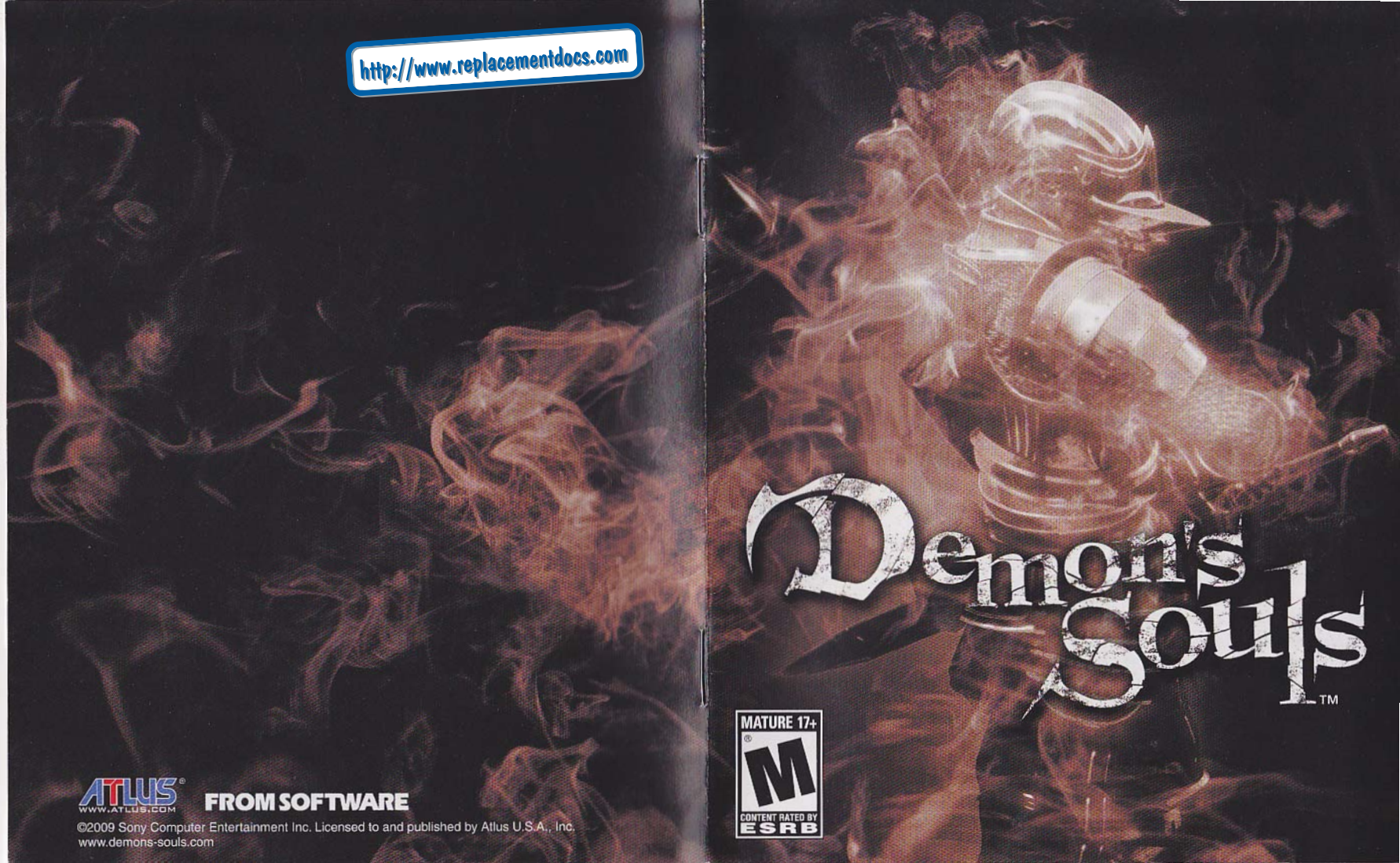


<http://www.replacementdoes.com>



Demon's Souls™

MATURE 17+
M
CONTENT RATED BY
ESRB

ATLUS
WWW.ATLUS.COM

FROM SOFTWARE

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www.demons-souls.com

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor-function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Demon's Souls™

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GETTING STARTED

PLAYSTATION®3 system

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Demon's Souls disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the S button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

CONTROLLER



	Action	Main Menu
Directional buttons	Change equipment	Select headings
Right stick	Control camera	n/a
Left stick	Move character	n/a
L1 button	Left-hand weapon action (p.13) / Use spell/miracle	Toggle pages of list headings
L2 button	Left-hand weapon action	Toggle display menu
R1 button	Right-hand weapon action / Two-handed action, Use spell/miracle	Toggle pages of list headings
R2 button	Right-hand weapon action / Two-handed action	Toggle display menu
R3 button	Reset camera / Lock onto/release target	n/a
○ button	Sprint / Roll / Step back / Cancel	Cancel
× button	Talk / Check / Confirm / Hold to display gesture menu	Confirm / Display command menu (Inventory)
△ button	Toggle one-handed/two-handed use	Toggle status display
□ button	Use item	Toggle item list display / Remove equipment (Inventory)
START button	Open main menu	Close main menu
SELECT button	Write/recommend messages (p.19) / Rate other players	Display help text (Status)

Long ago...

The people who united the world by the power of Souls awakened the Old One with their insatiable desires. The Old One brought with it a thick, colorless fog and hordes of demons; half the world and countless Souls were lost.

The ancients sealed the dozing beast inside the Rexus and entrusted six elders with six precious Archstones. One to the king of a small yet diligent land, one to the king of the burrowers underground, one to the wise queen of the great Ivory tower, one to the chieftain of lost and ill-fortuned souls, one to the shaman of the tempest-worshiping shadowmen, and the last to the great giants of the Northern Lands.

In the present day, the northern kingdom of Boletaria, ruled by King Allant the twelfth, was abruptly swallowed by a strange, colorless fog. None who dared penetrate the deep fog ever returned, until Valliarfax of the Twin Fangs broke free and told the world of Boletaria's plight.

The Old King Allant aroused the Old One, the great beast below the Rexus, from its eternal slumber, which brought the colorless fog, unleashing terrible demons that hunted men and claimed their Souls. Those who lost their Souls also lost their minds. The mad attacked the sane, and chaos reigned.

The legend spread quickly. Mighty warriors were drawn to the accursed land, but none have returned. The colorless deep fog now slowly creeps beyond Boletaria's borders, and humankind faces a slow and steady extinction as the deep fog will eventually swallow all lands near and far.

But Boletaria has one final hope. A lone warrior has braved the baneful fog...
Has the land found its savior, or have the demons found a new slave?

Character Creation

Creating a New Profile

A new character's facial structure and sex are entirely customizable. You can use the right analog stick during the face editing process to rotate the model of the character's whole body. After entering a name and editing the character, select OK. A maximum of four profiles can be created.



Selecting a Starting Class

The starting class affects the character's initial stats. Starting stats and equipment can have a dramatic effect on the game's initial difficulty, so refer to p.22 for the list of starting classes and select one that will fit your play style. As the game progresses, however, any class can be developed according to the player's wishes. The starting class places no restrictions on equipment and grants no benefits to stat growth.



Saving, Loading, and Ending the Game

Game data is automatically saved by profile. If a character dies in combat, it will be returned to the Archstone at the beginning of the current area. To end the game, access System on the main menu (p.11) and select End Game. If you wish to play a character saved under another profile, go to System, select Load Profile (p.11), and choose a profile to load from the list.



Body and Soul

Living Body and Soul Form

After a living player dies, they will return to the Nexus in Soul form. In Soul form, the character's body emits a faint glow, and its maximum HP will be a fraction of its full capacity. To regain your living body from Soul form, you must defeat a major demon or use a Stone of Ephemeral Eyes.

A player in Soul form can also enter another player's world as either a Phantom or a Black Phantom (p.20) and complete a certain objective to return to his own world as a living body.



A Guide to the Onscreen Display



- 1 HP gauge. When in Soul form, maximum HP is a fraction of a living body's.
- 2 MP gauge. Spells and miracles consume MP.
- 3 Stamina gauge. Attacking, sprinting, evading, and guarding deplete stamina; when the bar is depleted, you cannot perform these actions. This gauge recovers automatically.
- 4 Status conditions are displayed here as icons (p.14).
- 5 Current location.
- 6 Current equipment. Press up, down, left, or right on the directional buttons to switch equipment (p.12).
- 7 Number of Souls on hand. Gain Souls by defeating enemies or using certain items.

Main Menu

Inventory

You can view, use, or discard items. Press the left and right directional buttons to move between the item types and press the \times button to confirm. Press the \square button to view more information about an item.



Using/Dropping Items

Select an item and press the \times button, and then select Use Item. To discard an unwanted item, select Drop. Equipped items cannot be dropped, so unequip them first.

Icon Explanations

- | | | | |
|--|-----------------------|--|----------------------|
| | Item weight | | Durability |
| | Attack type | | Magical attack power |
| | Physical attack power | | Damage reduction % |

About Item Burden

The player cannot pick up any items if the maximum item burden has been reached. In this case, you must either drop or deposit (p.16) items to reduce your item burden. Dropped items can be reclaimed until you leave the area. If you drop more than 30 items in an area, they will begin disappearing in the order in which they were dropped.



Equipment

Here, you can equip two weapons in each hand, a helmet, armor, gauntlets, and leggings, as well as up to five expendable items, one type each of arrows and bolts, and two rings.

- Two left-hand weapons and two right-hand weapons
- Helmet, armor, gauntlets, and leggings
- Expendable items
- Arrows and bolts
- Rings



Changing Equipment

You can press the button while viewing equipment lists to see more detailed information. Equipment stats that are superior to your current equipment's stats will be displayed in blue, and inferior equipment stats will be displayed in red. If you wish to remove a piece of equipment, select the piece to remove and press the button.



About Equipment Burden

The player's movement will be slowed if the total weight of your equipment exceeds half your maximum equipment burden. Items, arrows, bolts, and rings are not counted toward this total. If the maximum equip burden is surpassed, it will become difficult to move around.



Weapon Attributes

A Weapon Type/Attack Type

Weapon types include Rapier, Bow, Shield, etc. Attack type is the sort of damage it deals: different weapons will do either normal, blunt, slash, or pierce damage.

B Attack Attributes

A weapon's rating for physical, magical, and fire attacks. Depending on the player's stats, these attacks may be adjusted. The total adjustments are displayed with a plus or minus sign to the right of the attack power.

Stat Bonuses: There are six ranks of stat bonuses, S/A/B/C/D/E, where S is the highest. The higher the rank, the more it will enhance your attack power. A "—" indicates no bonus.

Special Effects: These show the status ailments a weapon may inflict. The higher the number, the stronger the effect. A high Critical number indicates more damage when delivering a critical attack (p.13). Bows and crossbows will show a projectile range, while catalysts and talismans will show the spell or miracle assist rating.

C Guard Stats

Damage reduction lessens the damage taken from physical and magic attacks, while guard break reduction lessens stamina depletion upon successfully blocking an attack.

D Stats Needed, etc.

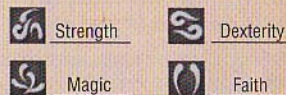
The stats needed to effectively use a weapon, along with its durability (p.10) and weight.



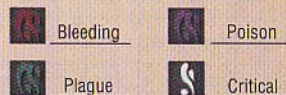
Attack Type Icons



Stat Bonus Icons



Special Effect Icons

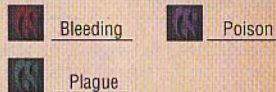


Stats Needed Icons



Armor Attributes

- A Equip Conditions:**
Indicates which sex can equip the armor.
- B Defense ratings:**
The armor's rating against each type of attack.
- C Ailment resistances:**
Resistances to bleeding, poison, and plague.
- D Durability, etc.:**
The armor's weight and durability. When an item loses durability through repeated use, it must be repaired at a blacksmith (p.15) or it will lose effectiveness.



Status Screen Icons

- Vitality:** Affects HP, item burden
- Intelligence:** Affects MP, spell memory
- Endurance:** Affects stamina, equip burden, fire defense, bleeding/poison resistance
- Strength:** Affects attack power
- Dexterity:** Affects attack power, fall damage
- Magic:** Affects spell strength
- Faith:** Affects miracle memory, miracle strength, magic defense
- Luck:** Affects item drop rate, plague resistance
- Soul Level:** Shows the level your Soul has reached
- HP:** Max HP is halved when in Soul form
- MP:** Used to cast spells/miracles
- Stamina:** Used when attacking, running, guarding, or rolling
- Equip Burden:** Shown as the current burden out of the maximum burden
- Item Burden:** Shown as the current burden out of the maximum burden
- Ring Effect:** Effect of the equipped rings
- Obtained Souls:** Total Souls on hand
- Memory:** Spells/miracles (p.17) currently memorized

Note: All stats also affect your physical defense

World Tendency

The Soul tendency of each area and the player can be seen here. Actions like dying and defeating certain enemies causes the World Tendency to shift between white, grey, and black, affecting enemy strength and a player's stats in Soul form. New enemies and passages may also appear at certain World Tendencies.



System

You can adjust settings, load profiles (p.5), and end the game (p.5) here.



Options

Select "OK" when finishing settings. If you select "DEFAULT," all options will be reset.

Camera Left/Right: When set to Reverse, the left and right controls on the right stick will be reversed.

Camera Up/Down: When set to Reverse, the up and down controls on the right stick will be reversed.

Camera Speed: The higher the setting, the faster the camera will rotate.

Vibration: The vibration can be set in 10 increments. The higher the number, the stronger the vibration will become. When it is 0, the vibration will be turned off.

Show Blood: Turn ON for the blood to be displayed red. Turn OFF for no blood to be displayed. Set to Mild for the blood to be displayed green.

Subtitles: Turn ON for subtitles to be displayed. Turn OFF for them not to be displayed.

HUD (Heads-Up Display): Turn ON for onscreen information to be displayed. Turn OFF for it not to be displayed.

Brightness: Adjusts the brightness of the screen. The higher the number, the brighter it will be.

Music: Adjusts the volume of the BGM. The higher the number, the louder it will be. When it is 0, the music will be turned off.

Sound Effects: Adjusts the volume of the sound effects. The higher the number, the louder the sound effects will be. When it is 0, the sound effects will be turned off.

Voice: Adjusts the volume of voices. The higher the number, the louder the voices will be. When it is 0, the voices will be turned off.

Actions

Player Actions

Moving/Climbing Over

Lightly push the left stick to walk, or heavily to run. When running into an object or barrier, if there is a small height difference, hold the left stick to climb over it. Some barriers cannot be climbed over.



Sprint/Sprinting Attack

Hold down the \bigcirc button while running to sprint, which consumes stamina. Press the R1 button while sprinting to do a sprinting attack.



Rolling/Rolling Attack

Use the \bigcirc button + the left stick to roll, which can dodge enemy attacks. Press the R1 button while rolling to perform a rolling attack.



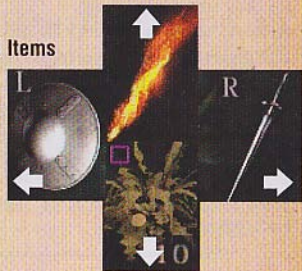
Back Step

Press the \bigcirc button while stationary to step back and dodge enemy attacks. Press the R1 button afterwards to perform a sprinting attack.



Switching Between Equipment, Spells/Miracles, and Items

The directional buttons correspond to right- and left-hand equipment, spells/miracles, and items. Pressing one of the directional buttons will switch what's currently equipped in the corresponding slot.



Left-Hand Weapon Actions

With Small Shield

Press the L1 button to guard. If the L2 button is pressed at the exact moment the enemy's attack is about to hit, you will parry. (Some attacks cannot be parried.) Pressing the R1 button after parrying will execute a critical attack.

With Large Weapon/Shield

Press the L1 button to guard enemy attacks. Press the L2 button to attack.

With Small Weapon

Press the L1 button to attack. If the L2 button is pressed at the exact moment the enemy's attack is about to hit, you will parry. (Some attacks cannot be parried.) Pressing the R1 button after parrying will execute a critical attack.

Right-Hand Weapon Actions

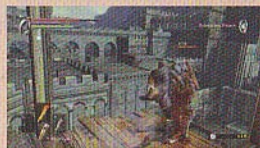
Shoving Attack

Press the R1 button while tapping forward on the left stick to shove the enemy away and break their guard. Rapiers and curved swords will do a special evasive attack instead.



Critical Attack

Attacking from behind or immediately after parrying will deal more damage than a regular attack. Some enemies are immune to being critically attacked.



Precision Shooting

You must aim the bow to perform precision shots. These cannot be done with a crossbow. Press the L1 button with a readied bow to switch to precision shooting. Press the up/down buttons to zoom in/out. To exit the precision shooting mode, press the L1 button.



Status Effects

Status Effects

A player's status changes according to such things as equipment, the effects of spells, miracles, and items, or ailments inflicted by the enemy. Status effects are displayed as icons under the stamina gauge.



	Bleeding. HP steadily lowers. Recovers with time.		Increased resistance to some or all status ailments.
	Poisoned. HP steadily lowers; the effect of healing items is halved. Recovers with time.		Condition where the character's stats have increased.
	Plagued. HP quickly lowers; the effect of healing items is halved; stamina recovery is slowed. Recovers after a long time.		Attack/defense is increased while HP is low.
	Right-hand weapon damaged. Its durability is below 30% and its performance will suffer.		Automatically recovering HP/MP, or stamina recovery speed is increased.
	Left-hand weapon damaged. Its durability is below 30% and its performance will suffer.		Harder for enemies to detect your character.
	Helmet damaged. Its durability is below 30% and its performance will suffer.		The amount of Souls you gain from defeating enemies is increased.
	Armor damaged. Its durability is below 30% and its performance will suffer.		You will be automatically resurrected when HP is reduced to 0 by damage.
	Gauntlets damaged. Their durability is below 30% and their performance will suffer.		Prevented from using spells, though you can still use miracles.
	Leggings damaged. Their durability is below 30% and their performance will suffer.		Fall damage is decreased.
	The attack power of your weapon is increased.		Attract enemies' attention, causing them to attack more aggressively.
	The strength of your spells is increased.		Lowers the rate at which weapon durability decreases.
	Your defense is increased.		Direct Hit damage is increased, but all other types of damage are decreased.

The Nexus

Those Who Have Fled the Demons

Only a few remain in Boletaria that are still in possession of their Souls. By speaking to them, you may learn things, hear their requests, or agree to trade Souls in exchange for services.



Upgrading Weapons

To upgrade your weapons, bring Ores and Souls to the blacksmith Boldwin and select "Upgrade Weapon." After selecting a weapon to upgrade, the resulting weapon, required materials, and required number of Souls will be displayed. Select OK to proceed with the upgrade. If a weapon with a completely different name is displayed after selecting a weapon to upgrade, that weapon can be forged into a new one.



There may be another blacksmith who can perform upgrades that Boldwin cannot, including those involving Demon's Souls. Should you meet him in the field somewhere, don't neglect to talk to him.



Repairing Equipment

Blacksmiths can also repair equipment. After selecting "Repair Equipment," select a piece of equipment to repair. A piece of equipment's performance will decrease if its durability falls below 30%, so it would be wise to repair them frequently.



Depositing/Taking Items

Stockpile Thomas will keep items for you. Whether you choose to Deposit an item or Take one, you may select an item from the resulting list.



Buying Items

The blacksmith Baldwin will sell you items, as will some characters you meet in the field. Talk to a vendor and select "Buy Item" to see their stock, and then press the left and right directional buttons to toggle between the item types. Select the item you wish to buy and then select how many you wish to purchase. Items cannot be sold.



Raising Stats

You can strengthen your character by talking to the Maiden in Black and selecting "Seek Soul Power." From there, select a stat to increase from the menu, which displays how many Souls each increase will cost. As the character's Soul level increases, each enhancement will cost more Souls. (See p.10 for the effects of various stats.)



Acquiring Spells/Miracles

As you progress through the game, you can learn spells and miracles. You need at least 10 Magic and Intelligence points to learn spells, and 10 Faith points to learn miracles. Spells can be learned from Freke's Apprentice and miracles can be learned from the Disciple of God, among others. A teacher's menu of spells/miracles indicates how many Souls each one costs. Some spells or miracles may require a particular Demon's Soul.



Remembering Spells/Miracles

Spells/miracles must be remembered in order to be used. You can only remember a limited number of spells/miracles, determined by certain stats. To remember a spell or miracle you have previously learned, talk to someone who teaches magic and select "Remember Spell/Miracle."



In the Field

Objects

When your character approaches an object that can be manipulated, a message will appear describing an action you can perform with the X button. Some places can only be accessed during certain World Tendencies (p.11), so keep experimenting.



Battles

You cannot defeat enemies simply by swinging your weapon. You must consider the enemy's equipment, attack patterns, and your surroundings. If you find yourself surrounded and stumped, try changing your weapons and battle tactics. Remember to keep the menu closed during combat, as you cannot attack or otherwise act while it is open.



Surroundings

When in narrow corridors, attack with small or thrusting weapons so that your attack does not hit the walls.



Number of Enemies

Against multiple enemies, it may be wise to use a weapon with a wide attack arc, or to lure them in one at a time with spells and arrows.



Enemy's Equipment

Heavily equipped foes move slowly, so if your equipment is light, you can easily flank them. Two-handing your weapon also makes it easy to break an enemy's guard.

Other Worlds (Online Play)

In online play, the actions of every player on the server affect the World Tendency (p.11). The following features of Demon's Souls are also available online:

Wandering Apparitions

You will be able to see apparitions of other players on the same field. By paying attention to their actions, you may gain clues to the location of hidden passages or items.



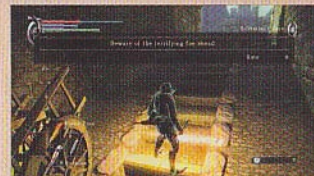
Other Players' Bloodstains

Touch bloodstains you find to view the actions of another player just before their death. The frequency of bloodstains and actions in replays act as a warning of strong enemies or traps ahead.



Hint Messages

Other players may leave hints on the ground for you to read. After reading one, press the SELECT button to recommend the message. Recommending another player's message will fully recover their HP. You may also leave your own hints by pressing the SELECT button to bring up the Write Message menu, and then filling in the blanks as appropriate.



Note: For detailed information on Demon's Souls online play, visit www.demons-souls.com.

Multiplayer

One way to regain your living form is the multiplayer mode. By becoming a Phantom or Black Phantom while in Soul form, you can enter another player's world. The objective differs depending on what form of multiplayer you choose: become a Phantom to help another player defeat a demon, or become a Black Phantom and invade another player's world to hunt and kill him. Either way, once your objective has been completed, you will be resurrected in your world.

Cooperative Play

To enter cooperative play, a living player must be in a field where a major demon remains to be defeated. If a player in Soul form on that same field has used a Blue Eye Stone and has a similar Soul level, the living player will be able to see the resulting Soul Sign. Touching it will allow the living player to summon the other player as a Phantom and work together to defeat the demon. If the living player or the Phantom uses a White Eye Stone, the Phantom will return to his own world. Up to two Phantoms may be summoned at once. If the living player and Phantom successfully defeat the major demon, then the Phantom will be resurrected in his own world. If the Phantom dies, he will be sent back to his world with no penalty. After cooperative play ends, all players involved will be able to rate each other, regardless of how play ended.



Invading Other Worlds

If a player in Soul form uses a Black Eye Stone, the game will search for a player's world for him to invade, after which the player will automatically become a Black Phantom and invade that world. Another player's world can only be invaded if he is living; players in Soul form cannot be invaded. The Black Phantom's objective is to hunt and kill the living player, while the living player can summon up to two Phantoms to assist him in defeating off the Black Phantom.

If the Black Phantom succeeds, he will be resurrected in his own world. However, if he dies from the environment during the invasion, or voluntarily returns to his own world with a White Eye Stone, his Soul level will decrease by one. Players invaded by a Black Phantom can rid themselves of the invader by using the Banish miracle, entering an area with a major demon, or defeating the Black Phantom in combat. If a Black Phantom is killed by the player he invaded, he will be sent back to his world with no other consequences.

Challenge Play

Using a Red Eye Stone, players can be summoned into another player's world to duel them for Souls. Red Eye Stones work much like Blue Eye Stones, except they create a Red Soul Sign in living players' worlds, which will summon the player who created the Red Soul Sign as a Black Phantom. Players can use the Red Eye Stone while living, but upon being summoned, they will change into Soul form. Once summoned, the two players can fight it out. The defeated player will lose a Soul level while the winning player will earn the Souls that were traded to reach that Soul level.



Starting Classes

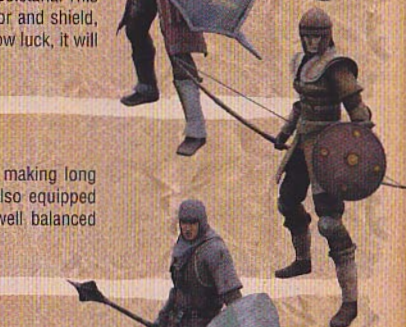
Soldier

A low-class soldier that always stands at the frontline of battle-grounds. This is the standard soldier type with especially high vitality and hard armor. Besides a straight sword, they are equipped with a spear, thus broadening their battle style.



Knight

A knight class of a rather advanced area of southern Boletaria. This is a character that is equipped with hard metal armor and shield, and thus, excels in defense, but because they have low luck, it will be difficult to obtain items.



Hunter

A specialist at outdoor activities. Their specialty is making long range sniping attacks with a long bow. They are also equipped with leather armor and a battle axe, so they are well balanced overall.



Priest

A soldier of the cloth that believes in the God of this world. This is a tough character that is equipped with chain mail and shield. They can heal themselves with miracles, but their lack of dexterity makes them poor at handling advanced weapons.

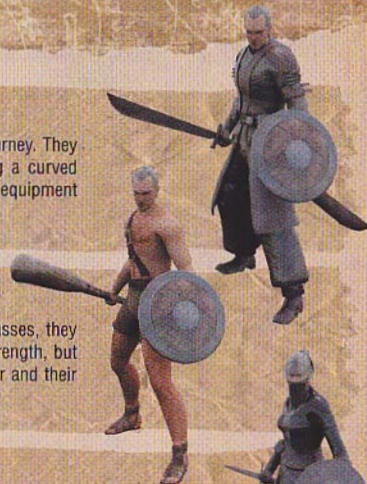


Magician

A commoner that officially learned spells. They have already learned two spells, called "Flame Toss" and "Water Veil." Since their weapon is small and they lack in defense, they don't do too well with hand-to-hand combat.

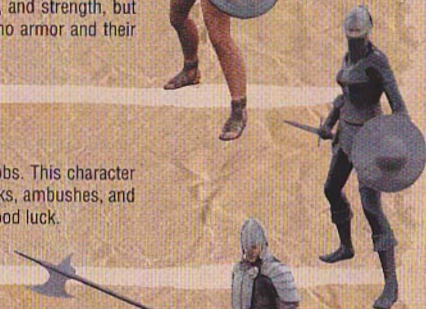
Wanderer

A lightly equipped soldier that continues an aimless journey. They have especially high dexterity and are skilled at using a curved sword. They also have high luck, but because their initial equipment is shabby, they are weak to attacks.



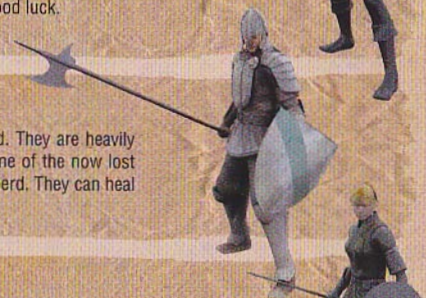
Barbarian

A person from a primitive civilization. Out of all the classes, they have the highest Soul level, vitality, endurance, and strength, but their initial equipment is the worst. They have no armor and their only weapon is a club.



Thief

They are hired by royalty and engage in dirty jobs. This character is good at sneaky tactics such as surprise attacks, ambushes, and critical attacks after parrying. They have very good luck.



Temple Knight

A special knight that protects the temple of God. They are heavily clad soldiers wearing white armor with the name of the now lost first temple and mow down enemies with a halberd. They can heal themselves with miracles as well.



Royalty

A person of royal descent who has officially learned spells. They use the spell "Soul Arrow." Their Soul level is the worst and begins at 1, but they are the only class that begins equipped with a rare ring.

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Trumpet & Flugel

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