

Spell Dancer Sample Skills and Spells List

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Overview

Each job has its own set of unique skills that can be learned by characters of that job. Characters will always have Battle Skill set of their current job equipped. In addition, they can equip one additional Battle Skill set from any other job they have unlocked along with any two Support Skills and one Auto Skill they have learned regardless of job.

NOTE: Skill lists for additional jobs will be added as needed.

Skill Learning System

The skill learning system is still in the early stages of planning. More information about it will be added once the design have been finalized.

Spell Dancer Class

Lowly Acolyte (Beginner's Magic)

Battle Skills

NOTE: Accuracy is ignored for all magic spells.

NOTE: Beginner's Magic spells that deal damage and cast negative statuses be dodged based on target's evasion (unless otherwise noted). All other spells always hit.

Shimmering Ray

Req:

Cost to learn:

Element: none

MP Cost: 2

Range: 4

AOE: straight line going out from user

Charge Time: 15

Effect: very weak non elemental damage (MATK -10%) to everyone in target area

Dance:

Description: As far as magic spells go you can't get much more basic than a simply ray of magic. But, simple or not, it still works quite well against your opponents.

Quote: "Please don't dodge this...Shimmering Ray!"

Mystic Circle

Req:

Cost to learn:

Element: none

MP Cost: 10

Range: 0

AOE: circle extending 2 squares from user

Charge Time: 40

Effect: medium non elemental damage (MATK = 135%) to everyone in target area

Dance:

Description: Circles covered with magic runes and symbols are always bad news, at least if you're not the one casting the spell. Any enemies foolish enough to come close to you are really gonna feel the pain from this one.

Quote: "I hope I drew that symbol right...Mystic Circle!"

Archaic Spell

Req:

Cost to learn:

Element: none

MP Cost: 30

Range: 4

AOE: square (3 x 3 squares)

Charge Time: 80

Effect: fairly strong non elemental damage (MATK =180%) to everyone in target area, cannot be evaded

Dance:

Description: Sometimes it's the old spells that are the best. No matter how flashy the new stuff is you can never beat the classics. Why not give your opponents a taste of some good old fashioned magic?

Quote: "What was the last part of the...Um, maybe it'll work anyway... Archaic Spell!"

Elemental Pillar

Req:

Cost to learn:

Element: random

MP Cost: 8

Range: 4

AOE: single

Charge Time: 25

Effect: medium damage (MATK =150%) of a random element to target

Dance:

Description: Even if you haven't mastered elemental magic you can still give it a try. Of course, there's no guarantee which element you'll end up conjuring but they're all pretty good.

Quote: "Please don't be resistant, please don't be resistant... Oh yeah, Elemental Pillar!"

Random Hex

Req:

Cost to learn:

Element: none

MP Cost: 10

Range: 4

AOE: single

Charge Time: 25

Effect: casts a random negative status effect (excluding Plushy) or Ricochet on target

Dance:

Description: You can't go wrong with a good hex. Negative statuses plus your opponents equals a far easier battle. Just make sure you don't screw up and cast something good on them by accident.

Quote: "Let's see how you like...whatever this does... Random Hex!"

Random Boon

Req:

Cost to learn:

Element: none

MP Cost: 20

Range: 4

AOE: single

Charge Time: 25

Effect: casts a random positive status (or Hyperopia) effect on target

Dance:

Description: Your allies are sure to love you when you give them a nice positive status. Or they might hate you if you mess up and hurt them by accident. Guess you'd better be careful.

Quote: "Please don't get mad if this doesn't work right... Random Boon!"

Heavenly Breeze

Req:

Cost to learn:

Element: Light

MP Cost: 5

Range: 4

AOE: single

Charge Time: 15

Effect: medium healing (MATK =150%) to target, damages undead

Dance:

Description: Even beginning magicians can manage a simple healing spell. Just hope that the allies you're not healing don't think that you're playing favorites. Only being able to target one person at a time can certainly be a problem.

Quote: "The teacher didn't say how much you get hurt in battle... Heavenly Breeze!"

Magic Infusion

Req:

Cost to learn:

Element: none

MP Cost: 20

Range: 0

AOE: user only

Charge Time: 40

Effect: raises the users MATK by 20% and lowers MDEF by 20% for three turns

Dance:

Description: Filling yourself up with magical energy for a few turns has its pros and cons. On the up side, your magic will be that much more powerful. On the down side, any magic your enemies send at you will hurt more.

Quote: "You can never have too much magic, I think... Magic Infusion!"

Support Skills

Beginner's Caution

Req:

Cost to learn:

Effect: +10% evasion vs. magical attacks

Description: Let's face it, beginnings are either reckless or nervous. At least being nervous has its advantages.

Dodging enemy spells is certainly easier when you're alert.

Practice, Practice, Practice

Req:

Cost to learn:

Effect: user gains 10% more experience points

Description: If at first you don't succeed keep trying until you do. You may even pick up some extra EXP in the process.

Desire to Learn

Req:

Cost to learn:

Effect: User gains 10% more skill points

Description: Do you want to learn? Do you really want to learn? If so, having some extra skill points will certainly help.

Auto Skills

Painful Slap

Req:

Cost to learn:

Effect: when struck with a physical attack (or evade one) there is 50% chance of performing a counter attack against the attacker if he/she is in range, accuracy, evasion, and all mods still apply (melee weapons only), ATK -30%

Description: Just because you're a magic user doesn't mean you can't hit back sometimes when you're hit. Whether or not you'll do much damage is another matter entirely.

Elemental Death Dealer (Magical Destruction)

Battle Skills

NOTE: Accuracy is ignored for all magic spells.

NOTE: Level 1 & 2 spells in each elemental chain can be dodged based on target's evasion. All other spells always hit.

Flame

Req:

Cost to learn:

Element: Fire

MP Cost: 4

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 15

Effect: weak fire damage (MATK) to everyone in target area

Dance:

Description: "Is it getting hot in here?" This spell is sure to give your foes far more than just a hotfoot.

Quote: "I hope you've got fireproof clothes! Flame!"

Sear

Req:

Cost to learn:

Element: Fire

MP Cost: 15

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 40

Effect: medium fire damage (MATK = 150%) to everyone in target area

Dance:

Description: Nothing beats the smell of well done meat, or well done enemies for that matter. It's BBQ time!

Quote: "One order of well done baddies coming right up! Sear!"

Cinderize

Req:

Cost to learn:

Element: Fire

MP Cost: 40

Range: 4

AOE: diamond (4 up and 4 across)

Charge Time: 100

Effect: strong fire damage (MATK = 200%) to everyone in target area

Dance:

Description: "Burn, burn, burn it all!!! Hahahahahaha!!!" Your foes will be nothing but ashes by the time this spell gets through with them.

Quote: "Burn, burn, burn!!! Mwahahaha!!! Burn it all!!! Cinderize!"

Drizzle

Req:

Cost to learn:

Element: Water

MP Cost: 5

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 15

Effect: weak water damage (MATK) to everyone in target area

Dance:

Description: Warning: singing in the rain can be hazardous to your health. Well, sorta... You might, I don't know, slip or something...

Quote: "You're looking a bit dry. Drizzle!"

Drench

Req:

Cost to learn:

Element: Water

MP Cost: 15

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 40

Effect: medium water damage (MATK = 150%) to everyone in target area

Dance:

Description: No one likes getting soaked to the skin, especially on a cold day. Too bad real witches don't melt when they get wet.

Quote: "It's raining, it's poring, right on top of you! Drench!"

Deluge

Req:

Cost to learn:

Element: Water

MP Cost: 40

Range: 4

AOE: diamond (4 up and 4 across)

Charge Time: 100

Effect: strong water damage (MATK = 150%) to everyone in target area

Dance:

Description: It rained and it poured, and then it poured and it rained and... Well, you get the picture. Baths are one thing but let's see how your foes like a full on flood.

Quote: "One mini flood coming right up! Deluge!"

Breeze

Req:

Cost to learn:

Element: Wind

MP Cost: 5

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 15

Effect: weak wind damage (MATK) to everyone in target area

Dance:

Description: Wind may not be the most intimidating element but your foes may think differently when it blows away their hat or messes up their hair. Or maybe they won't...

Quote: "Your hair will never be the same! Breeze!"

Gust

Req:

Cost to learn:

Element: Wind

MP Cost: 15

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 40

Effect: medium wind damage (MATK = 150%) to everyone in target area

Dance:

Description: This spell really blows, literally. Ok, ok, bad pun, but that's still more or less what happens. Wind springs up, it blows at the enemies, and that's pretty much it.

Quote: "I'm gonna blow you away! Gust!"

Tempest

Req:

Cost to learn:

Element: Wind

MP Cost: 40

Range: 4

AOE: diamond (4 up and 4 across)

Charge Time: 100

Effect: strong wind damage (MATK = 200%) to everyone in target area

Dance:

Description: "Everyone knows it's windy!" No, duh. With this much wind you'd have to be really out of it to not notice. Get ready to be blown away. Heck, your foes may even find themselves 'gone with the wind.'

Quote: "Time for the ride of your life. Don't get sick! Tempest!"

Shock

Req:

Cost to learn:

Element: Electricity

MP Cost: 5

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 15

Effect: weak electric damage (MATK) to everyone in target area

Dance:

Description: Think about what happens when you touch metal after walking over a thick carpet. Now imagine that shock being slightly stronger. That's more or less what you're getting here.

Quote: "Looks like you need a little charge. Shock!"

Zap

Req:

Cost to learn:

Element: Electricity

MP Cost: 15

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 40

Effect: medium electric damage (MATK = 150%) to everyone in target area

Dance:

Description: This spell is guaranteed to make your hair stand on end. We're talking sparks, little lightning bolts, convulsions, the whole works.

Quote: "You wanted some batteries charged right? Zap!"

Electrocute

Req:

Cost to learn:

Element: Electricity

MP Cost: 40

Range: 4

AOE: diamond (4 up and 4 across)

Charge Time: 100

Effect: strong electric damage (MATK =200%) to everyone in target area

Dance:

Description: Yeah, this is going to hurt. Some may think that getting struck by lightning is a rare event, this spell is sure to prove them wrong.

Quote: "This one will leave you twitching! Electrocute!"

Dust Devil

Req:

Cost to learn:

Element: Earth

MP Cost: 5

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 15

Effect: weak earth damage (MATK) to everyone in target area

Dance:

Description: "Oh no! Dust!" Better hurry and get away from this before it stains your clothes or something equally lame.

Quote: "Hope you have a good dry cleaner! Dust Devil!"

Quake

Req:

Cost to learn:

Element: Earth

MP Cost: 15

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 40

Effect: medium earth damage (MATK =150%) to everyone in target area

Dance:

Description: "Hey, what's shaking?" Hint 1: It's the ground. Hint 2: That's not a good thing. Hint 3: You're screwed.

Quote: "Earthquake, shaken not stirred. Quake!"

Rockslide

Req:

Cost to learn:

Element: Earth

MP Cost: 40

Range: 4

AOE: diamond (4 up and 4 across)

Charge Time: 100

Effect: strong earth damage (MATK =200%) to everyone in target area

Dance:

Description: What's worse than an earthquake? An earthquake with large falling boulders of course. Now you can get knocked down, fall into crevices, and get smashed by giant rocks all at the same time. Having fun yet?

Quote: "Let's rock and roll!!! Rockslide!"

Super Giga Ultimate Omega Blast

Req:
Cost to learn:
Element: Earth
MP Cost: 200
Range: 4
AOE: diamond (4 up and 4 across)
Charge Time: 250
Effect: very powerful non-elemental damage (MATK = 400%) to everyone in target area
Dance:
Description: Don't discount this spell because of the cheesy name or because the charge time is only slightly faster than continental drift. When it hits, it hits hard. Very hard, we're talking complete and total annihilation hard. Have fun!
Quote: "You are so screwed. Super Giga Ultimate Omega Blast!"

Support Skills

Gather Power
Req:
Cost to learn:
Effect: Increases the power of magic spells by 10%
Description: Having some spare magical power saved up is always a good idea. For example, you could use it to increase the power of your spells. Useful, eh?

Wand Mastery
Req:
Cost to learn:
Effect: equip a wand regardless of job
Description: Of all the weapons you could choose to master, wands really don't sound all that impressive. But hey, once you're a master you can equip them no matter what your job is.

Auto Skills

Deadly Return
Req:
Cost to learn:
Effect: When attacked by an elemental spell, there is a 50% chance of instantly countering with the level 1 spell of an opposing element if known, MP and charge time are ignored, cannot be used while charging, dance steps are still used but are reversed
Description: Believe it or not, when struck with an elemental spell you actually have a chance to siphon off some of its power and send it back at caster as a low level spell of the opposite element. Your enemies certainly won't be expecting this.

Super Magical Medic (Light Power)

NOTE: Accuracy is ignored for all magic spells.
NOTE: No Light Power spells can be evaded.

Battle Skills

Cure
Req:
Cost to learn:
Element: Light
MP Cost: 5
Range: 4
AOE: plus (3 up and 3 across)

Charge Time: 15

Effect: weak healing (MATK) to everyone in target area, damages undead

Dance:

Description: Who needs drugs, medicine, or any of that when you have magical healing? That's right, this isn't ordinary healing its magic healing. Magic! Magic makes it better!

Quote: "Is this all you brought me along for? Cure!"

Super Cure

Req:

Cost to learn:

Element: Earth

MP Cost: 15

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 40

Effect: medium healing (MATK = 150%) to everyone in target area, damages undead

Dance:

Description: This is just like a regular cure...but it's super! Look, up in the sky, it's super cure!!! Guaranteed to be stronger than a boring ordinary cure or your money back.

Quote: "Healing is my middle name! Or it would be if I changed my name... Um, Super Cure!"

Ultra Cure

Req:

Cost to learn:

Element: Earth

MP Cost: 40

Range: 4

AOE: diamond (4 up and 4 across)

Charge Time: 100

Effect: strong healing (MATK =200%) to everyone in target area, damages undead

Dance:

Description: Yep, this cure is ultra. It has a million uses! Cure your friends, cure your enemies, hurt undead! Ok, it has three uses...

Quote: "Wounds are nothing before my power!!!"

Rez

Req:

Cost to learn:

Element: Light

MP Cost: 20

Range: 4

AOE: single

Charge Time: 50

Effect: revive target with 25% of max HP, damages undead

Dance:

Description: "Let there be life!!!" No zombies here, we're talking straight up bringing the dead back to life, no strings attached. Ok, so they don't come back in the best of shape but hey, you can't have everything.

Quote: "Stop slacking, we've got a battle to win! Rez!"

Revive

Req:

Cost to learn:

Element: Light

MP Cost: 50

Range: 4

AOE: single

Charge Time: 100

Effect: revive target with full HP, damages undead

Dance:

Description: Yes, you can bring people back from the dead with full HP! Who needs items now huh? Well, maybe the people who don't want to spend a lot of MP and sit around waiting for the spell to charge, but no one cares about them.

Quote: "Life! Give it life!!!"

Not So Magical Armor

Req:

Cost to learn:

Element: Light

MP Cost: 10

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 25

Effect: Not So Magical Armor status on everyone in target area

Dance:

Description: As the name says, this armor ain't so magical. But that's not so bad, it's still a great way to reduce the damage taken from physical attacks.

Quote: "Time for a little magical Not So Magical Armor! Or something like that..."

Magical Armor

Req:

Cost to learn:

Element: Light

MP Cost: 10

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 25

Effect: Magical Armor status on everyone in target area

Dance:

Description: Like you'd probably expect, magical armor reduces the damage you take from magical attacks. Physical attacks, however, are a different matter entirely.

Quote: "You'll thank me for this later. Magical Armor!"

Perfect Armor

Req:

Cost to learn:

Element: Light

MP Cost: 40

Range: 4

AOE: single

Charge Time: 40

Effect: Magical Armor and Not So Magical Armor status on target

Dance:

Description: What do you get when you combine Magical Armor and Not So Magical Armor? You get Perfect Armor! Now you'll take less damage from both physical and magical attacks. Three cheers for Perfect Armor!

Quote: "Yes, yes!!! It's perfect! Perfect Armor!"

Ricochet

Req:

Cost to learn:

Element: Light

MP Cost: 30

Range: 4

AOE: diamond (4 up and 4 across)

Charge Time: 40

Effect: Ricochet status on everyone in target area

Dance:

Description: This powerful barrier can actually repel weaker spells and send them right back towards the caster.

Unfortunately, this works on many good spells as well so be careful.

Quote: "Whatever you cast bounces off me and strikes something in your general direction. Ricochet!"

Holy Aura

Req:

Cost to learn:

Element: Light

MP Cost: 35

Range: 4

AOE: single

Charge Time: 40

Effect: Holy Aura status on target

Dance:

Description: Haven't you always wanted a Holy Aura? Do you even know what it does? What if I told you that a

Holy Aura restores some of your HP each turn? Do you want one now?

Quote: "Time to shine! Holy Aura!" "Glowing can be a good thing. Holy Aura!"

Heaven's Favor

Req:

Cost to learn:

Element: Light

MP Cost: 50

Range: 4

AOE: single

Charge Time: 70

Effect: Heaven's Favor status on target

Dance:

Description: When heaven loves you certain perks apply. Such as getting automatically revived when you die. You also get a really cool halo floating over your head. It just keeps getting better doesn't it?

Quote: "Hmm... I think heaven likes...you. Heaven's Favor!"

Magic Vaccination

Req:

Cost to learn:

Element: Light

MP Cost: 35

Range: 4

AOE: plus (3 up and 3 across)

Charge Time: 50

Effect: removes negative statuses from everyone in target area

Dance:

Description: Shots aren't fun even if they are magical. But, on the bright side, at least magical injections can remove nearly all statuses at once, unlike those cheap non-magical ones.

Quote: "Just close your eyes, this won't hurt...much. Magic Vaccination!"

Wrath of God

Req:

Cost to learn:

Element: Light

MP Cost: 40

Range: 4

AOE: diamond (4 up and 4 across)

Charge Time: 70

Effect: medium light damage (MATK =150%) to everyone in target area

Dance:

Description: When god is angry at you you're pretty much screwed no matter what you do so you may as well just sit there and take your punishment like a man, or a woman, or whatever you are.

Quote: "Sucks to be you! Wrath of God!!!"

Smite

Req:

Cost to learn:

Element: Light

MP Cost: 50

Range: 4

AOE: single

Charge Time: 100

Effect: strong light damage (MATK 250%) to target

Dance:

Description: Call down the wrath of heaven itself to obliterate your opponent. They're really gonna feel this one. Unless they're resistant to light magic... If that's the case, you just wasted a whole lot of time and MP.

Quote: "Oh lord, send down your vengeance and smite those who should be smoten! Smite!"

Support Skills

Heaven's Protection

Req:

Cost to learn:

Effect: Increases magic defense by 10%

Description: When heaven likes you it shows. Well, sorta. You do get increased magical defense. At least that's something.

Staff Mastery

Req:

Cost to learn:

Effect: equip a staff regardless of job

Description: Whacking guys with a staff is a lot harder than it sounds. At least that's what you'll be telling people once you're a master of staffs. You can even equip one no matter what your job, just to prove how great they are.

Auto Skills

Protective Reflex

Req:

Cost to learn:

Effect: 50% chance of automatically casting Heaven's Favor on self when HP is reduced to < 50%, MP is not used, cannot be used while charging

Description: Staying alive is important. If your HP dips too low this skill will give you a chance of casting Heaven's Favor, which is certain to be a big help. Naturally, you can't do this while you're charging another spell.

WEAPON MASTER CLASS

Training Dummy (The Very Basics)

Battle Skills

Throw Lunch

Req:

Cost to learn:

Element: Food

MP Cost: 0

Range: 3

AOE: single

Charge Time: 0

Effect: strikes target for food elemental damage (DMG – 40%)(based off physical attack)

Dance:

Description: When you've got nothing better to try you can always throw your lunch at your foes. Just remember to save a bit for yourself incase you get hungry later.

Quote: "Eat this!"

Flail Wildly

Req:

Cost to learn:

Element: Physical

MP Cost: 0

Range: weapon based

AOE: single

Charge Time: 0

Effect: attack target twice (DMG – random[30-70]%)

Dance:

Description: It may not be an elegant attack but it gets the job done. You even get to strike twice, although how much damage you'll do is anyone's guess.

Quote: "Yarrggh!!!"

Bravely Run Away

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 0

AOE: user only

Charge Time: 0

Effect: user runs in a straight line in chosen direction for three squares or until hitting an obstacle (running off cliffs is possible)

Dance:

Description: Remember, you're not running, it's a strategic retreat. That fact that you're screaming and running in a straight line with no regard for your personal safety is completely beside the point.

Quote: "Bravely run away!"

Polish Gear

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 0

AOE: user only

Charge Time: 0

Effect: raises user's physical attack and defense 5% for four turns (cannot be stacked)

Dance:

Description: Hey, as long as you're fighting you should look good while you're doing it. Well polished equipment could even increase your attack and defense a little bit.

Quote: none

Duck and Cower

Req:

Cost to learn:

Element: Physical

MP Cost: 0

Range: 0

AOE: user only

Charge Time: 0

Effect: while cowering user takes DMG -40% from physical attacks and DMG -20% from magic attacks and can't counter, attacks cannot be evaded or blocked (cowering lasts until the user's next turn)

Dance:

Description: When all else fails you can always try curling up into a little ball and praying that they don't hit you too hard. Of course, you can't really dodge, counter, or do much of anything else when in this state but at least you won't take as much damage.

Quote: "Not the face!" "Leave me alone!"

"I like swords."

Req:

Cost to learn:

Element: Physical

MP Cost: 0

Range: 1

AOE: single

Charge Time: 0

Effect: 40% chance of hitting, if successful, target's time gauge is frozen until user's next turn or user or target takes damage from an attack (whichever comes first)

Dance:

Description: Swords are awesome aren't they? So awesome that you could carry on a conversation about them regardless of what the other person thinks? If successful, your inane prattling will keep the other guy too busy to do much of anything.

Quote: "I like swords. I like swords. I like swords."

1st Aid

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 1

AOE: single

Charge Time: 0

Effect: removes the lame and open wound statuses

Dance:

Description: Let's face it, if you're a fighter you're going to take a lot of hits. Therefore, it's always good to be prepared and carry around some basic healing gear incase you become Lame or get an Open Wound.

Quote: none

Head Bash

Req:

Cost to learn:

Element: Physical

MP Cost: 0

Range: 1

AOE: single

Charge Time: 0

Effect: DMG -50%, if Head Bash strikes there is a 30% chance of adding A.D.D. or Schizophrenia to the target

Dance:

Description: Forget stabbing, sometimes all it takes is a good blow to the head. While you might not do quite as much damage, your opponent will be left seeing stars. A.D.D. and Schizophrenia are common side effects as well.
Quote: "Time to lose some brain cells!" "It's noggin bashing time!"

Support Skills

First Hand Experience

Req:

Cost to learn:

Effect: user gains 10% more experience points

Description: You always learn more by doing something yourself. Therefore, it makes sense that you should gain more EXP as well.

On the Job Training

Req:

Cost to learn:

Effect: User gains 10% more skill points

Description: Learning as you go may have risks but it has rewards too. Gaining extra skill points sure sounds useful doesn't it?

Auto Skills

Petty Revenge

Req:

Cost to learn:

Effect: when struck with a physical attack (or evade one) there is a 75% chance of performing a counter attack against the attacker if he/she is in range, accuracy, evasion, and all mods still apply (melee weapons only), ATK - 50%

Description: So you don't like getting attacked? You want revenge right? Well, with this skill you'll get it, most of the time. Too bad you won't be doing a whole lot of damage.

Generic Knight (Swords, Swords, Swords!)

Battle Skills

Twirl

Req:

Cost to learn:

Element: Physical

MP Cost: 0

Range: 0

AOE: four squares surrounding user

Charge Time: 0

Effect: strikes surrounding squares for DMG – 20% (melee weapons only)

Dance:

Description: Grab your sword and take a spin, literally. A great way to hit everyone around you. Warning, this move has been known to cause dizziness and vomiting.

Quote: "Whee!!!" "One spin cycle coming up."

Sword Dance

Req:

Cost to learn:

Element: Physical

MP Cost: 0

Range: 0

AOE: user only

Charge Time: 0

Effect: raises user's attack by 20% for three turns (cannot be stacked)

Dance:

Description: Although dancing with your sword may look stupid, for some strange reason it actually raises your attack power for a short time.

Quote: none

Lunging Skewer

Req:

Cost to learn:

Element: Physical

MP Cost: 0

Range: 2

AOE: two squares in a straight line from the user

Charge Time: 0

Effect: (only useable with melee weapon) strikes two and knocks the target back one square, when using this move accuracy is -20%.

Dance:

Description: It's shish kabob time! This crazy lunge not only increases your range, it also knocks your opponents back. Too bad it's a little hard to aim.

Quote: "Hope you like shish kabobs!"

Slash & Gash

Req:

Cost to learn:

Element: Physical

MP Cost: 0

Range: weapon based

AOE: single

Charge Time: 0

Effect: strikes for DMG -20% and adds Open Wound status to target

Dance:

Description: No doubt about it, this strike may be a little weak but it will give your foes an Open Wound that they'll never forget.

Quote: "Time to bleed!" "This will only hurt until it's healed."

Leg Strike

Req:

Cost to learn:

Element: Physical

MP Cost: 0

Range: weapon based

AOE: single

Charge Time: 0

Effect: strikes for DMG -50% and adds Lame status to target

Dance:

Description: Ok, so hitting someone's legs isn't going to do a whole lot of damage. But let's see them try to fight back once they're Lame.

Quote: "Walking is overrated!" "Your dancing days are through!"

Power Slash

Req:

Cost to learn:

Element: Physical

MP Cost: 0

Range: weapon based

AOE: single
Charge Time: 0
Effect: strikes for 200% DMG, when using this move accuracy is -50%
Dance:
Description: Do you want to hurt someone? Do you really want to hurt someone? This attack will either do that or miss completely. Probably the latter.
Quote: "More power!!!"

Trick Strike
Req:
Cost to learn:
Element: Physical
MP Cost: 0
Range: weapon based
AOE: single
Charge Time: 0
Effect: strikes for DMG -50%, when using this move accuracy is always 99% and evasion is ignored
Dance:
Description: "Hey look over there!" If you can't hit your enemy when they're distracted then you don't deserve to win.
Quote: "Look, a distraction!"

Fissure
Req:
Cost to learn:
Element: Earth
MP Cost: 0
Range: 6
AOE: straight line 6 squares long
Charge Time: 0
Effect: strikes six squares in a straight line for earth damage (based on physical attack power), DMG -20%
Dance:
Description: The power of this strike rends the ground itself, allowing you to hit those wimps trying to hide in the back.
Quote: "See my strength!" "You can't escape me!"

Air Force
Req:
Cost to learn:
Element: Wind
MP Cost: 0
Range: 3
AOE: triangle with tip facing user
Charge Time: 0
Effect: strikes a triangle going out from the user for wind damage (based on physical attack power), DMG -20% (melee weapons only)
Dance:
Description: Who knew that just waving a sword around could create this much wind? Your enemies certainly won't be expecting you to hit them from back there.
Quote: "You think you can get away?" "I'm so strong, I don't even need to hit you!"

Tremor
Req:
Cost to learn:
Element: Physical
MP Cost: 0

Range: 0

AOE: circle extending two spaces from user

Charge Time: 40

Effect: 50% chance of striking everyone in target area, deals no damage but resets target's time gauge

Dance:

Description: Shake the ground with this mighty show of strength. It doesn't really damage anything but if someone loses their balance they'll have to start waiting for their turn all over again.

Quote: "Time to shake things up!"

Support Skills

Heavy Armor Mastery

Req:

Cost to learn:

Effect: equip heavy armor regardless of job

Description: Your supreme mastery of all things related to heavy armor allows you to wear it no matter what the occasion or how stupid you may look.

Sword Mastery

Req:

Cost to learn:

Effect: equip sword regardless of job

Description: Ah, the sword. Swift, powerful, elegant, and really sharp. If you truly master it, you can use it no matter what your profession may be.

Auto Skills

Generic Counter

Req:

Cost to learn:

Effect: when struck with a physical attack (or evade one) there is 50% chance of performing a counter attack against the attacker if he/she is in range, accuracy, evasion, and all mods still apply (melee weapons only)

Description: Counter attacks don't get more generic than this. When attacked, you strike back with your equipped weapon...if you're in the mood.

Sneak Thief (Illegal Maneuvers)

Battle Skills

Swipe Headgear

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 1

AOE: single square

Charge Time: 0

Effect: steal target's equipped headgear, when used accuracy is -50%

Dance: none

Description: Does your enemy really need that nice headgear? After all, it's not like it'll do him much good when you're through with him.

Quote: "Hope you don't mind if I take this!" "Yoink!" "Mine!" "Let me help you carry that."

Swipe Armor

Req:

Cost to learn:

Element: none
MP Cost: 0
Range: 1
AOE: single square
Charge Time: 0
Effect: steal target's equipped armor, when used accuracy is -50%
Dance: none
Description: That sure is nice armor isn't it? Maybe your opponent won't notice if you grab it...
Quote: "Hope you don't mind if I take this!" "Yoink!" "Mine!" "Let me help you carry that."

Swipe Weapon

Req:
Cost to learn:
Element: none
MP Cost: 0
Range: 1
AOE: single square
Charge Time: 0
Effect: steal target's equipped weapon, when used accuracy is -60%
Dance: none
Description: You could always use a new weapon right? Even better, if you take it your opponent won't be able to attack you with it.
Quote: "Hope you don't mind if I take this!" "Yoink!" "Mine!" "Let me help you carry that."

Swipe Accessory

Req:
Cost to learn:
Element: none
MP Cost: 0
Range: 1
AOE: single square
Charge Time: 0
Effect: steal target's equipped accessory, when used accuracy is -50%
Dance: none
Description: It's mine! My accessory! My precious... Give me my precious...
Quote: "Hope you don't mind if I take this!" "Yoink!" "Mine!" "Let me help you carry that."

Swipe Shield

Req:
Cost to learn:
Element: none
MP Cost: 0
Range: 1
AOE: single square
Charge Time: 0
Effect: destroy target's equipped shield, when used accuracy is -50%
Dance: none
Description: Shields are nice. They're even better when you don't have to pay for them. Stealing from the store is a bad idea but no one cares what happens during a battle...
Quote: "Hope you don't mind if I take this!" "Yoink!" "Mine!" "Let me help you carry that."

Art of Concealment

Req:
Cost to learn:
Element: none
MP Cost: 0

Range: 0

AOE: user only

Charge Time: 0

Effect: user becomes hidden, while hidden the user is invisible to the enemy and cannot be directly targeted by any attacks, the user cannot counter while hidden, while hidden Move is halved and Jump = 0, the user remains hidden until he cancels the effect (can be done during the user's turn), attacks, uses any spell, skill, or ability or takes damage from anything other than a status condition

Dance: none

Description: A good thief can hide anywhere at any time. Even better, if your opponents can't see you they can't attack you, although I suppose they could hit you by accident... Just remember that doing fancy stuff like attacking is sure to blow your cover.

Quote: none

Swipe Wallet

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 1

AOE: single square

Charge Time: 0

Effect: steal money from the target (random amount based on target's level), when used accuracy is -30%

Dance: none

Description: You can never have too much money. Never. Your enemies always have money to spare. Get what I'm saying?

Quote: "Hope you don't mind if I take this!" "Yoink!" "Mine!" "Let me help you carry that."

Support Skills

Tricks of the Trade

Req:

Cost to learn:

Effect: User's equipment cannot be broken or stolen

Description: All your cool stuff is useless if your opponents break or steal it. Fortunately, there are ways to protect your stuff, this skill is one of them.

Stab & Grab

Req:

Cost to learn:

Effect: when using any 'swipe' skill the user first performs a physical attack with equipped weapon (DMG - 50%) at normal accuracy before attempting the swipe skill (accuracy for swipe skills is not changed)

Description: Stealing is good but damaging your opponent while stealing his stuff is even better. You may not do as much damage as normal but it's still pretty useful.

Auto Skills

Cheap Backstab

Req:

Cost to learn:

Effect: when an enemy ends his turn in normal melee range and with his back to the user, the user automatically performs a physical attack for full damage (EVA is ignored, ACC is normal), this move cannot be countered, this move cannot be used with bows or guns

Description: Let's face it, cheap attacks are fun. Besides, any decent fighter should know not to turn his back to his opponent. With this skill, anyone foolish enough to make that mistake will soon regret it.

Kyudo Archer (Arrows Away!)

Battle Skills

Called Shot

Req:

Cost to learn:

Element: physical

MP Cost: 0

Range: weapon based

AOE: single square

Charge Time: 30

Effect: normal physical attack against target, when used ACC is 100%

Dance: none

Description: Everyone knows that when you call your shot you just can't miss. Not unless you want to be mocked endlessly by your comrades.

Quote: "I'm not missing this one!" "This one is coming straight at you!"

Barbed Arrow

Req:

Cost to learn:

Element: physical

MP Cost: 0

Range: weapon based

AOE: single square

Charge Time: 30

Effect: normal physical attack against target, if the attack is successful Open Wound status is added to target (only usable with a bow equipped)

Dance: none

Description: These arrows are nasty stuff. They dig in deep and tear the skin when taken out, causing a very nasty Open Wound.

Quote: "I hope you like bleeding!"

Whistling Shot

Req:

Cost to learn:

Element: physical

MP Cost: 0

Range: weapon based

AOE: single square

Charge Time: 30

Effect: normal physical attack, when used all characters within three squares of target turn to face the target (works even if the attack misses)

Dance: none

Description: These arrows have been expertly carved to create an extremely annoying whistling sound when shot. Everyone nearby is sure to turn and see what's making all the racket.

Quote: none

Badass Barrage

Req:

Cost to learn:

Element: physical

MP Cost: 0

Range: weapon range

AOE: single square

Charge Time: 30

Effect: fire three arrows in quick succession (each a normal physical attack), when used ACC -50%
Dance: none
Description: You've got to be a badass to fire three arrows at once. Unfortunately, being so badass comes at a price. Oh well, who needs to aim anyway?
Quote: "Arrows away!" "It's pincushion time!"

Bow Bash

Req:
Cost to learn:
Element: physical
MP Cost: 0
Range: 1
AOE: single square
Charge Time: 0
Effect: hit target with bow fog for DMG -40% (only usable with bow equipped)
Dance: none
Description: Is your enemy too close to shoot? You could always try smacking them with your bow. It probably won't hurt much but at least it's something.
Quote: "Stop standing so close!" "You're invading my personal space!"

Trick Shot

Req:
Cost to learn:
Element: physical
MP Cost: 0
Range: weapon range
AOE: single square
Charge Time: 10
Effect: ACC and EVA are ignored, when used there is a 50% chance of hitting and resetting the target's time gauge (only usable with bow equipped)
Dance: none
Description: This fancy shot is sure to amaze your foes. Your chances of success aren't particularly great but, if you pull it off, they'll get the shock of their lives and have to start waiting for their turn all over again.
Quote: "Watch this!" "Don't worry, I make this at least half the time."

Flaming Shot

Req:
Cost to learn:
Element: physical
MP Cost: 0
Range: weapon based
AOE: plus (3 up and 3 across)
Charge Time: 30
Effect: deals no damage, squares in target area always catch fire (if they're the correct type)
Dance: none
Description: If you want to hurt someone these special arrows are pretty useless. But, if you want to light a fire and maybe roast some marshmallows (or enemies for that matter) this is definitely the skill for you.
Quote: "Hope you like it hot!"

Support Skills

Bow Mastery

Req:
Cost to learn:
Effect: user can equip a bow regardless of job

Description: Aren't bows and arrows fun? Once you're mastered them, you can use them all the time! Just remember to make sure you're shooting at the enemy.

Cautious Alertness

Req:

Cost to learn:

Effect: 33% chance of evading attacks from ranged weapons (calculated before normal ACC and EVA)

Description: After getting shot at enough times you're bound to develop a bit of a sixth sense when it comes to ranged weapons. And if you know when they're coming you can avoid them. Well, sometimes anyway.

Auto Skills

Sand Bag

Req:

Cost to learn:

Effect: when struck with a physical attack (or evade one) there is a 25% chance of casting Hyperopia on the attacker (range of 1 square only)

Description: "Argh, my eyes!" Yep, that's what they'll be screaming when you throw sand in their face. Unless you miss, or they sidestep, or close their eyes, or any of the many other ways to avoid eye damaging Hyperopia.

TINKER CLASS

Curious Ignoramus (Foolish Curiosity)

Battle Skills

"Examine" Headgear

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 1

AOE: single square

Charge Time: 0

Effect: destroy target's equipped headgear, when used accuracy is -40%

Dance: none

Description: Borrow your opponent's headgear and see how it's put together. Hope they don't want it back in one piece.

Quote: "Ooh, ooh! Let me see!" "I just want to borrow it for a second." "You didn't need this back in one piece did you?" "Mind if I take that apart?"

"Examine" Armor

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 1

AOE: single square

Charge Time: 0

Effect: destroy target's equipped armor, when used accuracy is -40%

Dance: none

Description: Taking armor apart is surprisingly easy. Putting it back together is another matter entirely. Oh well, your enemy is probably better off without that heavy armor anyway.

Quote: "Ooh, ooh! Let me see!" "I just want to borrow it for a second." "You didn't need this back in one piece did you?" "Mind if I take that apart?"

“Examine” Weapon

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 1

AOE: single square

Charge Time: 0

Effect: destroy target's equipped weapon, when used accuracy is -40%

Dance: none

Description: Weapons are always interesting. There's so many ways they can be built and assembled, not to mention taken apart. Perhaps your foe will donate his weapon to the cause.

Quote: “Ooh, ooh! Let me see!” “I just want to borrow it for a second.” “You didn't need this back in one piece did you?” “Mind if I take that apart?”

“Examine” Accessory

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 1

AOE: single square

Charge Time: 0

Effect: destroy target's equipped accessory, when used accuracy is -50%

Dance: none

Description: Accessories come in all shapes and sizes so taking them apart can be a challenge although it's well worth it. The owner of the accessory, however, may not be very enthusiastic about it.

Quote: “Ooh, ooh! Let me see!” “I just want to borrow it for a second.” “You didn't need this back in one piece did you?” “Mind if I take that apart?”

“Examine” Shield

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 1

AOE: single square

Charge Time: 0

Effect: destroy target's equipped shield, when used accuracy is -40%

Dance: none

Description: Shields are usually pretty simple but that no reason to keep you from disassembling them. Maybe the owner can put it back together when you're done. Or maybe not...

Quote: “Ooh, ooh! Let me see!” “I just want to borrow it for a second.” “You didn't need this back in one piece did you?” “Mind if I take that apart?”

“Examine” Black Box

Req:

Cost to learn:

Element: electricity

MP Cost: 0

Range: 0

AOE: random, two of the four squares surrounding the user

Charge Time: 25

Effect: randomly strikes two squares for electricity damage (MATK =150%), this attack ignores accuracy and cannot be evaded

Dance: none

Description: There's a reason that you're not supposed to play with black boxes, they like to shoot out lots of electricity if you do the wrong thing. Fortunately, as long as you're careful it will shoot away from you, although it might hit someone nearby...

Quote: "Warning label? Nobody reads those." "High voltage? Ah, it can't be that bad."

"Examine" Prize Possession

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 1

AOE: single square

Charge Time: 30

Effect: reset the target's time gauge (50% chance)

Dance: none

Description: Ooh, that looks really cool doesn't it? Maybe if you take it apart and... Oh, was that something important? Well, maybe the shock will make him start waiting for his turn all over again.

Quote: "Ooh, ooh! Let me see!" "I just want to borrow it for a second." "You didn't need this back in one piece did you?" "Mind if I take that apart?"

Support Skills

Special Reinforcements

Req:

Cost to learn:

Effect: User's equipment cannot be broken or stolen

Description: When you're in the habit of breaking equipment it's good to know how to protect the stuff you really want to keep from other people like yourself, not to mention thieves. These reinforcements will do just that.

Quick Learning

Req:

Cost to learn:

Effect: user gains 10% more experience points

Description: Being able to learn things quickly is a gift, as is the extra EXP that such a skill entails.

Helpful Curiosity

Req:

Cost to learn:

Effect: User gains 10% more skill points

Description: At times curiosity can actually be pretty useful. For example you could find something neat, learn a cool secret, or get more skill points.

Auto Skills

Prod

Req:

Cost to learn:

Effect: when struck with a physical attack (or evade one) there is 50% chance of performing a counter attack against the attacker if he/she is in range, accuracy, evasion, and all mods still apply (melee weapons only), ATK -40%

Description: Even when you're trying to get revenge on someone who just attacked you, hitting them is kinda dull isn't it? Prodding them may not do as much damage but it's much more fun.

Gadgeteer (Wacky Gizmos)

Battle Skills

Flame Thrower

Req:

Cost to learn:

Element: Fire

MP Cost: 10

Range: 1

AOE: two square line pointing away from user

Charge Time: 25

Effect: medium fire damage (DMG =125%) to everyone in target area

Dance:

Description: Gee, what do you think this does? Let's see... Flame Thrower... Flame Thrower... I'm betting it has something to do with fire and throwing it... Well, anyway, getting hit by it would probably hurt.

Quote: "It's time for your roast!"

Gadget Copter

Req:

Cost to learn:

Element: none

MP Cost: 15

Range: 0

AOE: user only

Charge Time: 25

Effect: user hovers above battle field and becomes immune to earth attacks, in addition JMP is infinite and MOV is increased by 1, lasts two turns after that there is a 50% chance of it breaking each turn, when it breaks the user becomes Lame and Gadget Copter cannot be used again for the remainder of the battle (can be deactivated during user's turn if it has not broken)

Dance:

Description: Now this is a nifty gizmo. You've always wanted to fly right? Now you can. When flying you can move further and scale even the tallest height. Be careful though, the copter has a tendency to break if overused and you don't want to be in the air when that happens.

Quote: "Go go Gadget Copter!"

Gadget Mallet

Req:

Cost to learn:

Element: physical

MP Cost: 5

Range: 1

AOE: single

Charge Time: 40

Effect: strong physical attack (DMG =150%) to target, ACC = 100%, EVA is applied normally

Dance:

Description: What could be more fun than hitting your enemy with a mallet? Having a machine that can do it for you of course. Not only is it powerful, it's also very accurate. Pretty cool.

Quote: "Go go Gadget Mallet!"

Gadget Hand

Req:

Cost to learn:

Element: physical

MP Cost: 6

Range: 1

AOE: single

Charge Time: 20

Effect: randomly chooses one of three effects: 1. steal a random piece of equipment from target; 2. deal low physical damage (DMG =110%), ACC = 100%, EVA is applied normally; 3. the hand waves and does nothing

Dance:

Description: You can never tell what this thing is going to do. It does seem to like grabbing, hitting, and waving though. As for what those do, you'll just have to try it for yourself.

Quote: "Go go Gadget Hand!"

Restraining Gizmo #703QC4a

Req:

Cost to learn:

Element: none

MP Cost: 15

Range: 1

AOE: single

Charge Time: 40

Effect: casts Anchor status on target, ACC and EVA are applied normally

Dance:

Description: Having problems with an enemy that just moves too much? If so this is the gizmo for you. Foes will sure have a tough time moving after you hit them with the Anchor status.

Quote: "Let me show you just what this um...thing can do!"

Restraining Gizmo #9234BWE96c

Req:

Cost to learn:

Element: none

MP Cost: 15

Range: 1

AOE: single

Charge Time: 40

Effect: casts Steal Gloves status on target, ACC and EVA are applied normally

Dance:

Description: An enemy that can't attack isn't much of a threat and an enemy with the Steal Gloves status certainly can't attack. If you don't know how to get the gloves on your enemy don't worry, this gizmo will do all the work for you.

Quote: "Why do they have to make the model numbers on these so long?"

Super Magnet

Req:

Cost to learn:

Element: none

MP Cost: 10

Range: 0

AOE: diamond (4 up and 4 across)

Charge Time: 60

Effect: all characters in range are drawn one square closer to the user (squares whose elevation differences greater than .5 from the user's square are unaffected)

Dance:

Description: When it comes down to it, pretty much everyone is wearing at least a little bit of metal somewhere and, not matter how small that metal is, this magnet is strong enough to pull it, along with whoever is wearing it, closer to you.

Quote: "I always knew I had a magnetic personality!" "Feeling the pull yet?"

Big Fan Thing

Req:

Cost to learn:

Element: wind

MP Cost: 25

Range: 1

AOE: rectangle (3 squares wide and 4 squares long)

Charge Time: 30

Effect: medium wind damage (DMG = 125%) to everyone in target area

Dance:

Description: Well, here it is, your biggest fan (no pun intended (yeah right)). It's so big that the wind generated by it is strong enough to damage all who stand before it.

Quote: "Let me introduce you to my biggest fan!"

Really Powerful Flashlight

Req:

Cost to learn:

Element: light

MP Cost: 15

Range: 1

AOE: straight line, three squares long

Charge Time: 20

Effect: medium light damage (DMG = 125%) to everyone in target area

Dance:

Description: You may be wondering how a flashlight, no matter how bright, can damage your opponents. Well, it does emit light and light is an element and... Actually, I'm not really sure either but it does work.

Quote: "How'd you like it if I shone this in your eyes?"

Support Skills

Speed Enhancing Tools

Req:

Cost to learn:

Effect: charge time is reduced by 25%

Description: Inventors are always looking for more efficient ways to do things. These time saving tools are guaranteed to reduce your charge time by 25% or your money back.

Big Water Shoe Things

Req:

Cost to learn:

Effect: walk on top of water (ignoring associated movement penalties)

Description: Don't like getting your feet wet? These shoes may look kind of goofy but the ability to walk on water instead of in it could be pretty useful.

Auto Skills

Automated Shielding Thingy

Req:

Cost to learn:

Effect: when attacked with a melee weapon the shield comes out facing a random direction, if it blocks the correct direction DMG is reduced by 50%

Description: With this you'll never have to worry about blocking attacks again, the shield does it all for you, majorly reducing the damage you take. Too bad it can't actually tell which direction the attack is coming from. Still, it's bound to get it right occasionally.

Chemist (Item Mastery)

Battle Skills

Snake Oil

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: same as item usage range

AOE: single square

Charge Time: 25

Effect: one of two effects (50% chance of each): 1. target's HP and MP are fully restored and all negatives statuses are removed; 2. target takes damage equal to 50% of max HP

Dance:

Description: You never really know what you're getting with snake oil. The good stuff can fully restore HP and MP with absolutely no side effects. The bad stuff, on the other hand, can do some serious damage so be careful.

Quote: "Come get your miracle cure right here!" "No refunds, all sales are final!"

Two In One

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: same as item usage range

AOE: single square

Charge Time: 15

Effect: chose two items and use them at the same time (items activate the order they are chosen)

Dance:

Description: Imagine how much time you could save by using two items at once. Just remember that the order you choose the items does matter. After all, you wouldn't really want to waste a healing item on someone before they get revived would you?

Quote: none

Create Energy Drink

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 0

AOE: 0

Charge Time: 20

Effect: an Energy Drink is created and added to the inventory (uses two Sports Drinks)

Dance:

Description: By combining two Sports Drinks you can create a brand new Energy Drink. It takes some time but when you need to save money every little bit counts.

Quote: none

Create Vitamin Drink

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 0

AOE: 0

Charge Time: 50

Effect: a Vitamin Drink is created and added to the inventory (uses two Energy Drinks)

Dance:

Description: When you've got some extra time on your hands you may want to save a little cash by making your own Vitamin Drinks. All it takes is two Energy Drinks and you're on your way.

Quote: none

Create Magical Juice

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 0

AOE: 0

Charge Time: 50

Effect: a Magical Juice is created and added to the inventory (uses two Magical Waters)

Dance:

Description: Did you know that mixing two Magical Waters will give you a Magical Juice? Yeah, I'm not really sure how that works either...

Quote: none

Create Steroids

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 0

AOE: 0

Charge Time: 100

Effect: a Steroids is created and added to the inventory (uses one Magical Juice and one Vitamin Drink)

Dance:

Description: Since Steroids can't be found in your average store, you may want to try creating your own by mixing a Magical Juice and a Vitamin Drink. Just make sure you don't get caught.

Quote: none

Create Glowing Sludge

Req:

Cost to learn:

Element: none

MP Cost: 0

Range: 0

AOE: 0

Charge Time: 60

Effect: a Glowing Sludge is created and added to the inventory (uses one Smelling Salts, one Anti-Cuteness Potion, and one Prescription Medication)

Dance:

Description: Although gross, Glowing Sludge is certainly useful so it's good to have as many as you can. To further that goal, try making your own by combining an Anti-Cuteness Potion with Smelling Salts and Prescription Medication.

Quote: none

Support Skills

Item Toss

Req:

Cost to learn:

Effect: a character equipped with this skill gains an item usage range of 4 regardless of job

Description: Throwing items allows you to use them from a distance, very useful. Just watch your aim. You wouldn't want to accidentally bean the guy you're trying to heal.

Special Blend

Req:

Cost to learn:

Effect: items restore 25% more HP and/or MP than normal

Description: While store bought items are all well and good, a master Chemist could always improve them a bit.

With just a few minor tweaks before use, your items can restore more HP and MP than usual.

Auto Skills

Reflex Drink

Req:

Cost to learn:

Effect: when damaged by anything other than status effects, the user has a 50% chance of using the weakest Drink in the inventory if able (cannot be used when KO'd or disabled by a negative status)

Description: Sometimes healing just can't come fast enough. Save time with this skill. Now, when you get hit, you've got a chance of grabbing the weakest Drink in your inventory for a quick refresher.

Reflex Recovery

Req:

Cost to learn:

Effect: when the user is hit with a status effect he automatically use the appropriate healing item from the inventory if able (cannot be used when KO'd or disabled by a negative status)

Description: Let's face it, negative status effects are no fun. Wouldn't it be great if you could just use a healing item to remove them as soon as you get hit? Now you can, at least as long as you're still able to move and all.