



## Octopath traveler guide officiel pdf

GAMER GUIDES Octopath Traveler Strategy Guide Author(s): Jarrod Garripoli First Published: 24-07-2018 / 00:00 GMT Last Updated: 09-11-2018 / 11:19 GMT Version: 0.1 (????) 26-11-2018 / 06:58 GMT See more at GamerGuides.com © 2018 Gamer Guides Ltd fable of Contents • The Basics.8 ° Introduction.8 ■ Version History.8 ° Game Mechanics.14 ■ Exploration.14 ■ Battle System.17 ° Characters.20 ■ Alfyn Greengrass.20 ■ Cyrus Albright.21 ■ H'aanit.22 ■ Olberic Eisenberg.23 ■ Ophilia Clement.24 ■ Primrose Azelhart.25 ■ Therion.26 ■ Tressa Colzione.27 • Walkthrough.28 ° Chapter 1.28 ■ Important Note.28 ■ Cyrus, the Scholar.30 ■ Subterranean Study.34 ■ Onward to Rippletide.38 ■ Tressa, the Merchant.40 ■ The Caves of Maiya.42 ■ Onward to S'warkii.48 ■ H'aanit, the Hunter.50 ■ The Whisperwood.52 ■ Onward to Bolderfall.54 ■ Therion, the Thief.55 ■ Ravus Manor.57 ■ Ophilia , the Cleric.60 ■ The Cave of Origin.63 ■ Alfyn, the Apothecary.67 ■ The Cave of Rhiyo.69 ■ Onward to Sunshade.72 ■ Primrose, the Dancer.75 ■ Sunshade Catacombs.76 ■ Olberic, the Warrior.79 ■ Brigand's Den.80 ■ Chapter 1 Sidequesting.82 3 ° Chapter 2.89 ■ Secondary Job Hunting.89 ■ Cyrus'

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October 17, 2018 ) - Added Ophilia Fourth Chapter to Main Guide Update (October 15, 2018) - Added Ophilia Fourth Chapter to Main Guide Update (October 13, 2018) - Added two of the four bosses advanced job classes - Added breakdown runelord working class Update (9 October 2018) - Added two of the four bosses of Advanced Job Classes - Added breakdown of the Magician working class - Added breakdown of Starseer working class 9 Update (October 5 2018) Added the following Side Stories to guide : - Le Mann, Explorer Extraordinaire (III) - An Exotic Aroma - Heirloom of a High House - Here Be Dragons - Sir Miles , Servant Flame (III) - In Search of the Unknown - Ria, Born to roam (III) - Prisoner plea - Cub without a word - Ashlan the Beast (III) - Plundering Grave Robber Update (October 3 2018) - Added Chapter 4 Sideguesting 1 Main Walkthrough Update (Oktobris 2 2018) - Pievienots H'aanit's H'aanit's H'aanit's Chapter On The Main Walkthrough-Added Therion Fourth Chapter on main walkthrough - Added Follow Up on Wyndhams Side Story to guide Update (September 30 2018) - Added Tressa fourth chapter main walkthrough - Bolded boss flaws, and added what was missing - Added links where necessary Update (September 28 2018) Added media to the following pages : -Olberika Chapter Three - Travel by World Update (September 26, 2018) - Added media majority chapter 3 - Added Cyrus Fourth Chapter Main Walkthrough Update (September 25 2018) Added the following Side Stories to guide: - Promising Venture - Arena Effort - Ashlan Beastmaster (I) - Ashlan Beastmaster (II) - Rite of Passage 10 - Way Through The Woods Update (September 22 2018) - Added Media Chapter 2 - Added a bunch of Side Stories to guide Update (August 25 2018) Added the following pages for the main walkthrough: - Alfyn's Third Chapter - Primrose's Third Chapter - Olberika Third Chapter Update (August 21, 2018) Added the following pages to the main Walkthrough : - H'aanit Chapter Three of Rion - Ophilia Chapter Three Update (17 August 2018) Added to the main walkthrough of the following pages: - Cvrus 'Chapter Three - Third Chapter Tressa Update (2018. 14 August 2018) Added to the main walkthrough of the following pages: - Olberika Second Chapter Update (August 9, 2018) Added the following pages to the main walkthrough : - Second Chapter Alfyn - Pri 5 August 2018) Attached pages of the main guide: - Therion Chapter 2 11 - Ophilia Second Chapter Update (2018. 3 August 2018) Adding the main guide to these pages : - Chapter 2 tressa - H'aanit Second Chapter Update (1 August 2018) Added to the main walkthrough of the following pages: - Secondary job search - Cyrus Second Chapter Update (July 29 2018) Added the following pages to the main Walkthrough : - Chapter 1 Sidequesting Update (July 26 2018) - Alfyn, Apotheria - Rhiyo Cave - Next Sungulate - Primrose, Dancer - Parasol Catacombs - Olberic, Warrior - Brigand's Den Update (July 23, 2018) Added the following pages to the main Walkthrough : - Next Bolderfall - Therion, Therele - Ravus manor - Ophilia, clergyman - Update of the origin of beer (July 20, 2018) Added the following pages to the main walkthrough: - Tressa, Merchant - Maiya caves - Next to S'warkii - H'aanit, Hunter - The Whisperwood 12 Update (July 18 2018) Added the following pages to the main walkthrough : - Important note - Cyrus, scientist - Underground study - Onward on Rippletide 13 Game Mechanics Exploration Octopath Traveler Traditional Japanese role-playing game that follows a fairly simple structure. The game is divided into chapters, with each character having its own story to follow. When you start a new game, you will choose a character that will be considered your main character. After completing your first chapter, you will be allowed to explore the game world in your spare time. It is this possibility that you can visit other cities and recruit more party members. A guick glance at the overworld There are a total of eight party members of the game, including the one you choose at the beginning, and you can switch between them in the tavern city. Note that your main character cannot be removed from your active party, so you are stuck with him until you complete all your chapters. Each chapter in this game also follows a certain pattern, starting with the story a bit, then breaking off into a small part where you will need to use the character path of action (more on that bit), then you have to dive into the dungeon, defeat the boss and finish the chapter with another story bit. Urban Cities Octopath is your pretty standard fee, although there are a few things to talk about here. The city has pretty much broken levels that correspond to chapters in character stories. So, you will be in the city you visit chapter 1, then a new city in Chapter 2 and 3, and another chapter in Chapter 4. You'll find a bunch of NPC in each city, although only those with a speech bubble can interact with, so you won't be able to talk to everyone. Each city in the game will have basic functions, namely a pub, a shop of equipment, a merchandise store (sometimes the goods and equipment shop is the same), and a tavern. Although the rest of the services are self-evident, the tavern has to talk about a bit. It is in the pub that you will be able to change your equipment (you can change your active party gear at any time), hear the story (linked to the characters stories), or restore your reputation. Whenever you enter a city where the character section starts for the first time (chapter 2 below), you'll have 14 options to start the chapter right then and there. If you reject it though, you will need to go to the tavern and choose to start it from the Hear Tale option. Restoring your reputation is due to your travel activities, specific actions that each character has that can be used in NPC cities. The four characters of Path actions (five to be accurate) and your reputation with this city will be tarnished. When it's bad, you won't be able to take advantage of any road activities in this city. This is where the above option pub comes into play. For a fee, you'll be able to restore your reputation with this city, although sometimes the fee can be up from 100,000 pages (not always so drastic). Thus, you want to be careful when using your Road operations in cities because if they can drain your wallet pretty quickly, though sometimes the benefits outweigh the dangers of ruining your reputation. Path actions As already mentioned, each character is assigned a path operation that can be used by NPC in each city. There are eight different road activities, although there are only really four of them because they are broken into noble and dishonest actions. Noble work usually requires that character be at a certain level, but rogue actions can be done at any time, but they have a chance to fail. There is no penalty for noble actions, as you will always be able to do them at the appropriate level. However, if rogue activities will lower your reputation with the city, and if enough will require you to pay a fee to restore the reputation. You will be using your Road activities a lot throughout your adventure (left); and all Side Stories will require them (right) Character Path action description Alfyn Will Cyrus Scrutinize H'aanit Provoke Olberic Challenge Ophilia Guide Primrose Allure Learn information from people Learn information from people Duel with person Duel with person Do people follow you, wherever you go Do people follow you where you go 15 Character Path action description Therion Steal items from people Tressa Purchase items from people Side Stories When you first Chapter 1 story and again enter the city, you will see an orange icon on your map. These are Side Stories, or sideguests in the Octopath. When talking to NPC with this icon, you log Side Story into your Journal, which is available through the menu. At first, the Magazine will display the stories of individual characters, but by pressing the R button, you will see side stories lists. You have categories by region, as well as all of them. As for Side Stories themselves, they can be guite mysterious. There is no clear way to know what to do for Side Stories, although some might be a bit easier than others figuring them out. All of them will need you to use the path of action of someone, while others might have you venturing into an optional dungeon, defeating the boss at the end of it. Secondary Job Shrines Each character in the game begins with the main working class, but once you finish opening the chapter of your main character, you can explore and find the shrines that give you secondary working class. These shrines are usually in higher-level areas, but you should be able to find some of them at the beginning of Chapter 2, can be assigned to a single job. You can find hidden shrines in the world (left): To get a secondary iob in your characters (right) For example, H'aanit is Hunter, which is her main job, but if she chooses Warrior as a secondary job, then no one else can choose that as your secondary working class. All normal skills are not transferred by changing classes, but this character is nonetheless maintained for all the support skills they acquire. Using the previous example, H'aanit switches to the apothecary of the Warrior, so she doesn't get to maintain skills like Incite, but she does get to keep cover (if she found out it). 16 Game Mechanics Battle System As you wandering fields and dungeons, you'll have to come across random encounters as a result of you wrestling. Battles are on a turning base of things where you just need to cut the enemy HP to zero to win. Every enemy in this game has a series of flaws displayed as squares below their sprite. When you first encounter a new enemy, the flaws will be displayed as question marks unless you have Cyrus in your active party. This is because Cyrus's talent, Study Foe, allows him to discover one uncovered weakness of all enemies at the top of the screen will tell you your current turn and the following one at the top of the screen will be a turning sequence of battles that are loosely based on the Letters/Enemy Speed attribute. There are a few exceptions, mainly related to some activities and one of the main gaming mechanics, but turn the order is decided when you see it pop up on your screen, with you seeing the current turn and the next. Each character in the battle will have the same commands that have attack, capabilities, item, defend and flee. The attack will use their currently equipped weapon to deal with the damage with a physical attack, and you can switch weapons using the left/right direction pad. Abilities allow the character to use all the skills they learned from their main or secondary working classes, but The Item allows them to use any items in your inventory. Defend will give the character of the guard on their current round, reducing the damage they receive, and it also moves their action in the next turn forward, with two exceptions given the priority. Finally, Flee makes a test to have the whole party run out of battle. Note that some fights can't flee'd out, which is a team greyed out. Also, if you get away with your first character during a round and fail, then the other actions of your characters in this round will be lost. Shields and Breaking Adjacent Vulnerabilities will be the number of shield icons. These are the enemy Shield Points (hereinafter referred to as Shields), which represents the point at which they will be broken. Once the enemy is broken, they will be completely stunned 17 for the entire round, allowing you to pile damage that turn, but on the next one, they will always get the first claim, no matter what, Also, enemies will become weak in all types. Starting with Chapter 2, bosses usually have the kind of mechanic who binds break one. whether they get more shields or something else. Now enemy vulnerabilities follow a certain order, with elements that always come after weapons. For example, you have three drawbacks and you have discovered two of them, dagger and bow. Using knowledge of deficiencies, you can figure out that the remnants of an unknown weakness is the Axe. Due to the particular sequence of flaws, you should be able to discern weakness with minimal guessing. The disadvantages of such orders: Sword, Spear, Dagger, Axe, Bow, Staff, Fire, Ice, Lightning, Wind, Light and Dark. Enemy's flaws appear as ?s when first encountering them (left); Sometimes it's easy to guess the flaws based on the established order they may appear (right) Promoting you to battle the basics down, but there are still some in-depth systems in play. One of them is the Boost option, which allows you to strength your attacks and even help with breaking shields. Five dots should appear in the upper-right corner of the screen under the character names. These points are your Boost Points (BP), with the actual amount corresponding to those that are orange. Your characters get one BP at the beginning of each round unless they used them in the previous turn, in which case they don't get at all. By pressing the R button when it is that nature in turn, you will be able to use your BP. You can only use up to three BP at once, although you can store up to five. Note that you can reduce by used by pressing the L button if you change your mind. The additional impact of boost depends on the measures taken, such as normal, basic attacks, which have additional hits for each BP used. Offensive skills, they made their damage, have their power increased. Buffs and debuffs will have additional turns tacked on to their duration, but other utility skills will have their effectiveness increased. Some skills, such as Collect, Steal and Capture, will be able to succeed increased. Just be careful when fighting with some bosses because they can get into an increased state (dark aura), which is usually followed by a powerful attack. Weapons Mechanics With it out of it, let's dive a little deeper into some of the mechanics of the weapons. Equipped weapon for physical attack, along with the nature of the physical attack, will determine the damage carried out by a normal attack. Also, the currently equipped weapon will be the only one that provides its stats to you, as some characters will be able to equip more than one of them. A skill that is a weapon like Cross Strike is a sword skill, will have their injury calculated sword fitted and not their currently selected weapon. For elementary assault, a weapon with the highest Elemental Attack will be taken into account instead of the currently selected weapon. 18 Boost affects pretty much everything from some skills to the chance of success (left): to harm others are several of them. including tried and true like venom. while others are uniquely Octopath. Note that rest and rehabilitation cure all ailments, with the latter removing them on two turns. Status ailment Description Item Heal poison Suffer damage after action Herb Curative Silence Can't use skills Herb from Clamor Blindness Precision physical assault decreased Herb light terror Can't increase Herb valor unconscious Can't perform any action Herb Resurgence Sleep Can't take any action While hit with attack by Herb Clarity 19 Characters Alfyn Greengrass Alfyn is applicated By treating the wounded and sick in a small village amid babbling streams in the Riverlands. Shocked sick as a child, he was saved by a traveler who asked for nothing in return, inspiring him to follow in his footsteps. Although hesitant to leave alone at home he is known to his best friend, a man named Zeph, convinces him to follow his dream where it can lead him... The path of action in Alfyn's Path operation is called inquiries that allow him to obtain information can be useful for detecting hidden items in the area, as well as being needed in Side Stories and, if necessary, for your main story. Unlike [Cyrus Way Action], Alfyn's always succeeds, but there are times when he has to be at a certain level to perform the action. You'll know that you're too low from the level if there's a dimmed selection in the Path action list. Talent Alfyn's talent is called Concoct and is one of the strongest talents in the game. This allows Alfvn to mix two items together to come up with a new effect, such as healing the entire party or hitting enemies for elementary damage. It is guite versatile and become one of the strongest additions to your hand. The only downside to this over traditional healing is that you need materials for Concoct, although you'll probably find a bunch of them as you kill enemies throughout the game. 20 Characters Cyrus's only true passion for life is the pursuit of knowledge. He teaches the Royal Estimates to Atlasda, where he hopes to pass on his knowledge to those younger than him. Always so serious and with your nose book, Cyrus has usually forgotten something and someone else around her. With his overflowing knowledge, Cyrus is guite helpful with her detective skills. The Road Action Cyrus path action is called scrutinize, which is unscrupulous to colleagues at Alfyn's ask. You can get information from NPC, which will prove valuable to various side stories in cities. Unlike Inquiries, you will be able to use Scrutinize at any level, although you won't have a 100% chance of it being able to succeed. If Scrutinize fails, then your reputation in this city will decrease. Talent Study Enemy is Cyrus's talent and can be one of the better ones in the game. What it does will essentially reveal one weakness to all enemies at the beginning of the battle. It basically cuts some guessing work that needs to be done when discerning flaws and can be very helpful when trying to break their shields as guickly as possible. 21 Characters H'aanit is a huntress from the deep forest village of S'warkii, where she protects the village instead of her master, who is sent on a journey to defeat the foul beast. She is a great hunter, much like her master, but the opposite of him otherwise, because he lives life carelessly. Able to keep her cool in any situation, she is very pragmatic, most likely from accumulating a lot of experience in her profession. Path Action H'aanit's Path Action is called Provoke, which allows her to essentially duel the NPC out in the world. It will be a one-on-one battle, but she will only be allowed to use items as well. Provoke is considered a roque action as you will lose a reputation in the city if you fail to win a duel. Talent capture is H'aanit's talent and allows her to capture creatures to summon battles on her side. The downside to this is that the capture is H'aanit's talent and they only have so much charge. When you use all the fees, the monster will come back to where it came from. Regardless of what you think, you can capture the same creature several times. Outside of Linde, which you can only take six additional creatures with you at once. 22 Characters Olberic Eisenberg Olberic Eisenberg is a former knight of the fallen kingdom of Hornburg. After his king was killed and the kingdom fell, he wandered through the lands as a sellsword that brought him to live for a time in a Highlands village named Cobbleston. It is here that he is seen teaching the men of the village to help defend it from the bandits. Olberic has a strong sense of justice, as can be seen in helping protect those around us. The road action olberic road action is called a challenge and it is the same as H'aanit's You will be able to duel NPC and if you win, NPC will be knocked out on the ground after the fact. Outside of the story bits, you'll want to do this to get inside some buildings, NPC might be guarding, and there are some nPC cases dropping some powerful equipment. Unlike H'aanit, Olberic is full of his abilities, including basic attacks, although he sometimes has to have specific levels to challenge some NPC (similar to Alfyn's ask). The talent of Olberic's talent, Bolster Defense, is very simple because it allows him to use Boost for the Defend team battle. This basically makes Olberic the best tank in the game, especially with some warrior skills, because you can get enemies to attack you to incite and use sharpening to defend for the next round. The 23 characters Ophilia Clement Ophilia is one of the sisters living in Flamesgrace, home of Flame origin. Before Archbishop Josef was adopted, she had lost her parents in the war. Thanks to the Archbishop and her adoptive sister Lianna, Ecofilija grew up and has lived a normal life. She is very kind and is willing to help anyone in need of guality that some people feel will get her in trouble at some point. The path of action is called guide, which allows her to have NPC follow her. It is used in some Side Stories, where NPC is focused on another site, but it also has some combat capabilities, tying with its Talent. Similar to H'aanit's Capture talent, the people you use the Guide on will charge and once they use it up, then they return to where you get them. Talent Ophilia talent, summon, go hand in hand with your way of action. Any NPC you use the Guide on will follow her, even in battle. Use Summon to show them up in the fight, where they will be controlled by Al. All NPC will charge, much like Haanit's captures and once those charges are exhausted, NPC will stick around for a few turns, usually take skills/attacks from the pre-moveset, then they will leave the battlefield; it uses one of its payments. 24 Characters Primrose Azelhart, daughter of the once prominent Azelhart family, Primrose's life was ruined when her father was killed right in front of her eyes. Now in search of revenge, Primrose is sleegs like the sleazy town of Sunshade to persecute one of the men who killed her father. Vengeance is the only thing on her mind, although signs of kindness show when others are in trouble. The path of action in Primrose's Path operation, Allure, is similar to Ophilia's Guide because they pretty much are the same. The only difference is that Allure has a chance to fail because it is one of the roque Path of action. If you fail to allure NPC, then your reputation with this will fall, and when you fail five times, you will be forced to pay a fee to restore it. You can increase the chances of success by leveling up Primrose. Talent Primrose has the same exact talent as Ophilia, which is summoned. NPC you are using allure for will follow you and they can be called into battle. They stick around for a few turns, taking some skills/attacks they know, then leave the fight. Each NPC has a fixed number of fees and once they are spent in full, the NPC will return to where you get them initially. The 25 characters Therion Therion is a master thief and not much is known about his past, except for being locked up in jail at a young age. It is there that he met his partner in crime, Darius, and broke out of prison. He is guite cynical, as seen through some comments against other thieves as well as his lone wolf attitude. He is attracted to Bolderfall because rumors of a great treasure are present at Ravus Manor. The road action therion path of action is a steal that allows pilfer goods from NPC cities, for free, of course. This is considered a rogue action, with items usually being interest in which the steal will be successful or not. If you fail to steal something, then your reputation in that city will suffer. Note that some items can not be stolen because they will require you to use Tressa purchase instead. Talent Pick Lock is the name of Therion's talent, allowing him to open locked chests (they are purple in color). He must be at your active party to open them, so if he doesn't, then you'll get guick in saying you don't have someone who can open the chest. They usually have pieces of equipment in them and are worth your time opening them, even if you might have to backtrack. The character Tressa Colzione Tressa is a trader who hails from Rippletide, a small seaside town in the Coastlands region. She works in her parents' shop, stocking shelves, although she longs for trips over the lands. Tressa is a natural born haggler and has a keen eye for determining the true value of something she sees, even for the first time. One of her faults is that she tends to trust people too easily. The road action tressa path action, the acquisition, is similar to Therion's Steal because it allows her to get the items that NPC has on them. However, she will have to pay money to receive them. Consumables and equipment, if available in stores, tend to be cheaper when buying from NPC. There is a slightly hidden feature with the purchase, because sometimes Tressa will get a discount, although it tends to be completely accidental. You may find items that can only be purchased, as well as some items that you can't buy. Talent Tressa's talent, Eye for Money, is unique because it seemingly gives you money just to explore different What it really does is give you money to cross a new area determined by a few different factors. The hazard level in the area, in addition to the number of steps you take in the field before moving on to a new one, will determine how much money you get. 27 Chapter 1 Important Note: If you played a demo that released in June, then you will be able to transfer data from it to the final game. You will get a prompt as soon as you reach the title screen, but if you opt out, you see an opportunity to transfer the data to the bottom of the title whenever you want. Before diving into the main game, let's take a moment to reflect on the structure of the guide a bit. Due to how the game is created, it is possible to start from one of eight different sites. This is because the game has you to choose from one of eight different characters at the beginning of the game. When you're done with that character's first bit of story, you'll be able to explore the game world and recruit others. What character do you start with doesn't really matter in the long run, but each of them has a path of action that is basically the ability you can use on NPC, so you need to decide which action you want from the beginning. Scholar Path of Action U-Talent Cyrus Scrutinize Study Enemy n£^ Your name is Cyrus and you are a scientist. You teach at the Royal Academy Atlas&It; many admirers, your only true pas? ↑ There's so much more I mold to learn! One day you realize it's priceless here. has disappeared from the Royal Library, £'9 uin 9 y° your insatiable curiosity-ij llsK I fa j Start your adventure as Cyrus? Cyrus w w Choose a traveler to start your trip. (H) Select m GAMER Your first character will always be on your hand until the end of these path operations are divided into two categories, Roque and Noble. Using this bit of knowledge, you can narrow path activities down into four totals from two each, basically. As an example, Tressa is a dealer and can use a purchase to purchase items off of the NPC. but Therion is stealing to pilfer items off of the NPC. While these two are about to get items from NPC, one requires you to use the money (Noble) and the other is stealing (Rogue). They are similar, but there are enough differences to make them a bit unique. There are also some cases where you won't be able to use one of the actions and the other is available. Note: To make the writing guide a little easier, it will be starting with Cyrus, Scholar. 28 Important: Whoever you choose as your first character is locked in your hand until you completely finish your story. For example, if you chose Cyrus, then you won't be able to switch from Cyrus until you completely finish your story. 29 Chapter 1 Cyrus, Scholar You will begin teaching two students about a history, in the current city you are in, Atlasdam, as well as lost a place called Hornburg. The class will end and you will be stopped in the hallway, with a guard indicating that you have been granted permission to enter the special archives. You now gain control of Cyrus and give a brief tutorial on radar (or minimap). It is shown in the lower right corner of the screen and will be widely used when researching. The green icon indicates the main story of the target, while the orange star shows where you can start Side Story, which has sideguests. The feather icon is saving points, but the exclamation point icon is a hidden item, something you will learn about soon enough. Feel free to look upstairs, but you won't find anything right now to head down the cutscene. You will be forced out of the castle at the end of the stage, but come back inside right now. On the lower floor, on the right, you will find the chest in the middle of the room containing Thunder Soulstone. To the left of the main entrance will be three chests containing Herb Awakening, Inspiriting Plum, and Healing Grape. Radar Use radar in the lower right corner to check the area and find your position. &It; «> Continue the story here + Side Story Starting Point I Hidden item other exits to neighboring areas Press Q button to turn on or off radar. © .1-1., GAMER GUIDES Lire la suite Taille 83.81 MB Nombre de pages 15 15

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