

# *FINAL KISMET BATTLE SYSTEM*

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Action Rapid Battle® (ARB) functions with two core mechanics: Active Time Stage and Lethal Attack.

## *Active Time Stage (ATS)*

The player has 24 seconds to select an action and target(s) when the ARB meter is full. You can view the status of the Active Time Stage by its visual indicator on the battle HUD.

If no action is taken after 24 seconds, the character's ARB meter will reset to 0 and the character will be damaged 25% of their max HP. This only affects characters' ARB, not enemies.

Physical attacks use the character's Strength attribute along with weapon durability to determine the resulting damage.

Magick attacks use the character's Magick attribute along with the ability's power value to determine the resulting damage.

## *Dual*

Fractional attack dealing up to 5 combo-hits when the action 'Dual' is selected during battle.

Combo hits can range from 2 hits, 3 hits in a single turn, up to a maximum of 5 hits.

The action 'Dual' is replaced with 'Revert'.

## *Lethal Attack*

This is similar to a critical hit. Lethal Attack has an on-the-fly counter with a 16/32% chance of occurring. When performed, it resets the target's ARB meter to 0, cancelling their action-in-queue and inflicts the Slow status if the target is not immune. The character's celerity and other attributes do not factor its chance of activating.

## *Lethal Strike*

This attack differentiates from Lethal Attack slightly; it can be optionally executed by pressing a 3-button sequence.

First, the press and hold  button, then press    // buttons, order when a character is queued and their turn is currently in action. This 3-button input buffer is only active if you execute the Assail action. Lethal Strike does not affect the target's ARB meter or inflict the Slow status.

## *Turn Order*

Allows the ability to disable switching characters' turns for a more traditional turn-based style.

## *All Lucky 3s*

All Lucky 3s occur when a unit's HP lands on exactly 3333, displaying the in-battle message: **"All Lucky 3s!"**

This occurs only when this condition is true and after a character's initial turn is complete. It hits a target three times in a fixed amount of 3333. It continues to occur until the character's HP no longer lands on 3333.

## *Lucky 3rd Timing*

EXP is multiplied by a factor of x3.0 if a battle is won when the game time is exactly 3:33 (three hours, thirty-three minutes); seconds are not counted. It only occurs if the battle won is on this exact time.

## *NG<*

New Game Redigere (New Game<, "New Game Down") is unlocked after completing the game or receiving a GAME OVER seven (7) times.

In NG<, items and skills are retained and random encounters reduce character EXP as characters Level Down; down to Level 1.

In this mode, the ATS Meter is reduced to six (6) seconds and characters are damaged 45% of their max HP if no action is taken.

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# FINAL KISMET ROLE SYSTEM

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Below are 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 sliver 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.

**Chrism Magus**; attire are robes with all-white color palette and partial-face covered White Mask. Chrism 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 Reaver 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 Final Kismet Prologue plays in relation, while the Warrior of Fate theme plays while sorting comrades and character roles.