

FINAL KISMET®

This document details the guidelines for the writer, event planner and programmer for the Final Kismet® RPG series. The event programmer must work with both the director and the scenario writer(s) and (if applicable other than the director) the event planner(s) to understand scenario flows and decision points.

In the AfterPhase® engine for SeruaoSoft RPGs, the event logic script is presented with a C-like syntax. C language proficiency is required. The event programmer will also map out logic for player choices, consequences, and relayed paths. Collaboration closely with the director, scenario writer(s) and artist(s) to ensure tone and pacing are communicated effectively within events. All are required to understand and follow CoC and guidelines located at the last page of this document. The CG-2D document is also supplied for general character expression sprite sheets.

Writers, a strong understanding of nuanced storytelling is required. The ability to execute tone, intent and scene goals within the event script and the ability to adapt scenarios based on dialog, gameplay, and other constraints is also required.

A.I. of any type or use is **not** allowed and work will be thoroughly and routinely checked. If A.I. is found to be used, either slipped through checks or in any way shape or form, the scenario for it will be thrown out entirely, regardless if it is released or not (game placed into remission and re-done entirely in case it was released), and said writer of it will be forfeited, fired and blacklisted from SeruaoSoft indefinitely.

Final Kismet® (abbreviated "FK") is an anthology RPG. Its name collectively refers to: "*destiny determined or shaped by fate*" of its worlds and characters. It will often feature war-torn settings, pre and post-apocalyptic universes, dystopian worlds, steampunk, medieval, high fantasy/surrealism, despondent natures and mature themes such as male assault, male survival sex, homelessness and mental illness. These games, whether 2D or 3D, do **not** feature voiceovers. Voiceovers **may** be introduced to the series no earlier than **Final Kismet 10**. The decision from the director on this matter of voiceovers can change anytime before then.

Final Kismet scenarios are linear, riveting stories with well used nuances, subtly, character growth, world building and philosophies. The stories and lore of Final Kismet games are consistent and nuanced and are handled with precision. Capturing the hearts and emotions of players through elaborately integrated scenarios, the backgrounds and various personalities of the characters that appear in the game, one will be able to gain a deeper appreciation for the story. **The time/timeline/setting of Final Kismet games cannot exceed 1999.**

As an anthology, Final Kismet games take place in different worlds/universes with different stories **not** related to each other. The games only share a few recurring elements, cameos and nods.

Three Final Kismet games' have a preset scenario to begin from. These are:

- Final Kismet II (2)
- Final Kismet III (3)
- Final Kismet IV (4)
- Final Kismet VI (6)

Some settings feature a SCI•DYNM direction (pronounced as sye-dime), which blends Science Fiction, dystopian, Nordic and medieval elements as one.

Final Kismet XI (11) is the first game scenario to focus on the player creating their own story with full customization of all roles of the Final Kismet role system, starting with the four Warriors of Fate (*see below*). The world created for this scenario is to be primarily medieval and old middle age predominant. The world created for FK 11 will be used again for Final Kismet XII (12), though its story remains unrelated to FK 11. The world of FK 11 and/or FK 12 may be extended to its own spin-off series of Final Kismet.

While FK 11 is not a MMORPG, this particular entry will differ in gameplay slightly from the entries before it.

The FINAL KISMET Athenaeum Itinerarium is the comprehensive volume providing detailed info on characters, backgrounds (world), additional art and illustration. Every single Final Kismet game has one volume entry respective to its numeral entry (i.e. FINAL KISMET II (Volume II), FINAL KISMET III (Volume III), etc).

Final Kismet scenarios include a few or more of the following:

A major fantasy element; this can include magick, warriors, warlocks, etc., and/or elemental-based Magi using elemental/non-elemental magick.

Magick is used to channel inner energy, be it innate, natural or artificial and project metaphysical elements onto reality. **'Magick'** and **'Magickal'** are spelled this way. **'Magus'** is the term for *'magician'*, instead. **'Magi'** is plural.

All playable characters who use magick, they need magick skills for battle; see common magicks on page 4 and 7.

For all playable characters that do not use magick, they need a set of special/unique skills for battles.

'Humen' is spelled this way. It is a contraction of the word "human".

Relations:

Story, lore, content, depictions, any and all *relationships* of any type, shape or form can **only** be of, and/or between biological, homosexual same-sex men; **no** exceptions. This applies to **all** SeruaoSoft games. There must be a balance between dominant/leads and recessive/passiveness/emotional sincerity vulnerability. There cannot be all of one side or versatility. The two dynamics must be present to balance character dynamics, and characters **cannot** be stereotypical.

Though it is generally not needed, for in-depth information, request document: "**humen_r**" from the director.

Elysium Empyrean, the world's order, perceived creator of all life. He always has the **same** appearance (**if** appearing in that entry in his visual form). He is the light and harmony of fate. He **cannot** be the antagonist or overarching antagonist.

Tartarean, the chaos harbinger. He has the **same** appearance (**if** appearing in that entry in his visual form).

He is the darkness and chaos of fate. He can be the antagonist or overarching antagonist. He **cannot** be summoned if he **is** the antagonist.

Scenarios include in some shape or form, directly or indirectly, the recurring '**gem**' item, a material on contrary forces of good and evil, and/or duality of power over natural phenomena, and/or functioning as a powerful source of magickal energy. The Prelude theme always plays in chambers housing the gems.

Speech Dialog Structure:

Dialog speech windows use the general structure:

SPEAKER NAME

"Speak now."

Multiple dialog windows may be cast to indicate multiple characters speaking all at once.

CONFIDENTIAL DOCUMENT

SeruaoSoft®

~Illustration~

The logos of FINAL KISMET are a unique style that represents a particular protagonist, deuteragonist, antagonist, and/or motif item.

The original Final Kismet illustration is the silent protagonist: Crodyn Cratus.



Final Kismet 2 logo illustration is an inattentive Professor Sid amidst the raging flames post-atomic bombing.



XUCHICALIBER®

FINAL KISMET®

Xuchicaliber® Final Kismet® is the first and main spin-off to the Final Kismet series. It is not introduced until the 10th anniversary of Final Kismet.

It is a 1v1 fighting game in the fighting genre, featuring 1v1 battles, an overworld, RTS mode, online netplay, and more. The main roster of Xuchicaliber are the protagonists and antagonists of the first ten (10) Final Kismet games. Xuchicaliber 07 will be the extension and definitive edition of Xuchicaliber, no further; extending the main roster from ten to fourteen (14), adding main deuterogamists and guest characters from those past 14 Final Kismet games.

Elysium and Tartarean reprise their roles as the world's Cosmos and Chaos, and Shinryu makes a return as the central antagonist and harbinger. The main overworld is that of the original Final Kismet, with slight adjustments, such as Elysium's Tower and Tartarean's Domain. These two locations are located at opposite sides of the planet; Elysium at the Northernmost peak of the planet, Tartarean at the bottommost depths of the planet.

Lore

The underlying premise is that the world of FK1 was created as the result of the next cycle of Shinryu when the pentadecagon warriors of light failed to defeat him in the days of yore. This implication was subtly revealed in chapter 8 of FK1. The epitaph that subtly revealed the fate of the erstwhile Warrior of Light, and their rivaled counterparts perished while attempting to defeat the all mighty Shinryu. After the tragedy befell them, the world fell into ruin and a new world was born from Shinryu's rebirth. The new world and the Shinryu's new cycle is that of the original Final Kismet. Though crystals do not exist in Final Kismet, remnants of crystal shards were scattered within the world as gems that had lost their light.

Though unheralded, memories of yore were inherited by the new worlds' inhabitants. Yet, ever so fragmented... it is as if it had never existed. A new world, new fates, new destinies.

Scenario

In Xuchicaliber, Crodyn Cratus is also known as the 'Warrior of Fate'. Because he was actually given a name, he is referred to by his given name: "Crodyn". Xuchicaliber is the first time Crodyn Cratus is given the ability to speak canonically to those around him. Prior to this, Crodyn was silent due to the inherited memoirs of yore breaking his mind severely, leaving him utterly mute. His parents are unknown. Crodyn Cratus is an enigma, born from a wish of Elysium Empyrean for brave new world that once fell into ruin. A man who's fate would be shaped by not by destiny, but of his own volition. To carve his own fate and honor in bringing the true harbinger of the cosmos to justice; Shinryu, with the aid of his comrade warriors of fate.

Doppemems (Shades; Doppel-memory)

Doppemems, also referred to commonly as 'Shades' are shadows of the main roster that have lost their souls and thus their light. They are the manifestation of the inherited memories of the warriors of fates' fallen predecessors.

i.e.

Shadow Crodyn Cratus (Nameless Warrior)

Shadow Justin Clement

Shadow of Cronus

Shadow of Daavid Jacob

Shadow of Tony Bradford

Shadow of Clyde Frederick

etc.

Scenarios include one or more of the 19 roles of the Final Kismet Role System (character attire does not need to always match the role):

Alabaster Magus; attire are robes with dark red, white and silver color palette and partial-face covered Red Mask. Alabaster Magi use both white and black magick (first, second and third tiers are the most common). Uses rods, staves and one handed swords.

Ebony Magus; attire are robes with all-black color palette and partial-face covered Black Mask. Ebony Magi use black magick (all power tiers). Can use whip blades, sickles, rods, staves and bows.

Chrysm Magus; attire are robes with all-white color palette and partial-face covered White Mask. Chrysm Magi use white magick (all power tiers). Uses rods and staves.

Alizarin Magus; attire are robes with cerise pigment palette with knight aesthetic armor; equips rods. Alizarin Magi use Alizarin magick with or without alchemy, which derive from monsters and foes. Alizarin Magus must acquire their skills and magick by learning it from an enemy. It requires the enemy to be under the Amnesia status effect, which causes the enemy to forget their abilities.

Bandit; focused on high celerity swift actions; equips daggers and/or tonfas.

Mystic Magus; can infuse their foregun blades and/or swords with gradient magick to strike enemy elemental weaknesses.

Warrior; stalwart soldiers using katanas and Bushido techniques.

Warlock; Magi warriors skilled in dark magick, disciplined using scythes and greatswords fused in darkness. Uses the Soul Reaper to consume own vitality to damage their foes.

Monk; Martial artists specialized in barehanded combat. Uses claws, polearms, unarmed melee and nunchakus.

Dragoon; soldiers wielding spears and pikes; uses Dragon arts and the Aerial skill.

Uhlan; knights wielding spears, axes and lances, can also be mounted on Falconozo Knights as Cavalry. Similar to the dragoon role, but with the lack of the Aerial skill.

Paladin; swords and skills of light. Uses white magick up to second-tier.

Black Knight; uses scimitars, blades and skills immersed in darkness.

Knight; stalwart guards primarily wielding broad swords.

Artilleryman; unit of the army specializing in lyreblades (Crossbow forged with a draconic blade and Lyre), pistol blades, pistol spears and/or gun-katana.

Dark Uhlan; pole arms and skills immersed in darkness.

Sage; magi mastered in both white and black magick arts.

Evoker; Summoners who call immensely powerful beasts to their aid.

Blade Master; warriors using sword skills and great swords primarily and can also wield all weapons of all the roles of the Role system, not including armor.

Warrior, Alabaster Magus, Bandit and Dragoon are the four main roles denoted as 'Warriors of Fate'. The Prologue plays in relation, while the Warrior of Fate theme plays while sorting comrades and character roles.

Scenarios include the recurring summons for Evokers which are:

Afrit | Fire-elemental | **Etiäinen's Attack: 'Hellfire of Despair'**

Falconozo | Non-elemental | **Etiäinen's Attack: 'Spin Dash' or 'Falconozo Kick'**

Fenrir | Ice-elemental | **Etiäinen's Attack: 'Diamond Dust'**

Jotnartitan | Earth-elemental | **Etiäinen's Attack: 'Subterranean Vexation'**

Gigatitan | Wind-elemental | **Etiäinen's Attack: 'Triassic Ire'**

Quetzalcoatlus | Thunder-elemental | **Etiäinen's Attack: 'Empyrean Levin'**

Phoenix | Fire-Bird & Revive | **Etiäinen's Attack: 'Rebirth Flare'**

Odin | Warrior of the Dark | **Etiäinen's Attack: 'Zweihänder' or 両手剣刀返し 'Zweihänder-Reverse' if Norishige is summoned against Odin.**

Atomos | Worm-Hole Entity | **Etiäinen's Attack: 'Graviton'**

Bahamut | King of Dragons | **Etiäinen's Attack: 'Ultra Flare' (Fire-elemental), 'Stygian Flare' (Dark-elemental) or 'Ultima Flare' (Non-elemental).**

Shinryu | Master of Dragons | Water-elemental without or without Thunder-element | **Etiäinen's Attack: 'Levinbolt', 'Mesocyclone' or 'Aquacyclone'**

May require the **'Rat Fang'** item to be obtained before battling against Shinryu and obtaining him.

Eldritch Fiur (Fire of Five) | Non or multi-elemental | Alt: 'Delightful Brothers from Down the Lane' **Etiäinen's Attack: 'Quad Attack'.**

The Magick Brothers are:

Calvin Asrafil, the Black Knight; 'endless night, fiery blight'.

Caius Veles Robinson, the Seductor Dark Dragoon, 'stygian encompassing light'.

Ray Aloces, the Assassin, 'dark dancer'.

Caelus Kierkess, the Wrath Ninja, 'Tolling Bell of Ire'.

When the Magi Brothers are summoned, they always recite their quotes during their animation:

Calvin: "Endless night, lit by fiery blight..."

Ray: "Bound by the darting, dancing waltz..."

Caius: "Let stygian slice the encompassing light..."

Caelus: "And sound the tolling bell of ire!"

Calvin: "Now! We summon the wrath our art..."

"Quad Attack!"

Kefkratos, strongest of the brothers created by Tartarean, the four all share but a fraction of Kefkratos' strength. The demi-humen so indomitable is his strength that all things are by him twisted into oblivion. He administers punishment in place of Tartarean. All of the memories held within fate are known to Kefkratos. When presented, he oft takes on the form of other living or departed creatures and humens; creatures seen as a humen to him. In actuality, he is a demented harlequin, with an ever alternating sinister lunatic demeanor, oft speaking calmly through his host, and in his actuality, unless angered.

Elysium | Holy-Elemental | **Etiäinen's Attack: 'Empyrean Judgment'**; he is the world's order and the strongest summon in the Final Kismet series. As so, his acquisition as a summon in-game is difficult to obtain or costly to unlock (*depending on the character development system created for that entry*).

Norishige | **Etiäinen's Attack: 'Masazashi'/'Wakizashi'**

Installment-travelling mascot who sometimes accompanied by riding a Sleipnir when using Masazashi or Wakizashi.

Often an antagonistic presence, Norishige is not truly evil. The next major conflict against him will be in Final Kismet 5, one the massive bridge. Conflicts with him usually stem from others possessing a weapon or armor he desires for his collection. Norishige is a veteran duelist who challenges his enemies to honorable combat; if he loses he will concede defeat and acknowledge their abilities. He enjoys having great duels with worthy opponents and will be disappointed when denied a proper fight, either because his opponent was weak or because Norishige feels he is not able to fight at his full power. If bested in battle or proven worth to him in another way, Norishige may even come to view them as friends and may show up to offer them aid later.

Summons in Final Kismet entries do not have to be called Etiäinen. What the summons are referred to varies in each Final Kismet game. e.g. Eidolon is used in the first FK.

Scenarios include the recurring magick elements, which are:

- Fire
- Ice
- Lightning
- Water
- Earth
- Wind
- Holy
- Dark

Recurring equipment pieces:

The recurring items, weapons and equipment (**headgear/armguard/armor/accessory**) pieces for AfterPhase® 2D (RPG) and AfterPhase® 7 (RPG) will remain from the last entry to utilize it. It can be adjusted from there for the next entry accordingly.

Recurring monster encounters, such as:

1. Torn Faerie
2. Malscallob
3. Impenapans
4. Obsidiantoise

The '**Airpropulsion**', first introduced in Final Kismet 2, is known essentially as a 'Flying UPV' (*underwater propulsion vehicle*). It is used both underwater, on water surface and, of course, flying. However, unlike an airship, it can only be used by one character; thus no allies can follow, unless separately initiated.

An airship, either connecting to, some way somehow to Sid, **must** be obtainable either during the second or third half of the game.

Recurring item, equipment, armor and location named: Alloy.

"Monster-in-a-box!" (also simply: "Monsters!"), where random encounters, rare foes and/or optional bosses hide within treasure chests.

Travis, recurring unfortunate time travelling trucker who just wants to find the keys to his truck and finish his shift.

Slapstick and pop-culture references.

Nature is referred to as '**Father Nature**' or simply '**nature**'.

Wolves reoccur as common pets.

Copywolf is a term used over the other.

A town whose citizens speak entirely in reverse.

A cast of children (*playable Cast*)

Wild West themes

Outer space themes and planetary exploration

A cast of geeks, nerds and/or jocks.

A Witness protection program, with a country (or countries) at war/major conflict.

Medieval settings (*knights, kings, princes, lords, etc.*)

Include all or some (in some shape or form) the series' 19 legendary weapons, based on the 19 roles of the Final Kismet Role System:

- Xai-Xao & Xiang-Xian (**Warrior**)
- Ragnarök (**Knight**)
- Dystopian Blade (**Alabaster Magus**)
- Thyrsus (**Ebony Magus**)
- Earthen Scepter (**Chrism Magus**)
- Prism Scepter (**Alizarin Magus**)
- Axolotl & Ryu-Luha (**Bandit**)
- Crystal Scepter (**Sage**)
- Seraph Scepter (**Evoker**)
- Save the King (**Magus Knight**)
- Valhallarkalla (**Warlock**)
- Shinryu's Claw (**Monk**)
- Gungnir (**Dragoon**)
- Xuchilbara (**Uhlan**)
- Excalibur (**Paladin**)
- Genji Blade (**Black Knight**)
- Jingu Rod (**Dark Uhlan**)
- Leo-Heart (**Artilleryman**)
- Excaliagnarök (**Blade Master**)

Recurring **common weapons** and **Joke Weapons** for humor (such as a Mop, etc.)

Scenarios include 'Falconozos', fast travelling anthropomorphic Falcons used to traverse through fields and also disable random encounters. They are always held by wranglers at stables.

Final Kismet 2 will introduce the Falconozo.

A Falconozo can stand on his two legs when stretching, feeding, or other activities.

Falconozos will become the series mascot. They are primarily used as vehicles, but can also appear as a monster in random encounters or bosses. They are not used as 'mini-games' due to the director's profound dislike of such a thing.

The Falconozos' default color is orange.

In some FK games, they can change colors given their new found ability:

- Blue color = Falconozo can cross the seas.
- Alizarin color = Falconozo can climb mountain terrains.
- Platinum color = Falconozo can fly.

These can be done through optional side content in the game, **not** mini-games.

Falconozos will not have an item to call them on the field. They are only available to use from a wrangler.

Falconozos will remain where they were last dismounted on the field, or otherwise sent back to the Falconozo Stables via the event script.

Falconozos favorite foods are 'Sativus Greens'. It is an edible plant/vegetable, green in color, and is used to allow the Falconozo to sprint. For this reason, Sativus Greens must be rare to obtain or expensive to purchase.

Falconozos cry 'Hwark!' to indicate emotion and/or if they've discovered something.

Falconozos are generally friendly, docile and domestic creatures but can also be endangered, appearing as encounters.

And lastly, and of utmost importance:

Destiny determined by fate...

i.e. Resolution(s) determined by fate.

A final boss, that is either an entity, manifestation or actuality of the antagonist.

Every single entry's ending **must** end with the following caption:

"Fate...

...Such a cruel duality."

The next page details the recurring elements including the official names of the various, common and recurring magicks and their related attributes.

These elements are included in every Final Kismet game in some shape or form.

Power Tier System

Magicks in Final Kismet use the following suffix to denote its tier on the hierarchy of power:

- -ri (Level 2 second-tier magick)
- -gi (Level 3 third-tier magick)
- -ji (Level 4 fourth-tier magick)
- -ki (Level 5 fifth-tier magick)

White Magick:

- Cure
- Curi
- Curigi
- Curiji
- Curiki
- Revive (Partial HP revive)
- Gusuna (Restore various status effects to one) — 'Gusuna' グスナ derives from the first kana of 'Gurando' (グランド, 'Grand'), Sutétasu (ステータス, 'Status') and Naoshi (ナオシ, lit. 'Cure').
- Raise (Full HP revive)
- Arise (Bestow Auto-Life status)
- Gusunagi (Restore various status effects to all) — appends the third tier suffix ("gi") — multiple-targets.
- Protect
- Shell
- Protectgi
- Shellgi
- Cloy
- Float
- Invigorate (Raises Strength)
- Orison (Raises Magick)
- Holy
- Holyri
- Holygi
- Holyji
- Holyki

Black Magick:

- Fire
- Firi
- Firigi
- Firihi
- Firiki
- Blizzard
- Blizzari
- Blizzagi
- Blizzaji
- Blizzaki
- Thunder
- Thundiri
- Thundigi
- Thundiji
- Thundiki
- Slow
- Slowgi
- Sleep
- Sleepgi
- Quake
- Quakeri
- Quakegi
- Quakeji
- Quakeki
- Stop
- Aqua
- Aquari
- Aquagi
- Aquaaji
- Aquaki
- Aero
- Aerori
- Aerogi
- Aeroji
- Aeroqi
- Bio | Inflict Virus and Poison damage to one or all foes.
- Biori
- Biogi
- Bioji
- Bioki
- Osmosis | Restore MP by siphoning one foe.
- Death
- Flare | Inflict Non-elemental damage to one foe.
- Ultra | Inflict extreme Non-elemental damage to all foes.

Alizarin Magick:

- Bio Twister
- Revenge Blast
- Blizzard Twister
- Power Flash
- Blizzagi Tornadic
- Curse
- Caustic Bile or Black Bile
- Doom
- Red Wind or Cerise Wind
- Grand Guard
- Mustard Gas
- Supercell | Water, Lighting and Wind elemental combined
- Matradyne Magick
- Meteor
- Trine
- Sun-Burst

Gradient Magick:

- Lumin | Inflict Holy damage.
- Luminri
- Lumingi
- Luminji
- Luminki
- Drain
- Haste
- Hastegi
- Berserk
- Berserkgi
- Reflect
- Reflectgi
- Gravity | Inflict fractional damage to one foe.
- Graviri
- Gravigi
- Graviji
- Graviki
- Sun | Inflict Fire damage.
- Sunri
- Sungi
- Sunji
- Sunki
- Sun Flare | Inflict Non-elemental or Fire damage to one foe.
- Scathe

During battle, some characters and/or enemies may become inflicted with beneficial or detrimental elements. These are known as Status Effects. Effects can either be cured or dispelled. The common status effects to occur are:

- **Incapacitated;** the character is unconscious and cannot act. Restore with either a Phoenix Plume or revive magick.
- **Virus;** target is stunned, preventing growth and acquisition of experience points, Hit Points (HP) and Magick Points (MP) are stunned and cannot be restored, or both; until the status is cured.
- **Stop;** the character/enemy cannot act in battle. Status is permanent unless cured. If all or the last remaining target on either side becomes inflicted with this status, the battle ends. **(All/last allies inflicted = GAME OVER. All/last enemies inflicted = VICTORY)**
- **Slow;** the character/enemy's celerity is reduced by $\frac{1}{3}$. The Action Rapid Battle® (ARB) Active Time Stage (ATS) is reduced by 3 seconds. Status can either be temporary or permanent until cured.
- **Undead;** the character/enemy's HP and MP are reversed, causing healing items and magick to damage.
- **Berserk;** the character/enemy can only attack. Weapon durability is reduced by 1.5%.
- **Vanish;** the character/enemy is invisible, protected from physical attacks, however if an action is executed, the status is immediately removed.
- **Heat;** the character/enemy burns severely and, if an action is taken, are immediately incapacitated. The effect is permanent until cured.
- **Freeze;** the character/enemy is frozen and cannot act. If hit with a physical attack, the target is immediately incapacitated. The effect is permanent until cured.
- **Protect;** reduces the amount of damage received from magickal attacks. This does not include fractional damage formulas.
- **Shell;** reduces the amount of damage received from physical attacks. This does not include fractional damage formulas.
- **Haste;** the ARB meter fill rate is increased temporarily. ATS is increased by 7 seconds.
- **Tiny;** character shrinks, reducing defense to 0 until cured.
- **Regen;** character's HP gradually restores overtime by a factor determined by their Vitality attribute.
- **Reflect;** magicks are reflected off the target and back onto the one who cast it.
- **Arise;** character will regain consciousness one time after incapacitation.
- **Float;** character levitates, becoming safe from Earth-elemental damage, but is susceptible to being ejected from a battle.
- **Eject;** character is removed from battle and cannot return. If all characters are ejected, the battle ends.
- **Amnesia;** character cannot fight and abilities are hidden until the status is cured. In some instances, Rage Limit is disabled or reduced to 0 as well.
- **Petrify;** character is stoned and cannot act. Status is permanent until cured. If all or the last remaining target on either side becomes inflicted with this status, the battle ends. **(All/last allies inflicted = GAME OVER. All/last enemies inflicted = VICTORY)**
- **Gradual Petrify;** character will be stoned when the counter beside their ARB meter reaches 0.
- **Blind;** character is blinded, lowering physical attack accuracy, until cured.
- **Doom;** character will be incapacitated when the counter beside their ARB meter reaches 0.
- **Poison;** character's HP gradually reduces overtime by a factor determined by their Vitality attribute.
- **Silence;** character cannot cast magick. Status is permanent until cured.
- **Confuse;** character becomes erratic and will either attack themselves, an ally or the enemy. Status is cured by either a healing item, magick or if the target is hit by a physical attack.
- **Venom;** character's HP and MP gradually reduce by a factor determined by their Vitality attribute. Status is permanent and the target cannot act until cured.
- **Sleep;** character is fast asleep and cannot act. Effect is temporary and can also be cured.

Common Battle Actions:

- Assail | Launch a violent attack.
- White Magick
- Black Magick
- Evoke | Summon beasts, Etainens/Eidolons, etc.
- Blade Magick
- Aerial
- Intel
- Steal
- Mix
- Toss
- Bushido
- Focus
- Provoke
- Boost
- Brawler
- Rage Limit
- Tools
- Focused Thrust
- Dual/Revert
- Synergy
- Lyresong (Artilleryman specifically using Lyreblades)
- Flee
- Chakra
- Alabaster Magick
- Alizarin Magick
- Gradient Magick
- Gear | Use supplies from the inventory

Common Items:

- Phial | Small HP restore.
- Hi-Phial | Moderate HP restore.
- X-Phial | Large HP restore.
- Ester | Small MP restore.
- Hi-Ester | Large MP restore.
- Ethyl | Complete MP restore.
- Elixir | Complete HP restore of one target.
- Ultralixir | Completely restore HP, MP and negative status effects of one target.
- Gigalixir | Complete HP and MP restore of all ally targets.
- Vaccine | Cures the Virus status.
- Athenian Water | Cures the Undead status.
- Ammonia | Cures the Berserk status.
- Antipyretic | Cures the Heat status.
- Thermogenic | Cures the Freeze status.
- Chronos Chain | Cures the Slow and Stop statuses.
- Chronos Clock | Cures the Sleep statuses.
- Hammer | Cures the Tiny status.
- Antidote | Cures the Poison and Venom statuses.
- Soldier's Kiss | Cures the Confuse status.
- Obsidian Needle | Cures the Petrify and Gradual Petrify statuses.
- Echo Memo | Cures the Amnesia status.
- Echo Tome | Cures the Silence status.
- Eye Drops | Cures the Blind status.
- Serum | Restores abnormal/bad status effects including Doom.
- Shelter | Restores HP and MP to all allies. It can only be used at save points.
- Phoenix Plume | Reviving items can only be used on characters that are unconscious or wounded; this is the canon effectiveness of this item. *If a character dies, a Phoenix Plume cannot be used to revive them.*