

<u>Stat</u>	<u>Formula</u>	<u>Potency</u>	<u>Chance</u>	<u>Damage</u>	<u>HP Recovery</u>	<u>Drain</u>
<b>ATK</b>	Str / 2	<b>MIN</b>	+2	+0	x1	x1
<b>HIT</b>	Str / 6	<b>LOW</b>	+3	+3	x3	x2
<b>MHP</b>	(Vit + 5) x (Lv + 1)	<b>MED</b>	+4	+8	x10	x5
<b>MMP</b>	(Int + 5) x (Lv + 1)	<b>HIGH</b>	+5	+15	x20	x10
<b>Rdw</b>	Luc x 2 / party size	<b>MAX</b>	+6	+24	x30	x15
<b>EVA</b>	Luc / 3	<b>Effect</b>	<i>Target rank</i> Draw a card. If its rank ≤ SPw+bonus, effect happens. A always succeeds, K always fails.	<i>Base damage</i> Deal damage with base equal to SPw+bonus	<i>Base healing</i> Draw a multiplier as you would for damage. Base is SPw x bonus. Out of combat multiplier is always 2.	<i>Base HP loss/gain</i> Draw a multiplier as you would for damage. Base is SPw x bonus. Can't drain more than your missing HP.
<b>MEV</b>	(Int / 3) + 1					
<b>SPw</b>	Int / 2					

<b>EXP</b>	<b>Two Survivors</b>				<b>Three Survivors</b>				<b>Four Survivors</b>				<b>Gil</b>				<b>TNL</b>
<u>Level</u>	<u>One</u>	<u>Two</u>	<u>Three</u>	<u>Four</u>	<u>One</u>	<u>Two</u>	<u>Three</u>	<u>Four</u>	<u>One</u>	<u>Two</u>	<u>Three</u>	<u>Four</u>	<u>One</u>	<u>Two</u>	<u>Three</u>	<u>Four</u>	
<b>1</b>	6	12	18	24	4	8	12	16	3	6	9	12	20	40	60	80	40
<b>2</b>	12	24	36	48	8	16	24	32	6	12	18	24	60	120	180	240	120
<b>3</b>	18	36	54	72	12	24	36	48	9	18	27	36	120	240	360	480	240
<b>4</b>	24	48	72	96	16	32	48	64	12	24	36	48	200	400	600	800	400
<b>5</b>	30	60	90	120	20	40	60	80	15	30	45	60	300	600	900	1200	600
<b>6</b>	36	72	108	144	24	48	72	96	18	36	54	72	420	840	1260	1680	840
<b>7</b>	42	84	126	168	28	56	84	112	21	42	63	84	560	1120	1680	2240	1120
<b>8</b>	48	96	144	192	32	64	96	128	24	48	72	96	720	1440	2160	2880	1440
<b>9</b>	54	108	162	216	36	72	108	144	27	54	81	108	900	1800	2700	3600	1800
<b>10</b>	60	120	180	240	40	80	120	160	30	60	90	120	1100	2200	3300	4400	2200
<b>11</b>	66	132	198	264	44	88	132	176	33	66	99	132	1320	2640	3960	5280	2640
<b>12</b>	72	144	216	288	48	96	144	192	36	72	108	144	1560	3120	4680	6240	3120
<b>13</b>	78	156	234	312	52	104	156	208	39	78	117	156	1820	3640	5460	7280	3640

<p style="text-align: center;"><b>BERSERK</b></p> <p>Your physical attacks have +1 Multiplier and you must attack each turn. You choose targets randomly among opposing units.</p>	<p style="text-align: center;"><b>BLIND</b></p> <p>You draw 50% Hit cards.</p>	<p style="text-align: center;"><b>BLINK</b></p> <p>If you are targeted with a physical attack, it misses and you lose this status. You can have up to two instances of this status at the same time.</p>	<p style="text-align: center;"><b>CALCIFY</b></p> <p>When you gain this status, if you don't already have it, you get <b>4</b> counters, otherwise you lose a counter. Lose a counter after each of your turns. If no counters remain, gain <b>Petrify</b>.</p>	<p style="text-align: center;"><b>CHARM</b></p> <p>You choose targets randomly as though you were on the opposing side. If you are a player, you must attack each turn. Lose this status if you take physical damage.</p>
<p style="text-align: center;"><b>CONFUSE</b></p> <p>You choose targets randomly from among the units on both sides. If you are a player, you must attack each turn. Lose this status if you take physical damage.</p>	<p style="text-align: center;"><b>COUNT</b></p> <p>When you gain this status, if you don't already have it, you get <b>3</b> counters. Lose a counter after each of your turns. If no counters remain, gain <b>KO</b>.</p>	<p style="text-align: center;"><b>CRITICAL</b></p> <p style="text-align: center;"><b>Persistent</b></p> <p>When you gain this status, if you have more than (MHP/4) HP left, your HP becomes that amount. You always have this status as long as your HP ≤ MHP/4.</p>	<p style="text-align: center;"><b>FATAL</b></p> <p>After you act you lose all HP.</p>	<p style="text-align: center;"><b>FLOAT</b></p> <p style="text-align: center;"><b>Persistent</b></p> <p>You are immune to Earth. You take no damage from damage floors and your party ignores pits. Lose this status if you leave the current dungeon floor.</p>
<p style="text-align: center;"><b>FROG</b></p> <p style="text-align: center;"><b>Toggle</b></p> <p>Your physical attacks always have a multiplier of 0 and you can't cast spells. Physical damage you take has +1 Multiplier.</p>	<p style="text-align: center;"><b>HALT</b></p> <p>If you have initiative cards, you lose them all and lose this status.</p>	<p style="text-align: center;"><b>HASTE</b></p> <p>You draw double initiative cards. Lose this status if you gain <b>Stop</b> or <b>Slow</b>.</p>	<p style="text-align: center;"><b>INVITE</b></p> <p style="text-align: center;"><b>Toggle - Defeating</b></p> <p>You are considered to be on the opposing side. If you are a player, you must attack each turn.</p>	<p style="text-align: center;"><b>KO</b></p> <p style="text-align: center;"><b>Defeating - Persistent</b></p> <p>Your HP is 0 and you lose all non-defeating statuses. You can't receive turns or be affected except to remove this status. You always have this status as long as your HP is 0.</p>
<p style="text-align: center;"><b>LOCK</b></p> <p>You draw 50% Eva cards.</p>	<p style="text-align: center;"><b>MUTE</b></p> <p>You can't cast spells.</p>	<p style="text-align: center;"><b>PETRIFY</b></p> <p style="text-align: center;"><b>Defeating - Persistent</b></p> <p>You can't receive turns or be affected except to remove this status.</p>	<p style="text-align: center;"><b>POISON</b></p> <p>After each of your turns, you lose an amount of HP equal to your Vit.</p>	<p style="text-align: center;"><b>PROTECT</b></p> <p>Physical damage you take has -1 Multiplier.</p>
<p style="text-align: center;"><b>QUICK</b></p> <p>You get an immediate action that does not count as a turn, so you do not lose any initiative cards. If you use that action to run away, you automatically succeed.</p>	<p style="text-align: center;"><b>REFLECT</b></p> <p>If you are targeted by a spell whose targeting type is anything besides <b>GROUP</b>, <b>RANDOM</b>, or <b>RANDOM GROUP</b>, it affects a random unit on the opposing side instead.</p>	<p style="text-align: center;"><b>REGEN</b></p> <p>At the beginning of each of your turns, you recover an amount of HP equal to your Vit.</p>	<p style="text-align: center;"><b>RERAISE</b></p> <p>If you would gain <b>KO</b>, instead your HP becomes equal to your Vit and you lose this status.</p>	<p style="text-align: center;"><b>SHELL</b></p> <p>Magic damage you take has -1 Multiplier.</p>
<p style="text-align: center;"><b>SLEEP</b></p> <p style="text-align: center;"><b>Resistable</b></p> <p>Physical attacks targeting you ignore evasion. You can't act. Lose this status if you take physical damage.</p>	<p style="text-align: center;"><b>SLOW</b></p> <p>You draw 50% initiative cards. Lose this status if you gain <b>Haste</b> or <b>Stop</b>.</p>	<p style="text-align: center;"><b>STOP</b></p> <p>You don't draw initiative cards. Physical attacks targeting you ignore evasion. Lose this status after <b>4</b> turns have been taken by opposing units, or if you gain <b>Haste</b> or <b>Slow</b>.</p>	<p style="text-align: center;"><b>STUN</b></p> <p style="text-align: center;"><b>Resistable</b></p> <p>You can't act.</p>	<p style="text-align: center;"><b>UNDEAD</b></p> <p>HP recovery causes you to instead lose half the HP you would have gained. If you have positive HP and would gain <b>KO</b>, your HP is set to your MHP instead. Drain effects that target you work in reverse.</p>