

# Classes

Unlike the characters that join your party during your adventures, your character can choose freely from all the game's classes and switch between them at will. New classes become available as you progress through the class tree's numerous branches.

- Drifter
- Tier 1
  - Striker
  - Commando
  - Enforcer
- Tier 2
  - Samurai Gunner
  - Shield Trooper
  - Winged Viper
  - Partisan Eagle
  - Psycorruptor
  - Blast Fencer
- Tier 3
  - Duelist
  - Bastion Warrior
  - Full Metal Jaguar
  - Astral Crusader
  - Mastermind
  - Galactic Knight

# Drifter

Standard Arms:

- Assault Rifle
- Knife

Skill Slots: 5

Arts:

Flame Grenade	
Acquired Rank	1
Target	Single enemy
Description	Deals thermal damage, Inflicts Blaze, Boosts damage vs. Toppled targets.

Assault Hammer	
Acquired Rank	1
Target	Single Enemy
Description	Deals physical damage, Inflicts Topple

Chrome Armor	
Acquired Rank	2
Target	One Ally
Description	Grants Physical Res Up

Slit Edge	
Acquired Rank	4
Target	Single Enemy
Description	Deals weapon damage, Boosts damage from the side.

Infuriate	
Acquired Rank	6
Target	Single Enemy

Infuriate	
Description	Inflicts Taunt to draw the target's attacks.

Recuperate	
Acquired Rank	8
Target	Self
Description	Requires TP, Boosts Evasion, Continually restores HP.

Tier 1

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# Striker

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# Commando

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# Enforcer

# Tier 2

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# Samurai Gunner

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