

# 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:

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

<b>Assault Hammer</b>	
Acquired Rank	1
Target	Single Enemy
Description	Deals physical damage, Inflicts Topple

<b>Chrome Armor</b>	
Acquired Rank	2
Target	One Ally
Description	Grants Physical Res Up

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

<b>Infuriate</b>	
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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