

ZODIAC Quick Reference Sheet

DERIVED STATS

STAT NAME	BASE VALUE	INCREASES
Hit Points	30	+5 per 1 Vitality Increases at level-up
Magic Points	5	+1 per 1 Spirit Increases at level-up
Attack Power	0	+1 per 2 Strength Modified by Weapon
Magic Attack Power	0	+1 per 2 Magic +1 per level*
Strength Dice	1	+1 per 100 Strength
Magic Dice	1	+1 per 100 Strength
Accuracy	80	+1 per 5 Agility
Magic Accuracy	0	+1 per 5 Magic
Evade	0	+1 per 5 Agility
Resist	0	+1 per 10 Vitality +1 per 10 Spirit
Critical Chance	3	+1 per 15 Agility
Max Tech Levels	5	+1 per 2 Magic

*Up to a maximum of +45 MAP at Level 45.

LEVEL-UP

When you gain a level, you gain 1d4+1 HP, 1d2-1 MP, and 3 stat points. Your Tech Points also increase (see below). Remember that you may only increase any one stat by 2 per level. At every 5th experience level and at level 99, increase all your stats by and additional +2. At level 60 and beyond, you gain an additional point per level to spend on any stat you choose. MAXIMUM stat value is 250; if any stat increases beyond 250 due to the automatic +2 bonus, you must re-allocate the extra points among your other stats.

TECH POINTS

EXPERIENCE LEVEL ACHIEVED	TECH POINTS GAINED	BONUS TO TOTAL TECH POINTS
1 (New Character)	10	MAG * 1
2-9	2	MAG * 1
10-19	4	MAG * 1.5
20-29	6	MAG * 2
30-39	10	MAG * 2.5
40-49	20	MAG * 3
50-59	30	MAG * 4
60+	10	MAG * 4

Remember that Magic provides a bonus to your TOTAL Tech Points, NOT the Tech Points you gain at each level.

TECH POINT COSTS

TECH LEVEL	TECH POINT COST
1	8
2	15
3	30
4	60
5	125
6	250

COMBAT

- Your chance to hit with a normal attack is (Accuracy – Target’s Evade). If you are attacking a monster with Flight, and do not have a long-range weapon, you have a penalty of –60 to your Accuracy. ALL Techs are considered long-range.
- If you hit, damage dealt is (*Weapon Damage * 5*) + *Total Attack Power*.
- Weapon Damage is a number of dice equal to your Strength Dice. The type of die is determined by the weapon- d6 for Light, d8 for Medium, and d10 for Heavy. AP is modified by the weapon.
- Magical damage such as the Magical Attack Tech is handled the same way...
(*Spell Damage * 5*) + *Total Magic Attack Power*
- Spell Damage is a number of dice equal to your Magic Dice, and the type of die is determined by the spell’s Power Level. MAP is also modified by the spell.
- Monsters carry (Level * 35) Experience Points and (Level * 15) Gold. Drop Items have a 30% chance to drop.
- Boss Monsters carry (Level * 150) Experience Points and (Level * 75) Gold. Bosses have 10x their base HP and 2x their base MP. Bosses with Drop Items will also drop them when defeated.
- *Weakness* means the character takes double damage from attacks of that element.
- *Resistance* means the character takes half damage from attacks of that element.
- *Immunity* means the character takes no damage from attacks of that element.
- *Lesser Absorbency* means the character takes no damage from attacks of that element, and instead regains an amount of HP equal to half the damage rolled.
- *Greater Absorbency* means the character takes no damage from attacks of that element, and instead regains an amount of HP equal to the damage rolled.