

Dramoth

Hexer

PRO

7

ERU

8

VIT

7

ALA

8

H.P. 16

M.P. 8

F.P. 4

Focus

Hex: Roll 1d6. Places a random curse de-buff onto an enemy (these do not stack; except for EXH or Magic Drain)

- [1] = EXH
- [2] = ALA -3
- [3] = SLP (once per target)
- [4] = -2 to DEF rolls
- [5] = Magic Drain (-2 M.P.)
- [6] = Atk roll -2

F.P. Meter



Status

Spells

- Warp Wire
- Shock Spear
- Cure Ailment
- Blizzard

Features

Weapons

Daggers
Bows

Armor

None

- No Remorse: If a weapon attack would leave an enemy with 1 H.P. it kills instead
- You may spend a battle action to use hex, or spend 2 F.P. to choose which hex instead of rolling

Inventory

- Bandit Cloak
- Dagger (MEL)
- 3 Health Potions (4 H.P.)
OR 1 Mana Potion (3 M.P.)