquely her own."

Protect: Bestows Protect on units in a large area.

Shell: Bestows Shell on units in a large area.

Thunder: Deals Thunder damage to a single target with longer range than other spells.

Fire: Deals minor Fire damage to units in a large area.

Blizzard: Deals Ice damage to units in a small area.

Cure: Restores a small amount of HP to units in a small area.

Blind: Inflicts Blind on units in a large area.

Doublecast: Casts two spells in quick succession. Eligible spells are Protect, Shell, Blind, Fire, Blizzard, Thunder, Cure, Cura, Esuna, and Raise.



Spellblade

"Warmage whose versatility is unmatched, quickly shifting between magick and blade."

Move: 3, Jump: 3

Equip: Swords, Hair Accessories, Hats, Light Armor

Inquisitor: Bestows Attack Up and Defense Up on the user, but also inflicts Magick Down and Resistance Down.

Warmage: Bestows Magick Up and Resistance Up on the user, but also inflicts Attack Down and Defense Down.

Ruin: Deals moderate damage to units in a small area.

Blitz: Deals weapon damage to surrounding units.

Paradigm Shift: Inverts an ally's HP and MP.

Wisplight: Restores an ally's HP by 25%, or deals Dark damage to a single target equal to 25% of their max HP.

Sanguinate: Deals moderate magickal damage to a single target, draining its HP.

Fearsiphon: Deals moderate physical damage to a single target, draining its MP.



Summoner

"Summoners call powerful Espers from the world of illusion to fight at their side."

Move: 3, Jump: 3

Equip: Staves, Instruments, Hair Accessories, Hats, Light Armor, Robes

Unicorn: Restores HP to allies in a large area.

Ifrit: Deals Fire damage to enemies in a large area with perfect accuracy.

Ramuh: Deals Thunder damage to enemies in a large area with perfect accuracy.

Shiva: Deals Ice damage to enemies in a large area with perfect accuracy.

Kirin: Bestows Regen on allies in a large area.

Carbuncle: Bestows Reflect on allies in a large area.

Maduin: Deals moderate Holy damage to enemies in a large area with perfect accuracy.

Phoenix: Revives a fallen ally anywhere on the field with 1 HP.



Kunoichi

"Warriors whose skills enable them in desperate situations to dispatch foes."

Move: 4, Jump: 3

Equip: Knives, Katana, Greatbows, Hair Accessories, Hats, Light Armor

Hamanoha: Deals MP damage to units in a small area equal to the user's lost HP.

Shikikoyo: Restores a target's HP equal to the user's lost HP.

Yonin: Reduces the user's HP by 90% of their current HP and makes them immune to damage until next turn, but makes them fully vulnerable to debuffs until then.

Utsusemi: Randomly teleports the user away and bestows Evasion Up on the user.

Shi: Deals damage to a single target equal to the user's lost HP.

Innin: Deals damage to an adjacent target, with damage greatly increasing if the user is facing the target's back or side.

Mijin Gakure: Deals damage to adjacent units equal to the user's max HP and kills the user.



Sniper

"These elite hunters stalk their prey with immense greatbows."

Move: 3, Jump: 4

Equip: Bows, Greatbows, Hair Accessories, Hats, Light Armor

Doubleshot: Attacks an enemy twice, dealing halved damage with each attack.

Beso Toxico: Deals damage to a target within weapon range with a chance to inflict Poison.

Death Sickle: Deals halved weapon damage to a target within weapon range with a chance to inflict a random debuff.

Vanish: Bestows Invisibility on the user, making them unable to be attacked until they act.

Barricade: Sets a Sten Needle trap on a tile adjacent to the user.

Armor Shot: Destroys a target's equipped armor within weapon range.

Weapon Shot: Destroys a target's equipped weapon within weapon range.

Eagle Shot: Deals weapon damage to a target anywhere on the field. Requires a Bow.



Slayer

"Hunters learned in the art of vanquishing the horrible night and the beasts dwelling within it."

Move: 3, Jump: 3

Equip: Knives, Instruments, Axes, Books, Hats, Light Armor

Whip: Deals weapon damage to units in a line in front of the user. Comes automatically mastered on all Moogles.

Dagger: Deals damage to units in a cone in front of the user. On monsters, the damage is doubled. On Undead, the damage is doubled and they may be inflicted with Blind.

Clock: Inflicts Slow on surrounding units. On monsters, the units are afflicted with Slow and Stop. On Undead, the units are afflicted with Slow, Stop, and Speed Down.

Cross: Deals massive Holy damage to surrounding units with perfect accuracy. On monsters, the units may be KO'd. On Undead, the units may be KO'd or Petrified.

Holy Water: Deals Fire damage to units in a line in front of the user. On monsters, the units may be inflicted with Poison. Removes KO'd Undead from the field.

Bible: Deals Holy damage to surrounding units. On monsters, the units may be inflicted with Silence. On Undead, the units may be inflicted with Silenced and the units are teleported away from the user.

Axe: Deals damage to a single target. On monsters, the attack has perfect accuracy. On Undead, the attack has perfect accuracy and it may inflict Defense Down.



Moogles Hero

"Chivalrous warrior whose skill with blade and divine magicks are unmatched."

Move: 4, Jump: 3

Equip: Swords, Blades, Knightswords, Greatswords, Hammers, Shields, Helms, Hats, Heavy Armor, Robes

Vendetta: Deals damage to an adjacent target and knocks it back. Also causes the user to take reduced damage until next turn and counter attacks.

Heal: Restores a small amount of HP to all allies.

Dia: Deals minor Holy damage to units in a small area, bypassing Resistance, Reflect, and Magick Counter.

Steelguard: Makes allies in a large area around the user take reduced damage until their next turn.

Basuna: Removes Poison, Oil, Blind, Disable, and Immobilize from units in a small area.

Diara: Deals moderate Holy damage to units in a small area, bypassing Resistance, Reflect, and Magick Counter.

Mediguard: Bestows Protect, Shell, and Regen on the user and makes the user take less damage until its next turn.

Diara: Deals heavy Holy damage to units in a small area, bypassing Resistance, Reflect, and Magick Counter.



Fusilier

"Moogles machinists crafted the first guns, so it is no surprise that moogles fusiliers fire them with the greatest skill."

Move: 3, Jump: 3

Equip: Guns, Hats, Light Armor

Aim: Bestows Accuracy Up on the user.

Bindshot: Deals damage within weapon range to a single target and makes it unable to move next turn.

Barrage: Deals damage twice to a single target within weapon range, with each hit having halved accuracy.

Dash: Bestows Move Up on the user.

Rendshot: Destroys the target's equipped armor within weapon range.

Breakshot: Destroys the target's equipped shield within weapon range.

Warpshot: Randomly warps a target around the field within weapon range and inflicts Confuse.

Rustshot: Destroys the target's equipped weapon within weapon range.



Corsair

"Wanderlust moogles whose skills place their fate in the hands of Lady Luck for victory."

Move: 4, Jump: 4

Equip: Knives, Guns, Cards, Hats, Light Armor

Coin Toss: Deals physical damage randomly to either allies or enemies within a large area and bypasses their Defense. If allies is picked by the game and no allies are in the area, for example, nothing will happen. Likewise, if enemies is picked by the game and no enemies are in the area, nothing will happen.

Jinx: Inflicts a random debuff on a single target.

Fortuna Major: Bestows Evasion Up, Critical Up, and/or Accuracy Up on a single target.

Jackpot: Restores HP randomly to either allies or enemies within a large area. If allies is picked by the game and no allies are in the area, for example, nothing will happen. Likewise, if enemies is picked by the game and no enemies are in the area, nothing will happen.

Felicity: Bestows a random buff on a single target.

Snake Eyes: Uses two skills in quick succession. Eligible abilities are Fire, Fira, Blizzard, Blizzara, Thunder, Thundara, Coin Toss, Jinx, Fortuna Major, Jackpot, Felicity, Gil Toss, Haste, Slow, Reflect, Comet, and Demi.

Gil Toss: Consumes Gil to damage a single target. Damage improves as more Gil is used.



Orator

"Scholarly moogle warriors whose words cut deeper than any blade."

Move: 3, Jump: 3

Equip: Knuckles, Guns, Books, Hats, Light Armor

Praise: Bestows Critical Up on a single target and make its next physical attack deal increased damage.

Frighten: Inflicts Slow and Immobilize on a single target.

Intimidate: Inflicts Attack Down and Magick Down on a single target.

Invite: Inflicts Charm on a single target.

Insult: Inflicts Berserk and Addle on a single target.

Mimic Mewt: Inflicts Sleep on units in a small area.

Flatter: Inflicts Defense Down and Resistance Down on a single target.

Preach: Bestows Reraise on a single target.



Chocobo Knight

"Chocobo knights harness the innate abilities of their feathered mounts."

Move: Varies, Jump: Varies

Equip: Knives, Swords, Blades, Sabers, Knightswords, Rapiers, Greatswords, Katana, Spears, Rods, Staves, Poles, Knuckles, Instruments, Axes, Hammers, Maces, Books, Hats, Light Armor

Yellow Rider: Move: 5, Jump: 4, Best HP Growth

Red Rider: Move: 5, Jump: 4, Best Attack Growth

Black Rider: Move: 5, Jump: Infinite, Best Magick Growth

Green Rider: Move: 5, Jump: 4, Best MP Growth

Brown Rider: Move: 5, Jump: 4, Best Defense Growth

White Rider: Move: 4, Jump: 4, Best Resistance Growth

Choco Cure: Restores the HP of adjacent units with a chance to also bestow Regen on them.

Choco Esuna: Removes debuffs from adjacent units.

Choco Flame: Deals Fire damage to a single target and bypasses Defense.

Choco Meteor: Deals damage to units in a small area.

Choco Romp: Deals Earth damage to units in a line both behind and in front of the user.

Choco Recharge: Restores 20 MP to an adjacent target.

Choco Guard: Bestows Defense Up and Resistance Up on adjacent units.

Choco Barrier: Bestows Protect and Shell on adjacent units.



Engineer

"Machinist warriors who call down myriad lasers to exterminate its foes."

Move: 3, Jump: 4

Equip: Hand Cannons, Hats, Light Armor

Intel: Reveals all traps and invisible units on the field.

Healbot: Consumes Gil to restore HP to units in a large area. Amount of HP restored is increased as more Gil is consumed.

Satellite Ray: Deals damage to units in a small area, completely ignoring vertical tolerance.

Photon Ray: Deals HP and MP damage to a single target.

Flashbang: Deals damage to a single target and inflicts Blind. On Undead, deals damage with a chance to delay its turn.

Terraforming: Removes all buffs and debuffs from all units on the field.

Laser Burst: Deals damage to units in a line in front of the user, bypassing their Defense.

Fallout: Deals damage to units in a large area and inflicts Poison with perfect accuracy.



War Medic

"Seeq warriors that are equally versed in clinical and combat techniques."

Move: 4, Jump: 3

Equip: Knives, Knuckles, Hats, Light Armor

Rescue: Teleports an ally closer to the user and restores its HP.

Sanctuary: Removes debuffs from surrounding allies and bestows Regen.

Lure: Teleports a foe closer to the user and inflicts Defense Down.

Combat Clinic: Restores a large amount of HP to an ally.

Maim and Mend: Damages surrounding foes and heals surrounding allies.

Transport: Bestows Cover and Astra on a single target.

Doc's Code: Bestows Attack Up on the user and makes it immune to damage until next turn, but the user becomes fully vulnerable to debuffs until next turn.

Coma: Deals damage to an adjacent target with a chance to inflict Sleep.



Ranger

"Rangers favor battle in the wild, setting traps to harry the enemy."

Move: 3, Jump: 4

Equip: Knives, Bows, Hats, Light Armor

Sten Needle: Sets a Sten Needle trap on the field.

Silence Gas: Sets a Silence Gas trap on the field.

Leech: Sets a Leech trap on the field.

Love Potion: Sets a Love Potion trap on the field.

Life Bond: Restores the HP of a single target, but also damages the user.

Swarm: Deals damage to units in a large area with a chance to inflict Poison.

Camouflage: Bestows Invisibility on the user.

Awareness: Reveals all traps and invisible units on the field.



Reaver

Move: 3, Jump: 3

Equip: Swords, Greatswords, Broadswords, Spears, Axes, Shields, Helms, Hats, Heavy Armor, Light Armor

"The armor that adorns these genocidal warriors is stained with the blood of their foes. They take joy in torture and disembowelment."

Souleater: Deals heavy damage to an adjacent target, and the user takes damage equal to 25% of its max HP. Heals Undead units.

Shadowblade: Deals Dark damage to a single target and drains its HP. Requires a bladed weapon.

Duskblade: Deals a small amount of Dark MP damage to a single target and drains its MP. Requires a bladed weapon.

Fearful Impact: Deals damage to a single target within weapon range and may inflict Attack Down and/or Defense Down.

Charon: Deals damage to adjacent units equal to the user's lost HP and kills the user.

Unleash: Bestows Attack Up and Magick Up on the user, but also inflicts Defense Down and Resistance Down.

Scourge: Deals halved weapon damage to adjacent units, knocks them back, and may inflict Resilience Down.

Shadowbreak: Deals damage to an adjacent target and bypasses its Defense, and the user takes damage equal to 25% of its max HP. Heals Undead units.



Viking

"These vicious seeq charge into battle brandishing axes and sending lightning roaring through the enemy ranks. Vikings can also steal from their foes."

Move: 3, Jump: 3

Equip: Sabers, Axes, Hammers, Shields, Helms, Hats, Heavy Armor, Light Armor

Thunder: Deals Thunder damage to a single target with longer range than other spells.

Thundara: Deals heavy Thunder damage randomly to either allies or enemies within a large area. If allies is picked by the game and no allies are in the area, for example, nothing will happen. Likewise, if enemies is picked by the game and no enemies are in the area, nothing will happen.

Thundaga: Deals random, potentially tremendous Thunder damage to a single target. Has a chance to either completely miss, or deal damage with 35, 70, 105, or 140 power.

War Cry: Inflicts Silence on surrounding units.

Wave: Deals heavy magickal Water damage to units in front of the user.

Relinquish: Deals physical damage to an adjacent target and inflicts Magick Down, while bestowing the user with Magick Up.

Plunder: Deals physical HP and MP damage to an adjacent target and restores the user's MP by half of the damage dealt.

Despoil: Deals physical damage to an adjacent target and inflicts Resistance Down, while bestowing the user with Resistance Up.



Vartan

"Warriors of the sky who wield both blade and magick with ease."

Move: 3, Jump: Infinite

Equip: Broadswords, Bows, Axes, Shields, Helms, Hair Accessories, Hats, Heavy Armor, Light Armor

Gale: Deals minor Wind damage to units in a large area.

Updraft: Bestows Move Up on surrounding allies and inflicts Immobilize on surrounding foes.

Tailwind: Bestows Haste on surrounding allies and inflicts Slow on surrounding foes.

Storm: Cast either Gale, Cyclone, or Whirlwind twice in quick succession.

Cyclone: Deals moderate Wind damage to units in a small area.

Zephyr: Cast either Gale, Cyclone, or Whirlwind and then immediately follow up with a physical attack.

Whirlwind: Deals heavy Wind damage to a single target with a chance to inflict Confuse.



Wyrmling

"Ruthless executioners whose blade fell any foe."

Move: 2, Jump: Infinite

Equip: Greatswords, Spears, Helms, Hair Accessories, Hats, Heavy Armor, Light Armor

En Garde: Bestows Evasion Up to the user and counters physical attacks until the user's next turn.

Accumulate: Bestows Charge to the user in three turns.

Flight: Bestows Move Up on the user, but also inflicts Attack Down and Defense Down.

Reboot: Fully restores the user's HP and removes any debuffs, but also removes all buffs and Charge. Requires Charge.

Phalanx: Takes damage in the place of surrounding allies until next turn, and the user will counter attacks until next turn.

Bloodfeast: Deals damage to a target within weapon range and drains its HP. Requires Charge.

Pain Spiral: Deals damage to units surrounding the user with perfect accuracy. Requires Charge.

Disembowel: Deals double damage to an adjacent target. Requires Charge.



Gourmand

"The Gourmand's creations are both delicious and destructive in their unique taste."

Move: 3, Jump: Infinite

Equip: Knives, Poles, Hammers, Books, Hair Accessories, Hats, Light Armor, Robes

Cook: Consumes a consumable item to invoke a random effect. See below for more info.

Boil: Deals heavy Fire damage to units in a small area.

Devour: Removes an ally to restore 50% of the user's HP and MP and bestows the user with Reraise.

Iron Chef: Restores the target's HP and bestows Protect, Shell, and/or Astra.

Flair: Causes all units who are looking at the user to be drawn closer to the user.

Engorge: Deals damage to a single target and makes it unable to evade attacks until next turn.

Flash Freeze: Deals heavy Ice damage to a single target with a chance to inflict Stop.

Iron Skillset: Revives a fallen ally to an adjacent tile with 1 HP.

Sugary Candy: Consumes a Potion to restore 100 HP to a single target.

Leftovers: Consumes a Hi-Potion to bestow Regen on a single target.

Mossfungus Soup: Consumes an X-Potion to deal damage to a single target and inflict Resilience Down.

Vintage Wine: Consumes an Ether to restore 75 MP to a single target.

Buffet: Consumes an Elixir to restore the HP of all allies by 50% of their max HP.

Fizzy Soda: Consumes a Phoenix Down to deal damage in a cone in front of the user.

Peanuts: Consumes an Echo Grass to deal damage to a single target with a chance to delay its turn.

Oyster Stew: Deals minor Water damage to a single target with a chance to inflict Charm.

Cafe au Lait: Consumes a Gold Needle to bestow Haste and Move Up on a single target.

Cocktail: Consumes a Holy Water to inflict Berserk and Addle on a single target.

Fruit Salad: Consumes an Antidote to remove all debuffs from a single target.

Flan Filet: Consumes an Eye Drop to bestow Protect and Defense Up on a single target.

Rancid Roast: Consumes a Bandage to damage a single target with a chance to inflict Poison.

Spoiled Milk: Consumes a Remedy to deal damage to a single target and dispel its buffs.

Ambrosia: Consumes a Handkerchief to bestow Shell and Resistance Up on a single target.

Omelette: Consumes a Knot of Rust to restore a unit's HP and MP by 25% of its max.

Pot Roast: Consumes an Eureka Crystal to fully restore a target's HP.

Just Dessert: Consumes a Grimoire Stone to deal damage to a single target equal to the user's lost HP.

Pie Meteor: Consumes a Dark Matter to deal damage to all enemies and inflict Attack Down, Defense Down, and/or Resistance Down.



Sky Pirate

"Swift and dexterous, sky pirates sail the skies in search of treasure and adventure."

Move: 4, Jump: 4

Equip: Knives, Swords, Blades, Sabers, Hats, Light Armor

Trophy Hunt: Deals weapon damage to a target within weapon range, and if it's the killing blow, gain a piece of rare loot.

Shadow Stalk: Grants Evasion Up and Invisible to the user.

Salvage: Disarms a trap on an adjacent tile and gains a piece of loot.

Life of Crime: Deal minor damage to an adjacent target with a chance to inflict Blind and/or Silence.

Steal: Steals an adjacent target's consumable item, Gil, or loot.

Swipe: Steals a large amount of Gil from an adjacent target.

Razor's Edge: Bestows the user with Critical Up and Accuracy Up.

Flee: Bestows the user with Move Up and Haste.



Dancer

"An enchanting master of the dance who gyres and gyrates to evoke an array of magickal effects."

Move: 3, Jump: 3

Equip: Knives, Rods, Staves, Poles, Hair Accessories, Hats, Light Armor

Mincing Minuet: Deals damage to all enemies.

Blade Dance: Attacks an adjacent enemy twice. Requires a bladed weapon.

Forbidden Dance: Inflicts Poison, Immobilize, Silence, and/or Blind on all enemies.

Slow Dance: Inflicts Slow on all enemies.

Witch Hunt: Deals MP damage to all enemies.

Polka: Inflicts Attack Down and/or Defense Down on all enemies.

Heathen Frolic: Inflicts Magick Down and/or Resistance Down on all enemies.

Jitterbug: Deals damage to a single target and drains its HP.



Bard

"Bards wander the land with instrument in hand and song on tongue. Their magickal tunes are a source of delight and wonder."

Move: 3, Jump: 3

Equip: Instruments, Hats, Light Armor

Requiem: Damages all Undead enemies and has a chance to remove KO'd Undead from the field.

Hide: Bestows the user with Invisibility.

Angelsong: Restores the HP of all allies.

Battle Chant: Bestows Attack Up and/or Defense Up on all allies.

Magickal Refrain: Bestows Magick Up and/or Resistance Up on all allies.

Nameless Song: Bestows Protect, Shell, Regen, and/or Reflect on all allies.

Magick Ballad: Restores the MP of all allies.

Soul Etude: Removes all debuffs from all allies.



Heritor

"The Gifted rely on instinct to see them through to victory."

Move: 4, Jump: 4

Equip: Knives, Swords, Blades, Sabers, Knightswords, Greatswords, Broadswords, Katana, Rods, Staves, Poles, Hair Accessories, Hats, Light Armor, Robes

Wermut: Deals damage to a single target with a chance to inflict Slow.

Nesiaam: Deals damage to a single target within weapon range and has a chance to inflict Addle.

Lennart: Deals damage to units in a line in front of the user.

Hilo: Deals damage to a single target with a chance to inflict Silence.

Elpe: Sacrifices the user to fully restore the HP of all allies and revive all allies with 1 HP.

Viola: Deals damage to units in a small area equal to the user's lost HP at reduced accuracy.

Ljda: Inflicts Charm and bestows Quicken on an adjacent target, allowing them to automatically start helping you.

Adelaide: Bestows Regen and Reraise to an adjacent target.



Nightblade

"Beautiful swordmasters who command the forbidden dark arts of the warmage."

Move: 4, Jump: 4

Equip: Knightswords, Katana, Shields, Helms, Hair Accessories, Hats, Heavy Armor, Light Armor, Robes

Abyssal Slash: Deals damage to units in a line in front of the user and inflicts Defense Down, Resistance Down, and Resilience Down.

Time Blade: Deals damage to an adjacent target, delays its turn, makes it unable to move next turn, and inflicts Stop.

Saber: Bestows the user with Attack Up, Accuracy Up, Evasion Up, and Critical Up.

Dimensional Rift: Deals damage to units in a large area equal to 50% of their max HP and inflicts Immobilize.

Annul: Reduces the MP of a single target to 0.

Sheol: Bestows Haste and Move Up on all allies and Slow and Speed Down on all enemies.

Rebirth: Restores the HP of all allies by 25% of their max and removes their debuffs.



Agent

"Masters of espionage who travel the world in search of information. They are well known for keeping a woman- or several- in every port."

Move: 4, Jump: 3

Equip: Guns, Hats, Light Armor

Escort: Takes damage in place of a single female target.

Flourish: Deals damage to a single target within weapon range, with damage increasing based on the number of female allies.

Fawn: Bestows Astra and Regen on a single female target.

Enchant: Bestows Attack Up and Magick Up on a single female ally, and Charm on a single female foe.

Interrogate: Reveals all traps and invisible units on the field.

Succor: Restores the user's HP and removes some debuffs.

Impassion: Bestows Critical Up, Haste, and Reraise on a single female target, but also inflicts Berserk.

Reckless Abandon: Deals damage to a single target within weapon range and may inflict Speed Down.