How your characters grow

Each of your characters has nine parameters or statistics which you can increase by various means. These parameters are HP, MP, Str, Vit, Spr, Dex, Mag, Spd, and Luck. These parameters are percentages that determine how your characters perform in battle and can be improved by various means such as getting experience, using items, or devouring monsters.

A character’s statistics can be improved by:
- gaining experience
- using items such as HP Plus
- increasing his or her weapon
- improving his or her weapon
- improving monsters using the Command Ability “Devour”
- increasing monsters using the Command Ability “Recovery”
- improving monsters using the Command Ability “Junction”
- devouring monsters using the Command Ability “Erase”

Each time a character gains experience, his or her statistics will increase. The amount of experience needed to level up increases as the character gains more experience. You can check your character’s stats by accessing the “Status” screen via the main menu. Access the “Status” screen to see how many experience points your characters have gained and how many levels they need to reach the next level. As the parameters only grow slowly, you will want to boost them. There are several ways of doing this:

- gaining items such as HP Plus
- increasing experience
- using items such as HP Plus
- increasing monsters using the Command Ability “Devour”

When you confront one or several monsters the screen changes to battle mode. The camera will zoom out, showing your party and your opponents from various angles. Your characters are unprepared when the battle starts. They will be able to attack only after the order in which monsters and characters can act is determined by their order in the battle party. The “Junction” chapter explains about GFs and their abilities.

Maximum figures

All parameters have a maximum above which they stop increasing. Once they have reached this maximum, they stop increasing. If, for example, a character already has a Strength of 255, increasing the Character Ability “Str+40%” will not increase this figure. At level 100 a character will receive no more experience points.

Battle

Battle ensues when you meet hostile people or monsters. Some battles are set encounters (Screenshot 1). This means that a confrontation is inevitable at a certain point in the adventure or when you enter a certain location (Screenshot 2). Other battles are random. You will automatically enter them whenever you wander around the world map or walk across a forest.

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Battles serve various purposes:
- As you overcome certain opponents the story evolves.
- You can obtain valuable items and rare items.
- You can obtain valuable magic.
- You can obtain useful items and rare items.
- You can get valuable magic.

Characters statistics

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Increased by HP Plus</th>
<th>Increased by MP Plus</th>
<th>Increased bydex Plus</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP (Hit Points)</td>
<td>HP Plus</td>
<td>HP+20%</td>
<td>HP+40%</td>
</tr>
<tr>
<td>MP (Magic Points)</td>
<td>MP Plus</td>
<td>MP+20%</td>
<td>MP+40%</td>
</tr>
<tr>
<td>Str (Strength)</td>
<td>Str Plus</td>
<td>Str+20%</td>
<td>Str+40%</td>
</tr>
<tr>
<td>Vit (Vitality)</td>
<td>Vit Plus</td>
<td>Vit+20%</td>
<td>Vit+40%</td>
</tr>
<tr>
<td>Spr (Spirit)</td>
<td>Spr Plus</td>
<td>Spr+20%</td>
<td>Spr+40%</td>
</tr>
<tr>
<td>Spd (Speed)</td>
<td>Spd Plus</td>
<td>Spd+20%</td>
<td>Spd+40%</td>
</tr>
<tr>
<td>Luck</td>
<td>Luck Plus</td>
<td>Luck+20%</td>
<td>Luck+40%</td>
</tr>
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</table>

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You can try to damage monsters with:
- physical attacks (Screenshot 3)
- junctioned Command Abilities
- magic (your own or magic drawn from the monster) (Screenshot 4)
- GFs' attacks (GFs' attacks are drawn from the monster) (Screenshot 5)
- special items

You can revive, heal or support party members with:
- healing items (Screenshot 6)
- junctioned Command Abilities
- magic (your own or magic drawn from the monster) (Screenshot 4)
- GFs' attacks (GFs' attacks are drawn from the monster) (Screenshot 5)
- recovery items