

Superdimension Squadron Megamirager



Systems Guide

~Foreword~

To keep this brief, we decided to just put all the systems changes and homebrew I'm cooking for *Megamirager* in one book unlike what we did for *Demon Soul Saga* where we had everything in like five different papers and documents.

You will require the Player's Handbook as the mechanics in that book are the basis for all FEFs including this one, and having access to my supplements will be good reference, but are not necessary as all the elements of those that are necessary for *Megamirager* are copied into this book. It might also be useful for you to refer to character sheets in *Demon Soul Saga* and other previous FEFs I've run that are heavy in homebrew but again, it is not necessary for anything except reference.

I'm also using this to experiment with some formatting changes I want to introduce in future editions of my other supplements, and introduce some future changes I will be making for my works, so excuse the oddities.

~ElfCollaborator

Contents

Foreword	2
Character Creation	5
Growths and Preferred Stats	6
Promotion Bonuses	6
Movement Types	6
Talents.....	7
Extras	7
Support Affinities.....	8
Mirages	9
Basic Mirages and Mirage Forms	9
Mirage Arts	14
Mirager Combat	16
Lives.....	16
Sessions.....	18
Duets	21
Mirage Arts	24
Basic Mirage Forms	24
Magical Mirage Arts	25
Fire	25
Wind.....	26
Thunder.....	27
Earth.....	28
Water.....	29
Nature.....	30
Mind.....	31
Ice.....	32
Light.....	33
Dark	34
Cosmos.....	35
Chronos	36
Aether.....	37
Physical Mirage Arts	38
Axe.....	38
Sword.....	39

Lance.....	40
Bow	41
Fist	42
Whip.....	43
Hidden.....	44
Light Gun.....	45
Heavy Gun	46
Support Arts	47
Healing.....	47
Supportive.....	48
Debilitating	49
Item List	50
Consumables.....	50
Equipment.....	53



: Are you ready? My name's Hikari! The others have asked me to put together a small guide explaining the ins and outs of being a Mirager. I've brought in Tsubasa here to help explain things a little better, since he's been working with Mirager stuff longer.



: Glad to help, Hikari. Ladies and gents, I'm Tsubasa, and I'll be helping Hikari explain the ins and outs of the mechanics. I'll try to make the explanations brief; I figure you guys must be tired of longwinded explanations by now. We'll also bring in a few people to help us explain the finer points of things.



: For now, let's discuss how you make a character here.

Character Creation

In *Superdimension Squadron MegaMirager*, Miragers have slightly different stats than a normal FEF character. Having the vanilla Player's Handbook to reference will help.

Firstly, Miragers **do not have Constitution or Aid**; as such, they can rescue or pick up any character and **do not factor in Constitution or Aid during weapon calculations**. Secondly, their stats are up to customization, and are not set.

Base Stats:

25 points, select either STR or MAG (or both) to place 1 point into. The base points **do not count against your 25 points**.

HP: 18 + points added

STR: 0 + points

MAG: 0 + points

SKL: 1 + points

LCK: 1 + points

DEF: 1 + points

RES: 1 + points

SPD: 1 + points

MOV: Dependent on Movement Type

1 point of investment into HP equals 2 points of HP. Finally, you cannot invest more than 10 points in any one stat except HP.

Growths and Preferred Stats

You gain 335% growths as in normal FEF games at a First Tier start; you must assign a base of 40% to HP and 10% to every other stat except one of MAG or STR can be 0. All stats have a growth cap of 70% except HP.

Taking a Cost skill will reduce your Growths to 305%. You also gain 5% Progression Rate to assign at Promotion. Your caps pre-Promotion are 20, and post-Promotion are 40.

Preferred Stats:

Pick any two stats that are not MOV as preferred stats. At Promotion, you may elect to change Preferred Stats. HP cannot be selected as a Preferred Stat at character creation, but it can be selected at Promotion. The stat with the lowest growths **cannot be selected as a Preferred Stat at any level.**

Promotion Bonuses

You gain 8 points to assign to any stat at Promotion, where you are capped at 4 points per stat. You also gain 1 extra point of MOV from Promoting. You also gain access to a **Promotion Art**, a powerful spell unique only to the Mirager that learns it, based on their starting Arts or a Supportive Art. This Art is subject to GM discretion, but may be more powerful than the other Arts they have access to.

Movement Types

All Mounted types come with Canto/Dismount. You can gain Mounted, Flying Mounted, Armored or Flier upon Promotion when starting with Infantry, but not vice versa.

- **Infantry:** 5 base MOV
- **Light Infantry:** 6 base MOV, -2 character creation points
- **Mounted:** 5 base MOV, grants +2 MOV while active, grants Mounted, -3 character creation points
- **Flying Mounted:** 6 base MOV, grants +1 MOV while Flying, grants Flying and Mounted, -4 character creation points
- **Flying:** 5 base MOV, grants +1 MOV while Flying, unit counts as Flying and unit can switch between Flying and Infantry movement, -3 character creation points
- **Armored:** 5 base MOV, grants Armored, -2 character creation points
- **Heavy Mounted:** 5 base MOV, grants +1 MOV while Mounted, grants Armored and Mounted, -4 character creation points
- **Heavy Flying:** 5 base MOV, grants Armored, Flying and Mounted, -4 character creation points

Talents

These substitute for Class Skills due to their absence and are custom made by the player subject to the discretion of the GM. As a general guideline, keep them close to the general power level of Class Skills found in the normal Player's Handbook or any supplements in use. All players begin with two Talents, gaining one Talent upon Promotion.

Extras

These substitute for common skills such as Sack and Vision. All players may select one Extra at character creation for the cost of 2 points at character creation and gain one Extra for free at Promotion. An additional Extra can be bought at the cost of losing a further 3 points at character creation.

Taking both Perform and Healer at creation is possible, but costs 4 points at character creation.

Pool of Extras:

Thief's Tools: Grants this unit two extra inventory slots and the ability to open locked Chests and Doors without access to Keys. Exclusive to Infantry and Light Infantry, and is free for units with Light Infantry.

Pillage: Allows this unit to destroy barriers, obstacles and doors in one hit. Only available to Physical attackers.

Biorhythm: Grants the effects of Levitation from vanilla FEF. Instantly acquired for free when starting with Magical attacks that are not Gun attacks. Also grants Walking on Air to mounted Biorhythm users.

Healer: Grants access to Healing Mirage Arts and allows the character to start with Salve α for free. This does not cost character creation points, but instead replaces one of your Mirage Forms at character creation.

Perform: Grants this unit access to Again for free. The number of Performed allies, the effects of Performance and the range can be expanded by Talents. Perform cannot be taken with any other Extra except Biorhythm and Critical Eye. Exclusive to Infantry. This does not cost character creation points, but instead replaces one of your Mirage Forms at character creation.

Critical Eye: Grants a permanent +5 to Critical Rate; this unit's Critical Rate cannot dip below 5. Can only be taken at Promotion. Exclusive to Infantry.

Vision: This character can detect Shadow from one tile less than usual.

Support Affinities

Support Affinities in *Superdimension Squadron Megamirager* are as follows:

1. Fire
2. Wind
3. Mind (replaces Anima)
4. Light
5. Dark
6. Thunder
7. Ice
8. Water
9. Nature (replaces Heaven)
10. Earth

These have the same bonuses as vanilla FEF.

There are also three new Affinities not present in normal FEF:

11. Aether: - +0.5 DMG, +2.5% healing effectiveness, +2.5 Critical/Dodge
12. Cosmos: - +2.5 Hit, +2 points to buffs received, +2.5 Critical/Dodge
13. Chronos: - +2.5 Eva, +2.5% Skill activation chance, +2.5 Critical/Dodge

Players may choose one Affinity instead of rolling for them as in vanilla FEF. However, the Affinity choice must be justified by the nature of the character's magic or for other reasons.

This is also subject to GM discretion.

Elemental Weaknesses

All units must have a resistance to one element and a weakness to another. Upon promotion, a unit may either take a second resistance or upgrade the element to nullification. Players may also take a resistance to ailments/debuffs.

Further detail is further down in the next section.

Mirages

In *Superdimension Squadron MegaMirager*, Miragers are permanently equipped with a Mirage, their magical weapon, and do not use other weapons. These weapons are vital to their characters, and so the weapon system is overhauled for this game's use only.



: For instance, instead of wielding a dusty old Tome, my Mirage, Brisingamen, is a really cool-looking staff. Tsubasa's Mirage is sorta like a lightsaber lance thing!



: Mirages are a bit above the rest when it comes to weapons. You see, Amano's Mirages are invulnerable to weapons that don't channel Biorhythm, so the only way to harm them is to use a Mirage.

Basic Mirages and Mirage Forms

Mirages have the following qualities:

- Firstly, Mirages have a certain naming scheme; a three letter designation based on its full name and a number, followed by its full name. Upon selecting a Mirage, rename it according to the scheme. As a general rule, Mirages with a lowercase r are SONG-type Mirages (used by the Fire Soul Agency), while Mirages with a lowercase e are EUFON-type Mirages (used by the EUFON Strike Force).

Examples: BRS-r00 Brisingamen, FRG-r03 Fragarach, PRW-e09 Pridwen, DYN-e02 Dyrnwyn

- Secondly, at the beginning of the game, you can pick between **either two weaker Mirage forms**, or **one stronger Mirage form**. Only characters with the basic form of a Mirage type can access that type of Mirage Art. At promotion, the following applies:
 - o Characters who took one Mirage form **may further upgrade their Mirage or gain a second Mirage form**.
 - o Characters who took two Mirage forms **may upgrade their Mirage forms or take a third Mirage form**.

For instance, a character who chooses Light and Cosmos Mirage Arts would start with a Cosmos Mirage form and a Light Mirage form. They may then either choose to upgrade their existing forms or gain another form.

Furthermore, any character can access Supportive and Debuffing Mirage Arts. Only a character with the Healer trait can take Healing Mirage Arts, and only a character with the Perform trait can use Again.

- Thirdly, Mirages gain power as their wielders level up. Every 5 levels, a Mirage can gain the following bonuses based on the player's choice:
 - +1 MT
 - +5 Critical
 - +2 MT, -5 Hit
 - +5 Hit
 - +1 AS

When taking a single Mirage form instead of taking two Mirage forms at character creation, you **may add 2 bonuses to your Mirage's stats, from the above list.**

When upgrading a Mirage instead of taking a new form upon promotion, **upgrade the Mirage as if it had received 2 further levels.** This applies to both Mirage forms if the character started with two Mirage forms.

Critical bonuses are capped at +**30**, and Hit maluses have an absolute floor of **60 total Hit**; after this, bonuses offering a malus can no longer be taken. Furthermore, **unless noted, all Mirage Arts can double.**

Example: Tsubasa uses the Mirage Fragarach. Fragarach is a Lance Mirage. As Tsubasa only has one Mirage form, he gains an additional two bonuses to apply to his Mirage's base stats, and so puts them both into MT.

It would be displayed as follows:

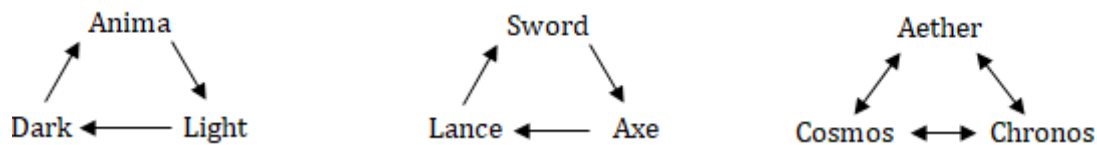
Name	Type	Range	MT	Hit	Critical
FRG-r03 Fragarach	Lance	1	10	75	0

At Promotion, Tsubasa would then upgrade his Mirage by two points automatically. For the purposes of stat calculation, assume there are no upgrades applied from interim level-ups, and that Tsubasa has chosen to add 1 MT and 5 Critical.

Name	Type	Range	MT	Hit	Critical
FRG-r03 Fragarach	Lance	1	11	75	5

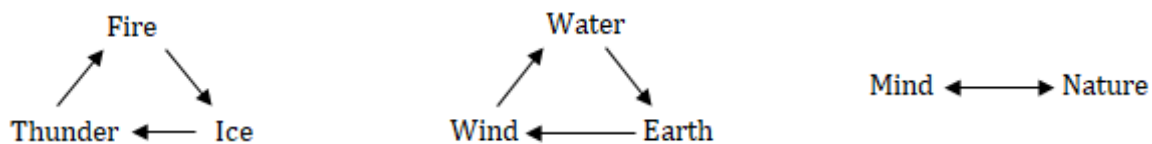
In practice, Fragarach's stats would look very different due to having at least two upgrades to the base stats before Promotion.

In addition, the Weapon Triangle and Weapon Advantage exists in this system and is as follows:



Flare, Gale, Shock, Quake, Wave, Bloom, Psi and Chill are considered Anima. Aether, Cosmos and Chronos do not suffer from Weapon Triangle Disadvantage, but instead gain Weapon Triangle Advantage against each other.

In addition, the Anima spells have their own Weapon Triangles against each other:



Mind and Nature, like Cosmos, Aether and Chronos, do not suffer Weapon Triangle Disadvantage against each other and only gain Weapon Triangle Advantage.

Furthermore, there are **elemental resistances and weaknesses**.

- Units that are **resistant** to certain elements only take half damage from attacks of that element after calculations.
- Units that are **weak** to a certain element take x1.5 damage after calculations.
- Units that **nullify** a certain element do not take any damage from that element.

Units can also be **weak** or **resistant** to debuffs and ailments.

- Units that are **resistant** to debuffs or ailments have a 30+RES% chance of not being affected by ailments or debuffs when hit with Mirage Arts that inflict them, either as their primary or secondary effect.
- Units that are **weak** to debuffs and ailments suffer from ailments and debuffs for an extra turn.
- Units that **null** ailments or debuffs do not suffer from them, even through effects that ignore Talents and Skills such as Awareness. Mirage Arts that inflict ailments or debuffs as a secondary effect to dealing damage still deal their boosted damage.

Status effects also have slightly different effects in *MegaMirager* than in vanilla FEF:

- **Backfire:** Activates on the use of Magical Mirage Arts and Mirages as well as Support Arts.
- **Confusion:** Activates on the use of Physical Mirages or Physical Mirage Arts, as well as Gun Mirages.
- **Exhaust:** Doubles the use of Biorhythm Charges instead of increasing cooldown. On targets that do not track Biorhythm Charges, prevents the use of Mirage Arts.
- **Silence:** Prevents the use of Magical (and Force) Mirage Arts, Sessions, Lives and Duets.
- **Addle:** Prevents the use of Physical (and Gun) Mirage Arts, Sessions, Lives and Duets.

Statuses are also divided into Physical and Mental conditions.

- **Physical:** Poison, Paralyze, Sick/Contagious Sick, Frozen, Fragile, Addle, and Drain
- **Mental:** Backfire, Confusion, Doom, Exhaust, Silence, Turncoat, Fear and Berserk



Azusa: But wait! What if you can use different types of weapons? Like if you like using a lance and a sword. How does that work?



Kumon: Magic. No, I'm serious. We're just gonna borrow Kumon-senpai's Mirage for the following demonstration. Hope she doesn't mind.

Example: Azusa uses the Mirage Aymr. Aymr has two forms, an Axe Mirage and a Fire Mirage.

As there are two Mirage forms at character creation, no upgrades are applied. It would be displayed as follows:

Name	Type	Range	MT	Hit	Critical
AYM-r01 Aymr (Axe)	Axe	1	9	70	0
AYM-r01 Aymr (Fire)	Fire	1-2	6	80	0

If, upon Promotion, Azusa then upgrades her Mirages instead of taking on an additional form, it would be shown as follows. For the purposes of stat calculation, assume no upgrades from level ups in the interim are shown.

We will add the following bonuses:
For the Axe form, +5 Hit and +1 MT.
For the Fire form, +2 MT.

Name	Type	Range	MT	Hit	Critical
AYM-r01 Aymr (Axe)	Axe	1	10	75	0
AYM-r01 Aymr (Fire)	Fire	1-2	8	80	0

Conversely, if Azusa took on a Fist form at Promotion, no upgrades could be applied. It would be displayed as follows:

Name	Type	Range	MT	Hit	Critical
------	------	-------	----	-----	----------

AYM-r01 Aymr (Axe)	Axe	1	9	70	0
AYM-r01 Aymr (Fire)	Fire	1-2	6	80	0
AYM-r01 Aymr (Fist)	Fist	1	7	75	0

- Characters who start with Healer or Perform have slightly different rules. They may only start with one Mirage type, and gain Salve α (if Healer) or Again (if Perform) for free.

For the purposes of levelling up, Healing Mirages and Again are treated as a second Mirage tree. They are not upgraded like offensive Mirages if you elect to upgrade your existing Mirages upon Promotion instead of taking an additional form, however.

Example: Hikari uses Brisingamen, a Light-type Mirage. In addition, she has the Perform special granting her access to Again. Hikari has chosen to start with the Mirage Art *Flash α* . As she has Perform, she does not start with any upgrades to the stats of Brisingamen.

Her Mirages would be displayed as follows:

Name	Type	Range	MT	Hit	Critical
BRS-r00 Brisingamen	Light	1	5	70	10

Her Mirage Arts would be displayed as follows:

Name	Type	Effects	Range	BC
Flash α	Light	+3 MT	-	15
Again	Supportive	Target may move again; 1 additional target is added at Lv 5 and 20, allows casting of one other ally-targeting buffing Art with Again	1-2	-

If she had Healer instead of Perform, she would instead have in her Mirage Arts:

Name	Type	Effects	Range	BC
Flash α	Light	+3 MT	-	15
Salve α	Healing	Restores 10+MAG HP	1	15



: Wait, this makes it seem really weak! These numbers look kinda low. What if we fight a really strong Amano-jaku?



: Don't worry. Doctor Freydis has us covered.

Mirage Arts

Not all situations can be covered by the power of a Mirage. As such, *Mirage Arts* exist that temporarily boost their power and confer special effects to their attacks.

At character creation, and every 2 levels, a character may select one spell to gain from the pool of available Mirage Arts subject to the level requirements of that Mirage Art. They have **a limit of 15 Arts**; if the character has more than 15 Arts, **they may swap out an existing Art for a new one**. All previous Arts known by a character will be stored, and can be swapped out between maps by indicating to the GM you wish to swap them out.

In addition, Mirage Arts use **Biorhythm Charge** and use one point of Charge per combat. Biorhythm Charge is only replenished a few different ways:

- Using Receptor Serum or Receptor Stimulant, which respectively return 3 BC to one Mirage Art or to all Mirage Arts
- Being the recipient of a Live, which restores 3 BC to all Mirage Arts
- At the start of a new map, which returns all Biorhythm Charges to full

Upon depletion, that Mirage Art cannot be used until Biorhythm Charges have been replenished.

A character may only choose Mirage Arts from the following pool:

- Offensive Mirage Arts that match the chosen forms of their Mirage.
- If they have the Healer trait, Healing Mirage Arts.
- All characters can access Supportive and Debilitating Mirage Arts.

In addition, as mentioned prior, starting with Performer or Healer grants Again (if Performer) and Salve α (if Healer) for free. Gaining Healer at Promotion also grants Salve α for free.

We shall use Hikari as an example.

Her Mirage Brisingamen is a Light-type Mirage, and only has access to Light Mirages. In addition, she has access to Again due to being a Performer. For the purposes of this example, Hikari is level 7.

She takes the following Mirage Arts:

- Flash α as her starting Art
- Again for free due to being a Performer
- Barrier Light at Level 3
- Shimmering Light at Level 5

- Rebellious Roar at Level 7

Her Mirage Arts would be shown as follows:

Name	Type	Effects	Range	BC
Flash α	Light	+3 MT	-	15
Again	Supportive	Target may move again; 1 additional target is added at Lv 5 and 20, allows casting of one other ally-targeting buffing Art with Again	1-2	-
Barrier Light	Light	+1 MT, +2 DR during combat	-	15
Shimmering Light	Light	+2 MT, restores ½ damage dealt as HP, -1 AS	-	10
Rebellious Roar	Supportive	Target gains +10 Critical but +3 incoming damage for 2 turns	Self-1	7

Offensive Mirage Arts modify the base stats of the Mirage form they are attached to. Let us take Hikari's Mirage stats from earlier.

- When using Flash α, Brisingamen's MT increases to 8.
- When using Barrier Light, Brisingamen's MT increases to 6, and grants Hikari 2 extra DR during combat.
- When using Shimmering Light, Brisingamen's MT increases to 8, and heals Hikari for half the damage dealt during combat. However, Hikari loses 1 AS.

Offensive Mirages can only be used by a matching Mirage Form. For instance, an Axe-type Mirage can only use Axe Mirage Arts. An Axe-type Mirage cannot use Barrier Light, but can use Resilient Strike.

Mirage Arts **use Biorhythm Charge during combat**. Biorhythm Charge is **limited**, and when a Mirage Art **depletes its Biorhythm Charge, it cannot be used**. Biorhythm Charge is **replenished entirely between maps**. In addition, there are other ways to replenish Biorhythm Charge:

- Activating a Live on another character **replenishes 5 Biorhythm Charge** for all that character's Arts.
- Using Receptor Serum **replenishes 3 Biorhythm Charge** for a single Mirage Art. Using Receptor Stimulant **replenishes 3 Biorhythm Charge for all Mirage Arts possessed by that character**.

For the purposes of Skills and Talents, Biorhythm Charge substitutes for QL. Weapon Saver activates on Biorhythm Charge usage.

A list of Mirage form base stats and Mirage Arts is found at the end of this guide.

Mirager Combat

In *MegaMirager*, Supports grant an extra dimension to combat that other FEFs do not use. Biorhythm Synch (or Supports) allows Miragers (and Euphonius Knights) to use **Lives**, **Sessions** and **Duets**.

This booklet will assume that you know how basic combat in Fire Emblem on Forums works. For a better reference for that, please refer to the main handbook.



: Here, we'll talk about how special combat mechanics work! I've even asked Kumon-senpai to help us. I'll do my very best!



: Excuse her. She's really enthusiastic about this. Kumon-senpai will be along shortly to explain the more combat-heavy parts. Hopefully she doesn't kill us for borrowing her stuff.



: Of course I'm excited! I really want to prove myself, you know? I even brought these little diagrams I drew earlier! Look, see?

Lives

Lives are a method of channeling Biorhythm during battle; when singing, the Biorhythm levels of a Mirager increases such that they can achieve powerful effects. When activated, a Live **boosts the initiating Mirager and an allied target within two spaces**, and the effects last for **three turns**. Initiating a Live is a **main action** and ends the Mirager's turn.

As an added bonus, a Performer can, in lieu of using a Performance normally, activate a Live while Performing; this reduces their target number to one, but **their performed ally gains both the effects of their Performance and their Live**.



: Oh, so if I sing like this during battle, I can support you? ♪ Tatoeba togireta sora ga mieta nara....



The range that a Live can reach is marked in green. Only a target within this range can be targeted with a Live.



: You've got the hang of it, Hikari. Not like last battle, anyway, heh. Though to be fair, you did look kinda funny hanging upside down....



: I wasn't the one about to throw up after pulling a loop-de-loop on their flying bike thingy! Hmph.

Lives can be assigned the following effects at character creation:

Grant +5 Hit/Critical
Restore 5 HP per turn
Grant +5 Hit/Evasion
Grant +5 Evasion/Dodge
Grant +5 Critical/Evasion
Grant +3 DMG
Grant +3 DR
Grant +5% skill activation

Only **one Live can be active on a unit at once, even if they did not initiate this Live**. If multiple Lives are used on a unit, **the newer Live overrides the previous one**. For every Support rank that the initiating Mirager and target Mirager has above the default rank of having no Support, **the Live grants 2 extra points of its buff**. Furthermore, they **restore 3 Biorhythm Charge to all Mirage Arts** possessed by that Mirager.

Lives also gain an additional effect from the same pool at Promotion. **However, the effects do not stack**; taking, for instance, +5 Hit/Evasion and +5 Hit/Critical will only grant +5 Hit/Evasion/Critical instead of +10 Hit and +5 Evasion/Critical.



: Your songs are really great, Hikari. They're the kind you can really lose yourself in while flying to them.



: Hehe...don't compliment me like that out of the blue, Tsubasa. You're gonna make me blush in front of all these people!

We shall use Hikari and Tsubasa's Lives for the following explanation. Assume their Lives are as follows:

- Hikari: *Our Battlefield*: Grants the target +5 Hit/Critical for three turns.

- Tsubasa: *The Beginning*: Grants the target +5 Critical/Evasion for three turns.

At default, if Hikari were to use her Live on someone without existing Support ranks between her and them, both she and that target would gain +5 Hit and +5 Critical for three turns. The same would apply to Tsubasa's Live for Critical and Evasion.

If Hikari and Tsubasa, who for this purpose are now taken to have a C-rank Support were to use their Lives on each other, the following would happen:

- If Hikari were to use her Live *Our Battlefield* (+5 Hit/Critical) on Tsubasa, both she and Tsubasa would gain +7 Hit/Critical for three turns.
- If Tsubasa were to use his Live *The Beginning* (+5 Critical/Evasion) on Hikari, both he and Hikari would gain +7 Critical/Evasion for three turns.

At Promotion, we shall say that *Our Battlefield* gains the effect to heal targeted allies for 5 HP per turn and *The Beginning* gains the effect to grant +3 DMG. Assuming that Hikari and Tsubasa have gained an A-rank Support by this point, the effects are as follows:

- If Hikari were to use her Live *Our Battlefield* (+5 Hit/Critical and +5 HP per turn) on Tsubasa, both she and Tsubasa would gain +11 Hit/Critical for three turns and heal 11 HP per turn.
- If Tsubasa were to use his Live *The Beginning* (+5 Critical/Evasion and +3 DMG) on Hikari, both he and Hikari would gain +11 Critical/Evasion and +11 DMG for three turns.

As such, a Live grows massively in power for every single Support rank the initiating Mirager and their partner share. It is this best to use Lives on fellow Support partners to get the most out of their power.



: We're really in sync, aren't we, Tsubasa? As long as you have my back, I have yours. That is, if you stop teasing me so much.



: For someone so noisy, you're really so reliable. And sure, I'll stop when you stop taking the bait.

Sessions

Whenever an enemy is within the attack range of two units with at least a C-rank Support, Miragers may use a Session **in lieu of a normal attack**. The initiating Mirager attacks as normal and resolves combat as normal, **but a follow-up attack is initiated by the other**

participating Mirager using their own stats after the normal course of combat. The targeted enemy does not get a counterattack on this follow-up attack.



: Alright. Let's get this over with. The name's Azusa. The squirts haven't beaten in as many Amanojaku heads as I have, so I'll help explain this part. Also, I've been looking for this!



: Kumon-senpai! It's....cool with you we borrowed your Mirage, right?



: We promise, we were going to give it back when you showed up!

An enemy **can only be targeted by one Session per turn**. Some enemies resistant to normal attacks can **have their resistance broken by the use of a Session**, rendering them vulnerable to normal attacks.



: Put simply; if an enemy's putting up more of a fight than usual, just gang up on 'em, like in this little diagram Princess Peach here made.

Sessions can only be initiated by a Mirager **once per turn**, but a **Mirager can participate in as many Sessions per turn as they like as long as they do not initiate the Session**, and only as long as all Miragers are within range.

A Session-activated follow-up attack **gains +2 DMG** for every Support rank above C. Furthermore, **Session-based follow-ups take into account Skills or weapon effects**, but effects that grant extra attacks do not activate, such as Brave weapons, Adept or similar effects. Even if the participating Mirager could otherwise double the enemy or attack multiple times, **they are restricted to a single attack**.

Mirage Arts can be used to Session by both an initiating and following Mirager, but **will use double the Biorhythm Charge** and have the **same restrictions as a normal attack** (cannot double and cannot be countered).



In this diagram, the attack ranges of Hikari and Tsubasa are shown in blue and green respectively. An enemy can only be targeted by a Session **if they are within attack range of both Miragers**.



: Basically, if Peach opens for me, I can follow up on that. Then Blue and I can open for Peach here, but she can't open for us. No fancy sh- I mean, stuff. Sorry. Tryin' not to swear in front of the kid. Pretty sure that'd be violatin' like five bylaws or somethin'.



: H-hey! You're not that much older than me.



: Only teasin'. She's really fired-up today, isn't she, Blue? Alright. I'm a tough gal, so take your best shot at the Angel-Faced Demon! Y'know, to test out try out a Session.

In this image, Hikari and Tsubasa are targeting Azusa for a Session attack. Hikari is at 2 Range, while Tsubasa is at Range 1, putting Azusa in range for both of their attacks.

Hikari initiates a Session, and combat proceeds as normal. Her Magic stat of 10, combined with the Might of Brisingamen at 5 allow her to deal a Total Damage of 15 over two attacks against Azusa's Resistance stat of 10, dealing a total damage of 10.

For the purposes of this explanation, Azusa's counterattack also hits, dealing 12 damage from a combination of her Aymr having a MT of 9, Azusa's Strength of 12 and Hikari's Defense of 9.



: Don't get ahead of yourself, kiddo. You're ten years too early to take on the champ, even from all the way over there.



: Don't count us out yet, Kumon-senpai. After all...



: ...that's my partner you're fighting! Keep your eyes on the prize!

After Hikari and Azusa have had their attacks, Tsubasa's Session activates. With his equipped Fragarach having a Might of 11, and a Strength of 12 against Azusa's Defense stat of 10, Azusa takes a further 13 damage.



: *Heh. Got me good there, Blue. You and the Princess there got a good thing going. It's gonna take more than that to take me down, though.*



: *We do make a good team, don't we, Tsubasa?*



: *Long as you can keep up, Hikari. Now come on, we got one more demonstration to make.*

Duets

Duets are only available to Miragers who have an **A-rank Support or above**. A Mirager that has access to a Duet cannot activate a Duet with another Mirager they do not have an A-rank with, and if they have more than one A-rank, or an S-rank, they can only activate the Duet specific to their Support with their Support partner.



: *That'll be these two, right here.*



: *Just me and Tsubasa, against the world! We can take 'em!*



: *Bring it, Azusa! We got your number, long as Hikari's got my back!*

A Duet is a **main action** and can only be initiated if both Miragers are within **Support range**, so three spaces.

Duets have a large degree of customization, and can be combined heal/buffs, area-of-effect damage or something else akin to a Mirage Art only usable by a single duo. As such, they are subject to GM approval. Regardless of effect, a Duet's effects can only last for three turns, and can only be used **once per map**. A Duet can be initiated by either Mirager, and **can use the stats of either Mirager for its effect**. Once a Duet is initiated by either Mirager, **neither Mirager can use it again until the end of the map**.

Regardless of the effects of the Duet, both Miragers **also gain the effect of the initiating Mirager's Live** and the initiating Mirager is treated as if they had used their Live, unable to activate a new Live for three turns. The Live activates **during the use of the Duet**, and so its bonuses apply to the Duet.



: Alright, Hikari! Let's show her what we're about!



: Comin' right at'cha, Tsubasa! Take the lead!

For the purposes of this demonstration, Hikari and Tsubasa have a Duet that multiplies their Might by x1.5 and heals both her and Tsubasa for HP equivalent to the higher of either of their Magic.

Tsubasa activates their Duet and initiates combat against Azusa. With his Strength stat of 12 and Fragarach's Might multiplied by x1.5 to a total of 17, Azusa now takes a total damage of 19 from Tsubasa. This calculation is deceptively simple; in actual combat conditions, a Duet would be far stronger, due to benefitting from a Live and the stat buffs of an A-rank or higher Support.



In this diagram, the Support ranges of Hikari and Tsubasa are shown in green. A Duet can only be initiated **if both participating Miragers are within Support range**.



: Oof...that smarts. Well done, you two. Now, if you excuse me, I'll go off and get patched up....



: Yay! We won! Kumon-senpai really is strong to shrug that off so casually, but we showed her what we're made of, huh?



: We really shone together that time. Now come on, I'm kinda hungry.



: *Ooh! We could try that stall next door! I've always wanted to try their taiyaki.,..*



: *Sure. Last one there pays for both of us!*



: *You...come back here! No fair!*

This is obviously only a small example of what a Duet can do made for this manual, as a Duet can have far different effects. This will, however, **depend on GM approval.**

Mirage Arts

Basic Mirage Forms

Type	Damage	Stat	RNG	MT	Hit	Crit	Special
Flare (Fire)/Wave (Water)	Magical	MAG	1-2	6	75	0	
Shock (Thunder)/Quake (Earth)	Magical	MAG	1-2	7	65	0	
Gale (Wind)/Bloom (Nature)	Magical	MAG	1-2	5	80	0	
Psi (Mind)/Chill (Ice)	Magical	MAG	1-2	5	70	10	
Flux (Dark)	Magical	MAG	1-2	7	65	0	
Flash (Light)	Magical	MAG	1-2	5	70	10	
Distortion (Cosmos)	Magical	MAG	1	7	75	0	
Shift (Chronos)	Magical	MAG	1	6	70	0	Instant follow-ups
Burst (Aether)	Magical	MAG	1	8	65	0	
Blade (Sword)	Physical	STR	1	7	70	5	
Glaive (Lance)	Physical	STR	1	8	75	0	
Club (Axe)	Physical	STR	1	9	65	0	
Arc (Bow)	Physical	STR	1-3	7	75	5	Eff. vs. Flying
Edge (Hidden)	Physical	STR	1-2	6	70	0	
Knuckle (Fist)	Physical	STR	1	7	75	0	Instant follow-ups
Lash (Whip)	Physical	STR	1	7	70	10	Can hit diagonal spaces
Sidearm (Light Gun)	Physical	MAG	1-2	6	75	0	
Long Gun (Heavy Gun)	Physical	MAG	1-2	8	70	0	

Magical Mirage Arts

Fire

Art Name	Effects	Minimum Level	Biorhythm Charges
Flare α	+2 MT	Lv. 1	15
Searing Flare	+1 MT, inflicts Poison for 2 turns	Lv. 1	15
Anti-Amanojaku Flare	+1 MT, WTA vs. Amanojaku	Lv. 1	15
Scorching Flare	+1 MT, reduces enemy RES by 2 for 2 turns	Lv. 1	15
Flare β	+3 MT, -1 AS	Lv. 5	10
Fusion Flare	+2 MT, Attack qualifies as Shot/Fire, -1 AS	Lv. 5	10
Reignition	+1 MT, doubles AT when under 50%, -1 AS	Lv. 5	10
Erupting Flare	+1 MT, adjacent enemies take half damage - RES, -1 AS	Lv. 5	10
Flare Σ	+4 MT, -2 AS	Lv. 15	7
Break Flare	+3 MT, ignores 2 points of enemy RES, -2 AS	Lv. 15	7
Ifrit Flare	+3 MT, inflicts Poison and Backfire for 2 turns, -2 AS	Lv. 15	7
Purifying Flame	+2 MT, effective vs. Amanojaku, -2 AS	Lv. 15	7
Flare Δ	+6 MT, -3 AS	Lv. 20	5
Ignite Lance	+4 MT, Attack qualifies as Glaive/Fire, +10 Critical, -3 AS	Lv. 20	5
PYRA-04 Flare	+3 MT, +1 MT for every 10 HP missing, -3 AS	Lv. 20	5
Laevateinn	+4 AT, ignores 5 points of RES, -3 AS	Lv. 20	5

Wind

Art Name	Effects	Minimum Level	Biorhythm Charges
Gale α	+2 MT	Lv. 1	15
Gust	+1 MT, inflicts -2 AS for 2 turns	Lv. 1	15
Tailwind	+1 MT, gains +2 AS for 2 turns	Lv. 1	15
Swift Wind	+1 MT, WTA against Flying	Lv. 1	15
Gale β	+3 MT, -1 AS	Lv. 5	10
Silent Wind	+2 MT, inflicts Silence for 2 turns, -1 AS	Lv. 5	10
Cutting Gale	+2 MT,+10 Crit , -1 AS	Lv. 5	10
Bewildering Gale	+2 MT, inflicts Confusion for 2 turns, -1 AS	Lv. 5	10
Gale Σ	+5 MT, -2 AS	Lv. 15	7
Sound Cancellation	+2 MT, effective against Biorhythm, -2 AS	Lv. 15	7
Hurricane	+3 MT, +1 range, -2 AS	Lv. 15	7
Guardian Wind	+2 MT, effective against Flying, -2 AS	Lv. 15	7
Gale Δ	+6 MT, -3 AS	Lv. 20	5
Wind Cutter	+5 MT, +2 range, -4 AS	Lv. 20	5
BOREA-05 Breeze	+4 MT, adjacent allies/self gain +3 AS for 2 turns, -3 AS	Lv. 20	5
Susanoo	+3 MT, doubles attacks made, -6 AS	Lv. 20	5

Thunder

Art Name	Effects	Minimum Level	Biorhythm Charges
Shock α	+2 MT	Lv. 1	15
Jolt	+1 MT, inflicts -10 Eva for 1 turn	Lv. 1	15
Plasma Bolt	+1 MT, inflicts -10 Dodge for 1 turn	Lv. 1	15
Crushing Shock	+1 MT, +5 Critical, -2 AS	Lv. 1	15
Shock β	+3 MT, -1 AS	Lv. 5	10
Wild Thunder	+1 MT, adjacent enemies take half AT - RES, -1 AS	Lv. 5	10
Lightning Orb	+2 MT, inflicts Paralyse for 1 turn, -1 AS	Lv. 5	10
Piercing Bolt	+2 MT, WTA against Draconic, -1 AS	Lv. 5	10
Shock Σ	+5 MT, -2 AS	Lv. 15	7
Thunder Reign	+2 MT, +5 Crit, doubles attacks made, -5 AS	Lv. 15	7
Parabolic Burst	+3 MT, inflicts Drain for 2 turns, -2 AS	Lv. 15	7
Magnetic Pulse	+2 MT, effective against Draconic, -2 AS	Lv. 15	7
Shock Δ	+6 MT, -3 AS	Lv. 20	5
Transcendent Bolt	+4 MT, +15 Critical, -3 AS	Lv. 20	5
MEGARA-03 Shock	+4 MT, inflicts Paralyse/-3 DR for 2 turns, -3 AS	Lv. 20	5
Vajrastra	+4 MT, reduces target Eva/Dodge by 15 for 2 turns, -3 AS	Lv. 20	5

Earth

Art Name	Effects	Minimum Level	Biorhythm Charge
Quake α	+2 MT	Lv. 1	15
Metal Crusher	+1 MT, WTA vs. Armored	Lv. 1	15
Jade Curtain	+1 MT, increases user's DR by 2 for 1 turn	Lv. 1	15
Sandstorm	+1 MT, inflicts Poison for 2 turns	Lv. 1	15
Quake β	+3 MT, -1 AS	Lv. 5	10
Rockfall	+2 MT, Attack qualifies as Strike/Earth, -1 AS	Lv. 5	10
Landslide	+1 MT, adjacent enemies take half AT - RES, -1 AS	Lv. 5	10
Faultline	+2 MT, reduces enemy DEF by 5 for 2 turns, -1 AS	Lv. 5	10
Quake Σ	+4 MT, -2 AS	Lv. 15	7
Earthshock	+3 MT, inflicts -3 DMG for 2 turns, -2 AS	Lv. 15	7
Basalt Armor	+3 MT, increase user DR by 3 for 1 turn, -2 AS	Lv. 15	7
Shattershock	+3 MT, effective against Armored, -2 AS	Lv. 15	7
Quake Δ	+6 MT, -3 AS	Lv. 20	5
GAIA-07 Quake	+4 MT, attack counts as Fist/Earth, -3 AS	Lv. 20	5
Adamant	+4 MT, increases user DR by 5 for 2 turns, -3 AS	Lv. 20	5
Gehenna	+8 MT, -5 AS	Lv. 20	5

Water

Art Name	Effects	Minimum Level	Biorhythm Charge
Wave α	+2 MT	Lv. 1	15
Yliaster	+1 MT, restores ½ damage as HP	Lv. 1	15
Whirlpool	+1 MT, inflicts Poison for 2 turns	Lv. 1	15
Geyser	+1 MT, doubles MT when over 50%	Lv. 1	15
Wave β	+3 MT , -1 AS	Lv. 5	10
Acid Rain	+2 MT, inflicts -2 DR for 2 turns, -1 AS	Lv. 5	10
Bloodbath	+2 MT, inflicts Drain for 2 turns, -1 AS	Lv. 5	10
Aqua Vida	+2 MT, regains 10% HP every turn for 3 turns, -1 AS	Lv. 5	10
Wave Σ	+4 MT, -2 AS	Lv. 15	7
Maelstrom	+3 MT, inflicts Backfire and Poison for 1 turn, -2 AS	Lv. 15	7
Fear Torrent	+2 MT, adjacent enemies take half AT-RES, -2 AS	Lv. 15	7
Eroding Water	+2 MT, effective against Armored, -2 AS	Lv. 15	7
Wave Δ	+6 MT, -3 AS	Lv. 20	5
Neptune	+4 MT, +10 Crit, -3 AS	Lv. 20	5
SERENA-01 Wave	+5 MT, +1 range, -4 AS	Lv. 20	5
Oceanic Fury	+2 MT, +1 MT for every 10% MHP the user has, -3 AS	Lv. 20	5

Nature

Art Name	Effects	Minimum Level	Biorhythm Charge
Bloom α	+2 MT	Lv. 1	15
Powder Bloom	+1 MT, inflicts Backfire for 2 turns	Lv. 1	15
Vile Roots	+1 MT, inflicts Drain for 2 turns	Lv. 1	15
Doomflower	+1 MT, inflicts Doom for 3 turns	Lv. 1	15
Bloom β	+3 MT, -1 AS	Lv. 5	10
Sap Strength	+2 MT, inflicts Addle for 1 turn, -1 AS	Lv. 5	10
Pollen Curtain	+2 MT, inflicts -15 Hit for 2 turns, -1 AS	Lv. 5	10
Intoxication	+2 MT, inflicts Confusion for 1 turn, -1 AS	Lv. 5	10
Bloom Σ	+4 MT, -2 AS	Lv. 15	7
Rage Blossom	+3 MT, inflicts Berserk for 1 turn, -2 AS	Lv. 15	7
Corpse Flower	+3 MT, inflicts Poison for 3 turns, -2 AS	Lv. 15	7
Somnic Seed	+3 MT, inflicts Exhaust for 3 turns, -2 AS	Lv. 15	7
Bloom Δ	+6 MT, -3 AS	Lv. 20	5
DISCORDIA-08 Bloom	+4 MT, inflicts Confusion for 3 turns, -3 AS	Lv. 20	5
Festerweed	+4 MT, inflicts Fragile and Drain for 2 turns, -3 AS	Lv. 20	5
Gaea Rage	+5 MT, +1 range, -4 AS	Lv. 20	5

Mind

Art Name	Effects	Minimum Level	Biorhythm Charge
Psi α	+2 MT	Lv. 1	15
Neurocrash	+1 MT, WTA vs. Biorhythm	Lv. 1	15
Telekinesis	+1 MT, inflicts -10 EVA for 2 turns	Lv. 1	15
Biodisruption	+1 MT, inflicts Backfire for 1 turn	Lv. 1	15
Psi β	+3 MT, -1 AS	Lv. 5	10
Psywave	+2 MT, targets lower of DEF or RES, -1 AS	Lv. 5	10
Nerve Wrecker	+2 MT, inflicts Sick for 2 turns, -1 AS	Lv. 5	10
Rhythm Ender	+2 MT, inflicts Exhaust for 1 turn, -1 AS	Lv. 5	10
Psi Σ	+4 MT, -2 AS	Lv. 15	7
Brainshock	+3 MT, inflicts Backfire for 2 turns, -2 AS	Lv. 15	7
Neural Expansion	+2 MT, adjacent enemies take half AT-RES, -2 AS	Lv. 15	7
Mental Incursion	+2 MT, effective against Biorhythm, -2 AS	Lv. 15	7
Psi Δ	+6 MT, -3 AS	Lv. 20	5
Fold Distortion	+4 MT, inflicts Silence and Confusion for 2 turns, -3 AS	Lv. 20	5
FREYA-02 Overload	+3 MT, effective against AmanoJaku and Biorhythm, -3 AS	Lv. 20	5
Phantasmagoria	+8 MT, -4 AS	Lv. 20	5

Ice

Art Name	Effects	Minimum Level	Biorhythm Charge
Chill α	+2 MT	Lv. 1	15
Ice Shard	+1 MT, guarantees follow-ups	Lv. 1	15
Deathly Chill	+1 MT, +3 MT if target is >50% HP	Lv. 1	15
Frosting	+1 MT, inflicts -10 Eva for 1 turn	Lv. 1	15
Chill β	+3 MT, -1 AS	Lv. 5	10
Diamond Dust	+2 MT, inflicts -2 AS for 2 turns, -1 AS	Lv. 5	10
Icicle Shower	+2 MT, WTA vs. Flying enemies, -1 AS	Lv. 5	10
Blizzard	+2 MT, inflicts Fragile for 1 turn, -1 AS	Lv. 5	10
Chill Σ	+4 MT, -2 AS	Lv. 15	7
Avalanche	+3 MT, inflicts Frozen for 1 turn, -2 AS	Lv. 15	7
Cocytus Pain	+3 MT, inflicts Backfire for 2 turns, -2 AS	Lv.15	7
Glacial Strike	+2 MT, effective vs. Flying units, -2 AS	Lv. 15	7
Chill Δ	+6 MT, -3 AS	Lv. 20	5
Crystallisation	+4 MT, inflicts Fragile for 3 turns, -3 AS	Lv. 20	5
TITANIA-00 Wrath	+4 MT, +3 MT if enemy is >50% HP, -3 AS	Lv. 20	5
Niflheim	+3 MT, Freezes target/adjacent targets for 1 turn, -3 AS	Lv. 20	5

Light

Art Name	Effects	Minimum Level	Biorhythm Charge
Flash α	+2 MT	Lv. 1	15
Banishing Flash	+1 MT, WTA vs. Amano-jaku	Lv. 1	15
Disorientate	+1 MT, WTA vs. Mounted	Lv. 1	15
Barrier Light	+1 MT, +2 DR during combat	Lv. 1	15
Flash β	+3 MT, -1 AS	Lv. 5	10
Searing Light	+2 MT, ignores 5 DR, -1 AS	Lv. 5	10
Branding	+2 MT, inflicts Backfire for 1 turn, -1 AS	Lv. 5	10
Shimmering Light	+2 MT, restores $\frac{1}{2}$ damage dealt as HP, -1 AS	Lv. 5	10
Flash Σ	+4 MT, -2 AS	Lv. 15	7
Blinding Flash	+3 MT, +10 Critical, -2 AS	Lv. 15	7
Graceful Light	+3 MT, 3 DR during combat, -2 AS	Lv. 15	7
Purge	+2 MT, effective vs. Amano-jaku, -2 AS	Lv. 15	7
Flash Δ	+6 MT, -3 AS	Lv. 20	5
Eternal Peace	+4 MT, +3 MT vs. enemies under 50% HP, -3 AS	Lv. 20	5
Starlight	+4 MT, ignores target Skills and buffs, -3 AS	Lv. 20	5
Type-WION Flash	+4 MT, attack counts as Cannon/Light, -3 AS	Lv. 20	5

Dark

Art Name	Effects	Minimum Level	Biorhythm Charge
Flux α	+2 MT	Lv. 1	15
Weaken	+1 MT, inflicts -5 Hit/Eva for 1 turn	Lv. 1	15
Terrorize	+1 MT, inflicts Fear for 1 turn	Lv. 1	15
Shadowspike	+1 MT, WTA vs. Mounted	Lv. 1	15
Flux β	+3 MT, -1 AS	Lv. 5	10
Nightmare	+2 MT, inflicts Sleep for 1 turn, -1 AS	Lv. 5	10
Contagion	+2 MT, inflicts Contagious Sick for 2 turns, -1 AS	Lv. 5	10
Pulsing Shadow	+2 MT, WTA vs. Armored, -1 AS	Lv. 5	10
Flux Σ	+4 MT, -2 AS	Lv. 15	7
Ghastly Wail	+2 MT, +2 MT if the target suffers from any statuses, -2 AS	Lv. 15	7
Dark Shroud	+2 MT, adjacent enemies take half AT-RES, -2 AS	Lv. 15	7
Frailty	+3 MT, inflicts Exhaust for 2 turns, -2 AS	Lv. 15	7
Flux Δ	+6 MT, -3 AS	Lv. 20	5
Disharmony	+3 MT, +3 MT vs. enemies with any statuses or debuffs, -3 AS	Lv. 20	5
Arkan Song	+4 MT, disables enemy Skills for 1 turn, -3 AS	Lv. 20	5
Type-GUYNEMER Flux	+4 MT, attack counts as Lance/Dark, -3 AS	Lv. 20	5

Cosmos

Art Name	Effects	Minimum Level	Biorhythm Charge
Distortion α	+3 MT	Lv. 1	15
Ripple	+1 MT, WTA vs. Biorhythm	Lv. 1	15
Void	+1 MT, removes 10% of enemy RES for 2 turns	Lv. 1	15
Falldown	+1 MT, WTA vs. Mounted	Lv. 1	15
Distortion β	+4 MT, -1 AS	Lv. 5	10
Dissolve	+1 MT for every 10 HP above 50% target MHP, -1 AS	Lv. 5	10
Wane	+2 MT, inflicts Confusion for 2 turns, -1 AS	Lv. 5	10
Transmute	+2 MT, WTA vs. Armored, -1 AS	Lv. 5	10
Distortion Σ	+6 MT, -2 AS	Lv. 15	7
Black Hole	Adds 10% of target's MHP as AT, -2 AS	Lv. 15	7
Null Zone	+2 MT, adjacent enemies take half AT-RES, -2 AS	Lv. 15	7
Vacuum	+4 MT, effective vs. Biorhythm, -2 AS	Lv. 15	7
Distortion Δ	+8 MT, -3 AS	Lv. 20	5
Singularity	+3 MT, adds 10% of target MHP as AT, -3 AS	Lv. 20	5
Type-PROWLER Distortion	+5 MT, removes 10% of enemy RES for 3 turns, -3 AS	Lv. 20	5
Annihilation Chant	+3 MT, +2 MT for every 10% MHP above 50% target MHP, -3 AS	Lv. 20	5

Chronos

Art Name	Effects	Minimum Level	Biorhythm Charge
Shift α	+3 MT	Lv. 1	15
Disphase	+1 MT, inflicts -5 Hit and Evasion for 1 turn	Lv. 1	15
Clockwarp	+1 MT, WTA vs. Amanojaku	Lv. 1	15
Pendulum	+1 MT, +5 Hit on even turns and +5 Eva on odd turns	Lv. 1	15
Shift β	+4 MT, -1 AS	Lv. 5	10
Reverse	+2 MT, inflicts -10 Hit and Evasion for 1 turn, -1 AS	Lv. 5	10
Quicktime	Guarantees 2 attacks but no more, -1 AS	Lv. 5	10
Hourglass	+2 MT, +10 Critical on even turns and +15 Hit on odd turns, -1 AS	Lv. 5	10
Shift Σ	+6 MT, -2 AS	Lv. 15	7
Circadia	+4 MT, effective vs. Amanojaku, -2 AS	Lv. 15	7
Desync	+4 MT, inflicts -10 Hit and Evasion for 1 turn, -2 AS	Lv. 15	7
Decrepify	+4 MT, effective vs. Armored, -2 AS	Lv. 15	7
Shift Δ	+8 MT, -3 AS	Lv. 20	5
Clockwork	+5 MT, +15 Hit on even turns and +4 MT on odd turns, -3 AS	Lv. 20	5
Type-NAKAJIMA Shift	+3 MT, guarantees 2 attacks but no more, -3 AS	Lv. 20	5
Entropy Song	+3 MT, +1 MT for every 10% MHP below 100% target MHP, -3 AS	Lv. 20	5

Aether

Art Name	Effects	Minimum Level	Biorhythm Charge
Burst α	+3 MT	Lv. 1	15
Life Drain	+1 MT, restores 1/2 DMG dealt as HP	Lv. 1	15
Cleansing Burst	+1 MT, WTA vs. Amano j aku	Lv. 1	15
Counter Song	+1 MT, WTA vs. Thrown/Bow/Force	Lv. 1	15
Burst β	+4 MT, -1 AS	Lv. 5	10
Shield Chant	+2 MT, +3 DR against Range 2 weapons, 1 AS	Lv. 5	10
Reverting Choir	+2 MT, reverts enemy stat changes, -1 AS	Lv. 5	10
Disrupting Song	+2 MT, WTA vs. Biorhythm, -1 AS	Lv. 5	10
Burst Σ	+6 MT, -2 AS	Lv. 15	7
Silencing Stream	+4 MT, inflicts Silence for 1 turn, -2 AS	Lv. 15	7
Forceful Voice	+4 MT, targets lower of RES or DEF, -2 AS	Lv. 15	7
Resonance	+3 MT, adjacent enemies take half AT-RES, -2 AS	Lv. 15	7
Burst Δ	+8 MT, -3 AS	Lv. 20	5
Graceless Dawn	+5 MT, inflicts Backfire and Poison for 2 turns, -3 AS	Lv. 20	5
Type-BUCCANEER Burst	+3 MT, 25%+LCK chance to multiply AT by x1.3, -3 AS	Lv. 20	5
Universe Fragment	+5 MT, attacks qualifies as Sword/Aether, -3 AS	Lv. 20	5

Physical Mirage Arts

Axe

Art Name	Effects	Minimum Level	Biorhythm Charge
Smash	+2 MT, +10 Hit	Lv. 1	15
Helm Splitter	+2 MT, ignores 3 points of DEF	Lv. 1	15
Resilient Strike	+2 MT, +2 DEF during combat	Lv. 1	15
Focused Blow	+2 MT, +10 Critical	Lv. 1	15
Steel Crusher	+3 MT, enemy loses 5 DEF for 1 turn, -1 AS	Lv. 5	10
Slow Strike	+3 MT, +2 MT if enemy is faster than user, -1 AS	Lv. 5	10
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation), -1 AS	Lv. 5	10
Monster Breaker	+3 MT, WTA vs Amanojaku, -1 AS	Lv. 5	10
Diamond Blow	+3 MT, guarantees follow-ups, -2 AS	Lv.15	7
Fierce Slam	+4 MT, -2 AS, target is moved back a space after combat and Paralysed for 1 turn if they are pushed into terrain	Lv. 15	7
Armored Blow	+4 MT, +3 DEF during combat. -2 AS	Lv. 15	7
Spiteful Strike	+4 MT, ignores DR, -2 AS	Lv. 15	7
Vicious Strike	+6 MT, ignores 5 points of DEF, -3 AS	Lv. 20	5
Rambunctious Sweep	+3 MT, adjacent enemies take half AT – DEF, -3 AS	Lv. 20	5
Elemental Burst	+5 MT, attack qualifies as element of choice (determined at Character Creation), -3 AS	Lv. 20	5
Type-AMOU Strike	+8 MT, +15 Critical, -3 AS	Lv. 20	5

Sword

Art Name	Effects	Minimum Level	Biorhythm Charge
Wrath Strike	+3 MT, +10 Hit	Lv. 1	15
Sunder	+2 MT, +10 Critical	Lv. 1	15
Haze Slash	+2 MT, +10 Eva	Lv. 1	15
Grounder	+2 MT, WTA vs. Flying, -1 AS	Lv. 1	15
Furious Strike	+4 MT, +15 Hit, -1 AS	Lv. 5	10
Crushing Blade	+3 MT, ignores 5 DEF, -1 AS	Lv. 5	10
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation), -1 AS	Lv. 5	10
Bane of Monsters	+3 MT, WTA vs. AmanoJaku, -1 AS	Lv. 5	10
Finesse Blade	+5 MT, +15 Hit, -2 AS	Lv. 15	7
Cut Through	+4 MT, user moves to space behind target, -2 AS	Lv.15	7
Mistsplitter	+4 MT, ignores all DR, -2 AS	Lv. 15	7
Hexblade	+4 MT, targets lower of DEF/RES, -2 AS	Lv. 15	7
Brave Blade	+6 MT, +10 Critical, -3 AS	Lv. 20	5
Windsweep Slash	+4 MT, reduces enemy counterattacks by 1, -3 AS	Lv. 20	5
Elemental Burst	+5 MT, attack qualifies as element of choice (determined at Character Creation), -3 AS	Lv. 20	5
Type-KAZANARI Blade	+6 MT, +25 Critical against targets under 50% HP, 3 AS	Lv. 20	5

Lance

Art Name	Effects	Minimum Level	Biorhythm Charge
Tempest Rush	+3 MT, +10 Hit	Lv. 1	15
Iron Judgment	+2 MT,+10 Critical	Lv. 1	15
Counter Charge	+2 MT, WTA vs. Mounted	Lv. 1	15
Shatter Strike	+2 MT, enemy loses 10 Evade for 1 turn	Lv. 1	15
Sonic Jab	+3 MT, +2 MT if enemy is slower than user, -1 AS,	Lv. 5	10
Bio Lance	+2 MT, restores ½ DMG dealt as HP, -1 AS	Lv. 5	10
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation), -1 AS	Lv. 5	10
Penetrate	+3 MT, effective vs. Armored, -1 AS	Lv. 5	10
Hit and Run	+4 MT, user moves back one space after combat, -2 AS	Lv.15	7
Dragonslayer	+2 MT, effective against AmanoJaku, -4 AS	Lv. 15	7
Impale	+4 MT, target is unable to leave space for 1 turn, -2 AS	Lv. 15	7
Dual Strike	+4 MT, hits twice immediately. -5 AS	Lv. 15	7
Primal Force	+8 MT, -3 AS	Lv. 20	5
Elemental Burst	+5 MT, attack qualifies as element of choice (determined at Character Creation), -3 AS	Lv. 20	5
Knightslayer	+5 MT, effective against Armored and Mounted, -3 AS	Lv. 20	5
Type-TSUKUYOMI Lance	+5 MT, +4 MT if target is suffering from ailments, -3 AS	Lv. 20	5

Bow

Art Name	Effects	Minimum Level	Biorhythm Charge
Curved Shot	+1 MT,+10 Hit	Lv. 1	15
Hawkshot	+2 MT, +1 Range, -3 AS	Lv. 1	15
Waning Shot	+1 MT, Enemy loses 3 DMG for 1 turn	Lv. 1	15
Burst Bullet	+1 MT, Enemy loses 3 RES for 1 turn	Lv. 1	15
Sonic Arrow	+2 MT, +1 range, -2 AS	Lv. 5	10
Anti-Amanojaku Arrow	+2 MT, effective vs. Amanojaku, -1 AS	Lv. 5	10
Elemental Infusion	+2 MT, attack qualifies as element of choice (determined at Character Creation), -1 AS	Lv. 5	10
Blasting Arrow	+2 MT, +10 Critical, -1 AS	Lv. 5	10
Heavy Draw	+3 MT, +15 Hit, -2 AS	Lv. 15	7
Pin Down	+3 MT, target cannot move for 1 turn, -2 AS	Lv.15	7
Point Blank	+3 MT, strikes at 1 range only, hits twice consecutively, cannot double otherwise	Lv. 15	7
Rain of Arrows	+3 MT, adjacent enemies take half AT-DEF, -2 AS	Lv. 15	7
Heaven's Bow	+4 MT, +15 Hit, -3 AS	Lv. 20	5
Elemental Burst	+4 MT, attack qualifies as element of choice (determined at Character Creation), -3 AS	Lv. 20	5
Myriad Arrows	+3 MT, doubles attacks made, -6 AS	Lv. 20	5
Type-YUKINE Shot	+5 MT, +2 range, -6 AS	Lv. 20	5

Fist

Art Name	Effects	Minimum Level	Biorhythm Charge
Assault Dive	+2 MT, +10 Hit	Lv. 1	15
Oni-Kagura	+2 AS	Lv. 1	15
Venom Fist	+2 MT, inflicts Poison for 2 turns	Lv. 1	15
Enduring Fist	+2 MT, inflicts Sick for 2 turns	Lv. 1	15
Tiger Drop	+3 MT, eff. vs. Mounted, -1 AS	Lv. 5	10
Drain Punch	+2 MT, restores ½ damage dealt, -1 AS	Lv. 5	10
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation), -1 AS	Lv. 5	10
Overwhelm	+3 MT, +10 Critical if enemy has positive stat changes, -1 AS	Lv.5	10
Flux Fissure	+4 MT, ignores all DR, -2 AS	Lv. 15	7
Fading Blow	+4 MT, user moves one space away from the enemy after combat, -2 AS	Lv. 15	7
Rushing Blow	+4 MT, user moves behind the enemy after combat, -2 AS	Lv. 15	7
Frenzy	+4 MT, +10 Critical, -2 AS	Lv. 15	7
Hundred-Crack Fist	+5 MT, doubles attacks made, -6 AS	Lv. 20	5
Elemental Burst	+5 MT, attack qualifies as element of choice (determined at Character Creation), -3 AS	Lv. 20	5
Type-TACHIBANA Drive	+6 MT, targets lower of RES/DEF, -3 AS	Lv. 20	5

Whip

Art Name	Effects	Minimum Level	Biorhythm Charge
Slash Dance	+3 MT, +10 Hit	Lv. 1	15
Flay	+2 MT, +10 Critical	Lv. 1	15
Mist Rush	+2 MT, guarantees follow-ups	Lv. 1	15
Corrosive Slash	+2 MT, inflicts -5 RES for 1 turn.	Lv. 1	15
Swift Lash	+4 MT, +15 Hit, -1 AS	Lv. 5	10
Vampire Killer	+3 MT, eff. vs. Amano-jaku, -1 AS	Lv. 5	10
Dominate	+3 MT, inflicts -5 DEF for 1 turn, -1 AS	Lv. 5	10
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation), -1 AS	Lv. 5	10
Cat's Cradle	+5 MT, inflicts Paralyse for 1 turn, -2 AS	Lv.15	10
Subjugate	+5 MT, +10 Critical if enemy has negative stat changes, -2 AS	Lv. 15	7
Crescent Sweep	+3 MT, adjacent enemies take half damage - DEF. -2 AS	Lv. 15	7
Punishment	+5 MT, +10 Critical if target has attacked allies already, -2 AS	Lv. 15	7
Elemental Burst	+5 MT, attack qualifies as element of choice (determined at Character Creation), -3 AS	Lv. 20	7
Morningstar	+5 MT, effective vs. Amano-jaku and Biorhythm	Lv. 20	5
Type-MARIA Lash	+4 MT, doubles attacks made, -6 AS	Lv. 20	5
Viper Swing	+6 MT, +1 range, -3 AS	Lv. 20	5

Hidden

Art Name	Effects	Minimum Level	Biorhythm Charge
Needle Run	+1 MT, +10 Hit	Lv. 1	15
Poison Needle	+1 MT, inflicts Poison for 2 turns	Lv. 1	15
Dream Needle	+1 MT, inflicts Sleep for 1 turn	Lv. 1	15
Blinding Slash	+1 MT, inflicts -10 Hit for 1 turn	Lv. 1	15
Binding Strike	+2 MT, inflicts -2 AS for 1 turn, -1 AS	Lv. 5	10
Double Fangs	+1 MT, guarantees follow-ups, -3 AS	Lv. 5	10
Elemental Infusion	+2 MT, attack qualifies as element of choice (determined at Character Creation), -1 AS	Lv. 5	10
Foul Play	+2 MT, +10 Critical if enemy is suffering from ailments, -1 AS	Lv.5	10
Backdash Strike	+3 MT, user moves backwards 1 space after turn	Lv. 15	7
Misericorde	+3 MT, +15 Critical if enemy is under 50% HP, -2 AS	Lv. 15	7
Nerve Puncture	+3 MT, inflicts Silence for 1 turn, -2 AS	Lv. 15	7
Pralaya	+3 MT, inflicts Fear for 1 turn, -2 AS	Lv. 15	7
Hail of Blades	+3 MT, doubles attacks made, -6 AS	Lv. 20	5
Type-TSUKUYOMI Saws	+4 MT, +15 Critical, -3 AS	Lv. 20	5
Type-SERENA Blades	+4 MT, reduces enemy damage by 5 for 3 turns, -3 AS	Lv. 20	5
Elemental Burst	+4 MT, attack qualifies as element of choice (determined at Character Creation), -3 AS	Lv. 20	5

Light Gun

Art Name	Effects	Minimum Level	Biorhythm Charge
Snapshot	+1 MT, +10 Hit	Lv. 1	15
Armor Piercer	+1 MT, inflicts -5 DEF for 1 turn	Lv. 1	15
Double Tap	+3 AS	Lv. 1	15
Lead Target	+1 MT, +2 MT if target is slower than user	Lv. 1	15
Origin Disrupt	+2 MT, inflicts Backfire for 2 turns, -1 AS	Lv. 5	10
Mage Breaker	+2 MT, effective vs. Biorhythm, -1 AS	Lv. 5	10
Elemental Infusion	+2 MT, attack qualifies as element of choice (determined at Character Creation), -1 AS	Lv. 5	10
Riot Gun	+2 MT, ignores 5 DEF, -1 AS	Lv. 5	10
Sidestep	+3 MT, user may step into 1 adjacent side space after combat, -2 AS	Lv. 15	7
Pursuit	+3 MT, user moves forward one space after combat, -2 AS	Lv. 15	7
Tracer Shot	+3 MT, inflicts -15 Eva during combat, -2 AS	Lv. 15	7
Bullet Dodger	+3 MT, +15 Eva during combat, -2 AS	Lv. 15	7
Burst Shot	+4 MT, +15 Hit, -3 AS	Lv. 20	5
Bullet Time	+3 MT, doubles attacks made, -4 AS	Lv. 20	5
Elemental Burst	+4 MT, attack qualifies as element of choice (determined at Character Creation), -3 AS	Lv. 20	5
Execution Shot	+4 MT, +15 Critical against targets under 50% HP, -3 AS	Lv. 20	5

Heavy Gun

Art Name	Effects	Minimum Level	Biorhythm Charge
Target Lock	+1 MT,+10 Hit	Lv. 1	15
Beam Strike	+2 MT, +1 Range, -3 AS	Lv. 1	15
Vault Breaker	+1 MT, WTA vs. Armored	Lv. 1	15
Thermal Beam	+1 MT, inflicts Poison for 2 turns	Lv. 1	15
Corroding Beam	+2 MT, inflicts -3 DEF for 1 turn, -1 AS	Lv. 5	10
Suppressor Laser	+2 MT, +10 Critical against buffed enemies, -1 AS	Lv. 5	10
Elemental Infusion	+2 MT, attack qualifies as element of choice (determined at Character Creation), -1 AS	Lv. 5	10
Refraction Beam	+2 MT, WTA vs. Biorhythm, -1 AS	Lv. 5	10
Cover Fire	+3 MT, user moves backward one space after combat, -2 AS	Lv.15	7
Alpha Strike	+3 MT, range 1 only, strikes twice and no more, -4 AS	Lv. 15	7
Laser Focus	+3 MT, +15 Hit, -2 AS	Lv. 15	7
Demolisher	+3 MT, ignores terrain and DR, -2 AS	Lv. 15	7
Daedalus Strike	+6 MT, range 1 only, strikes twice and no more, -6 AS	Lv. 20	5
Thermite Laser	+4 MT, effective vs. Armored, -3 AS	Lv. 20	5
Elemental Burst	+4 MT, attack qualifies as element of choice (determined at Character Creation), -3 AS	Lv. 20	5
Type-KOHINATA Cannon	+5 MT, +2 Range, -4 AS	Lv. 20	5

Support Arts

Healing

All Healing Mirage Arts require the Healer Special.

Art Name	Effects	Minimum Level	Range	Biorhythm Charge
Salve α	Restores 5+MAG HP	Lv. 1	1	15
Awaken	Restores MAG HP and heals Sleep, Berserk, Fear and Exhaust	Lv. 5	1	10
Soothe	Restores MAG HP and heals Drain, Backfire, and Poison	Lv. 5	1	10
Re-Enervate	Restores MAG HP and heals Doom, Frozen and Fragile	Lv. 5	1	10
Salve β	Restores 10+MAG HP	Lv. 5	1	10
Rejuvenate	Restores MAG HP and heals Addle, Sick and Silence	Lv. 5	1	10
Energize	Restores MAG HP and heals Turncoat, Berserk and Confusion	Lv. 5	1	10
Clear	Restores MAG HP and removes stat debuffs	Lv. 5	1	10
Multi-Salve α	Restores MAG HP	Lv. 5	All adjacent allies	7
Salve Σ	Restores 15+MAG HP	Lv. 15	1	7
Multi-Salve β	Restores MAG HP	Lv. 15	All adjacent allies	7
Physic-Salve α	Restores MAG HP	Lv. 15	1-MAG/2	7
Physic-Salve β	Restores 10+MAG HP	Lv. 20	1-MAG/2	5
Salve Δ	Restores 15+MAG HP and removes all debuffs	Lv. 20	1	5
Multi-Salve Δ	Restores 5+MAG HP	Lv. 20	All adjacent allies	5
Body Salve	Restores 15+MAG HP and removes all physical statuses	Lv. 20	1	5
Mind Salve	Restores 15+MAG HP and removes all mental statuses	Lv. 20	1	5

Supportive

Art Name	Effects	Minimum Level	Range	Biorhythm Charge
Again	Target may move again; 1 additional target is added at Lv 5 and 20, can be cast with a Live	-	1-2	-
Rala Song	+15 Evade for 3 turns	Lv. 1	Self-1	10
Gala Song	+15 Hit for 3 turns	Lv. 1	Self-1	10
Fala Song	+5 DR for 3 turns	Lv. 1	Self-1	10
Vala Song	+5 DMG for 3 turns	Lv. 1	Self-1	10
Dala Song	+10 Critical for 3 turns	Lv. 1	Self-1	10
Cala Song	+10 Dodge for 3 turns	Lv. 1	Self-1	10
Rana Song	-15 Evade for 3 turns	Lv. 1	1-3	10
Gana Song	-15 Hit for 3 turns	Lv. 1	1-3	10
Fana Song	-5 DR for 3 turns	Lv. 1	1-3	10
Vana Song	-5 DMG for 3 turns	Lv. 1	1-3	10
Dana Song	-10 Critical for 3 turns	Lv. 1	1-3	10
Cana Song	-10 Dodge for 3 turns	Lv. 1	1-3	10
Soldier's Chant	Target ignores WTD penalties for 3 turns	Lv. 5	Self-1	7
Ward Prayer	Target is immune to ailments and debuffs for 3 turns	Lv. 5	Self-1	7
Rebellious Roar	Target gains +20 Critical but takes +3 DMG for 3 turns	Lv. 5	Self-1	7
Haze Chant	Target's stat changes are removed	Lv. 5	1-3	7
Mist Chant	Target's non-stat status changes are removed	Lv. 5	1-3	7
Insult	Forces targeted enemy to use next turn to attack user	Lv. 5	1-3	7
Barrier Field	Target gains MAG/2 HP as a barrier for 1 turn	Lv. 15	Self-1	7
Focusing Chant	Target's next attack is x1.5 stronger	Lv. 15	Self	Free
Exposing Song	Target loses WTA and terrain bonuses for 3 turns	Lv. 15	1-3	7
Harmonizing	Target's WTA bonuses are doubled for 2 turns	Lv. 15	Self-1	7
Labyrinth of Time	Target is teleported to adjacent tile of user	Lv. 15	1- MAG/2	7
Wings of Goodbye	Target is teleported to a tile within range	Lv. 15	1- MAG/2	7
Metanoia	Target gains +30 Critical but takes +5 DMG for 3 turns	Lv. 20	Self-1	5
Dimension Diva	Target gains all -ala effects for 3 turns	Lv. 20	Self-1	5
Abyssal Diva	Target gains all -ana effects for 3 turns	Lv. 20	1-3	5
Raise Spirits	Heals self for higher of MAG/2 or STR/2 HP	Lv. 20	Self	5
Distortion Shield	Reflects next Physical attack on target; reflects do not stack	Lv. 20	Self-1	5
Bioscatter Shield	Reflects next Magical attack on target; reflects do not stack	Lv. 20	Self-1	5

Debilitating

Art Name	Effects	Minimum Level	Range	Biorhythm Charge
Slowing Song	Inflicts -15 Evade for 2 turns	Lv. 1	1-3	15
Dizzying Song	Inflicts -15 Hit for 2 turns	Lv. 1	1-3	15
Blunting Song	Inflicts -10 Critical for 2 turns	Lv. 1	1-3	15
Misfortune Song	Inflicts -10 Dodge for 2 turns	Lv. 1	1-3	15
Bioscramble	Inflicts Poison for 3 turns	Lv. 5	1-3	10
Biodrain	Inflicts Drain for 2 turns	Lv. 5	1-3	10
Rhythm Jam	Inflicts Backfire for 3 turns	Lv. 5	1-3	10
Perish Song	Inflicts Doom for 3 turns	Lv. 5	1-3	10
Lullaby	Inflicts Sleep for 2 turns	Lv. 15	1-3	7
Hallucinate	Inflicts Confusion for 2 turns	Lv. 15	1-3	7
Contaminate	Inflicts Sick for 2 turns	Lv. 15	1-3	7
Quieten	Inflicts Silence for 2 turns	Lv. 15	1-3	7
Enervate	Inflicts Addle for 2 turns	Lv. 15	1-3	7
Terrify	Inflicts Fear for 2 turns	Lv. 15	1-3	7
Weakness	Inflicts -5 STR/MAG and DEF for 2 turns	Lv. 15	1-3	7
Freeze	Inflicts Frozen for 2 turns	Lv. 15	1-3	7
Plague Call	Inflicts Contagious Sick and Poison for 3 turns	Lv. 20	1-3	5
Exhaustion	Inflicts Confusion and Backfire for 3 turns	Lv.20	1-3	5
Suppression	Inflicts Fragile and Exhaust for 3 turns	Lv. 20	1-3	5
Brainshock	Seals Mirage Arts for 3 turns	Lv. 20	1-3	5

Item List

Consumables

Item Name	Effects	QL
Healing Kit α	Heals 10 HP	3
Healing Kit β	Heals 15 HP	3
Healing Kit Σ	Heals 30 HP	3
Healing Kit Δ	Heals 30 HP, removes ailments and debuffs	1
Healing Spray α	Heals 5 HP, cannot revive allies from 0 HP	5
Healing Spray Σ	Heals 10 HP, cannot revive allies from 0 HP	5
Healing Spray Δ	Heals 20 HP, cannot revive allies from 0 HP	3
Adrenaline	Cures Sleep and prevents it for 1 turn	3
Lozenges	Cures Silence and prevents it for 1 turn	3
Cough Syrup	Cures Backfire and prevents it for 1 turn	3
Echinacea	Cures Sick (and Contagious Sick) and prevents it for 1 turn	3
AppStim	Cures Poison and prevents it for 1 turn	3
Red Album	Cures Berserk/Turncoat and prevents it for 1 turn, refreshes Duet and Live cooldowns when used	3
Stimulant	Cures Addle and prevents it for 1 turn	3

Bravery Incense	Cures Fear and prevents it for 1 turn	3
Instant Noodles	Cures Freeze and prevents it for 1 turn	3
Coagulant	Cures Drain and prevents it for 1 turn	3
BALAL Antigen	Cures Doom and prevents it for 1 turn	3
Stimulants	Cures Confusion and prevents it for 1 turn	3
Instant Coffee	Cures Exhaust and prevents it for 1 turn	3
Calcium	Cures Fragile and prevents it for 1 turn	3
Bagua	Cures all debuffs and ailments and prevents them for 1 turn	3
Beef Udon	Raises HP and MHP by 15, reducing bonus by 5 every turn.	3
Smile Burger	Raises STR by 6, reducing bonus by 2 every turn.	3
Santa Soda	Raises MAG by 6, reducing bonus by 2 every turn	3
Caneles	Raises SKL by 6, reducing bonus by 2 every turn	3
Moon Dango	Raises LCK by 6, reducing bonus by 2 every turn	3
Bockwurst	Raises DEF by 6, reducing bonus by 2 every turn	3
Spring Water	Raises RES by 6, reducing bonus by 2 every turn	3

Breakfast Tea	Raises SPD by 6, reducing bonus by 2 every turn	3
Arginade	Raises Hit by 15, reducing bonus by 5 every turn	3
Staminan X	Raises Eva by 15, reducing bonus by 5 every turn	3
Tauriner	Raises Crit by 15, reducing bonus by 5 every turn	3
Dr. Salt	Raises Dodge by 15, reducing bonus by 5 every turn	3
Gashapon Prize	Restores non-BC Resources if any by 3	1
Receptor Serum	Restores BC by 3 for a single Mirage Art	2
Receptor Stimulant	Restores BC by 3 for all Mirage Arts	1
V-type Antigen	Resets cooldowns for Lives, Sessions and Duets	1
Quartz Fold Serum	Doubles Support bonuses while under the effect of a Live for the duration of the Live	1

Equipment

Item Name	Effects
Expert Belt	+1 DMG, +5 Hit
Muscle Belt	+1 DMG, +5 Eva
Cracked Shield	+2 DMG, -2 DEF/RES
Cursed Mirror	+10 Crit, -10 Dodge
Apple Seed	+5 Skill Activation Chance
Zodiac Charm	+10 Skill Activation Chance
Speed Anklet	+1 MOV
Targeting System	+10 Hit
Red Muffler	+10 Eva
Green Mask	+2 AS
Honu Charm	+2 RES
Emru Charm	+2 DEF
Prayer Beads	Heals 5 HP at beginning of Turn
Condensed Quartz	+5 Critical
Biorhythm Enhancer	Doubles BC recovery