

FELLSEAL

ARBITER'S MARK

~ INSTRUCTION MANUAL ~



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THE BATTLEFIELD

DEPLOYMENT PHASE

Before any battle begins, you must place the characters you want to bring into combat on the glowing teal tiles and choose which direction they face.



The maximum number of troops you can field is displayed in the top-left corner of the screen, and the controls for browsing through your troops are displayed in the lower-right corner of the screen. Once you are happy with the characters you have deployed, press the **Battle Start** button to initiate combat.

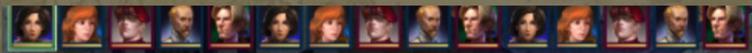
Some tips for deployment:

- In general, it is advisable to **position bulkier close-range fighters** in front of fragile spellcasters and archer-type units.
- During the deployment phase, take the time to **study the battlefield and your enemies** to help you decide which troops to bring along. You can also adjust the loadout of your characters in the Troops Menu during this time to prepare for the unique challenges that each battle presents.
- If a character sustained an **Injury** in a previous battle, they can only recover from it if they sit out a battle. If you deploy an Injured unit, they will not recover from it and risk sustaining even more Injuries. If you must deploy an Injured character, though, they can still recover from their Injury later if left to rest during a future battle (unless you have enabled the **Permanent or Permadeath Injury options**).



TURN ORDER QUEUE

During battle, you can see when each unit will get their turn in the **queue** along the top of the screen. Additionally, whenever you hover the cursor over a character on the battlefield, their portrait in the queue will extend to highlight when their turn will arrive. Portraits with a **blue** border (usually facing right) are **allies**, while portraits with a **red** border (usually facing left) are **enemies**.



Turn order is determined by a character's **Speed (SPD)** stat. Characters with high SPD will get their turns sooner and even act more frequently than slower characters.

MOVEMENT AND ELEVATION

During a character's turn, they can move **once**, either before or after their action. The **distance** a character can move during combat is determined primarily by their **Movement** () stat, viewable at the bottom of their information panel. The topography of the land may restrict a character's Movement, however. If there is a large elevation difference between tiles, then the unit's **Jump** () value determines whether they can traverse the obstacle. The elevation of any given tile can be viewed in the top-left corner of the screen during battle. Movement and Jump values are determined by the character's **Class** and can be increased with certain **boot-type accessories**.



Some units have other special traits that allow them to enter areas inaccessible to others. If a unit has one of these traits, it will be indicated by an icon along the bottom of their **information panel**.

- **Swimming** () is a trait only available to certain Classes and Monsters. The character is able to swim, which allows them to move onto water and poisonous water tiles. They will deal lessened damage and receive more damage while swimming. While swimming, a character can't open treasures or gather **Components**. Characters that cannot swim should take care around water, lest they get shoved in and drown!
- **Flying, burrowing, and teleporting** units are indicated with the () icon. The character is able to displace themselves instantly to their destination, without walking on any tiles in between. This allows them to ignore the heights of tiles, and they won't trigger traps that aren't on the destination itself. This trait is mostly limited to Monsters, but rare accessories and Passive Abilities can give a Human character this trait.
- **Hovering** units are indicated with the () icon. The character is hovering above ground, which allows them to hover over any liquid surface, as well as ignore any ground traps. This trait is mostly limited to Monsters, but rare accessories can give a Human character this trait. If a unit can both hover and swim, hovering replaces swimming.

TARGETING

A character is allowed one **Action** during their turn, either before or after they move. An Action is usually either a **Regular Attack** with the character's equipped weapon, or an active **Ability** the character has learned. Once an Action is selected, the next step is to choose a **target**.



- **Positioning** is important when choosing a target! Regular Attacks, as well as many Abilities, will deal additional damage from the target's side, **and even more from the back** (spell damage is generally not affected by this flanking bonus).
- The targets you are allowed to choose are limited by the weapon's or Ability's **range**. Range is divided into two properties: how far away you can aim the Ability (Range), and how much height or „Vertical“ value it has. The tiles that an action can reach will be highlighted after you select it.
- After selecting a target and before confirming the action, **the predicted outcome for damage and accuracy** will be displayed. If an Ability targets multiple characters, you can browse through them all to see the effects on each target. If the prediction doesn't look favorable, consider switching actions or targets. Note that the predicted damage amount is static and does not have any randomization involved, with the exception of critical hits and certain rare Abilities. When an Ability says it will do a certain amount of damage, it accurately reflects the amount of damage it will deal if it hits.
- Some Abilities can hit several adjacent tiles. **Friendly fire** is a real possibility with these actions, so check the predicted outcome carefully to **make sure you aren't damaging your allies or healing your enemies!**
- Note that **ranged attacks** in *Fell Seal: Arbiter's Mark* **are not affected by „line of sight“**. If the target falls within the action's range, then they can be hit even if there are obstacles or other characters in the way.



ITEMS

Items in *Fell Seal: Arbiter's Mark* work a bit differently than they do in many other games. Although Items have a limited amount of uses per battle, **they automatically restock after every battle**, so you should feel free to use them frequently without fear of running out. While you cannot purchase Items, you can increase the number of per-battle uses, potency, and different types available via **Crafting**.



Your entire stock of Items is accessible **by all of your characters**.

General Item Usage Tips:

- Items are particularly **useful early in the game** before your healers have had a chance to get stronger, so don't neglect them if you're having trouble!
- Items like Potions and Remedies **can be used on adjacent characters**, so they can really save someone's life if your dedicated healer is unable to help them in time.
- **Rocks** and other **thrown Items** are great for close-range fighters who can't yet manage to get in range of an enemy. These Items also **never miss**, so they are extremely effective against targets with **high Evasion** (EVA). Similarly, **they ignore units' Defense** (DEF) stat, so they're great against high-Defense targets, like Pektite Monsters.

INJURIES / FALLING IN BATTLE

If a character's **HP** are reduced to 0, they will retreat from battle, and, under the default settings, they will receive an **Injury**.

Each Injury a character currently has will reduce their stats, making them less effective in combat. In order to recover from an Injury, a character must stay out of combat. Resting for one battle heals one Injury. Note that **Kyrie is immune to Injuries**, but a team-wide **AP bonus** is granted if she doesn't fall in battle.

A character that has fallen to 0 HP can be **revived** during battle by using certain Items and Abilities. Characters can be revived in any tile within the Item's or Ability's range, regardless of the location on the battlefield where they fell. Be advised, though, that if a revived character falls again, they will receive an additional Injury.



INTERACTIVE OBJECTS

Some battlefields have **objects that can be interacted with** by using a special action. These objects are usually marked with **glowing yellow tiles** during the deployment phase, and can be highlighted again during battle by pressing the **Details button**. Occasionally, interactive objects are hidden, so be on the lookout for secrets!

Types of Interactive Objects:

- **Treasures:** To open a treasure chest, stand next to one and select the Open action that appears in the character's list of commands. Treasures can only be obtained one time. Characters cannot open treasure chests while swimming.
- **Gathering Spots:** To gather a Crafting Component, stand next to a gathering point and select the Gather action that appears in the character's list of commands. Gathering points replenish after every battle. Characters cannot gather while swimming.
- **Ladders / Stairs / Ropes:** Some tiles can transport a character to a different area of the battlefield. The destination coordinates are specified when hovering the cursor over the yellow glowing tile in the Details screen or during the deployment phase. To use these, stand on the tile and select the Climb action that appears in the character's list of commands. The Climb action is only available if the character is able to stand in the destination tile.
- **Burrows / Water Spouts:** These tiles transport a character to a different area of the battlefield without using up their action. The destination coordinates are specified when hovering the cursor over the yellow glowing tile in the Details screen or during the deployment phase. To use these, simply move on top of them while the destination is unoccupied.



- **Switches:** To activate a switch, stand next to it and select the Activate action that appears in the character's list of commands. Switches can have various effects on the battlefield, like revealing new areas.

LOOT

Loot can be obtained in a number of ways. The type of loot you obtain is dependent on the **battlefield** in question, not the types of enemies you fight. So, battle maps that are further into the story will generally provide more advanced loot.

- **Enemies** sometimes drop loot when they are defeated.
- Loot may be obtained after battle, in the **Victory screen**. Note that story encounters sometimes provide special one-time rewards.
- There are Abilities that allow you to **steal** loot from enemies. Stolen loot has a chance to be more advanced than normal.
- There are Abilities that allow you to collect a **trophy** from a target, and if you succeed in defeating them this way, you are guaranteed to receive loot. Loot collected in this way has a chance to be more advanced than normal.

GAINING AP

AP, or **Ability Points**, are a currency used for learning **abilities**. It is awarded to all characters after every battle, with those who participated receiving much more than those who did not. AP is awarded as follows:

- Characters who participated in battle gain a lot of AP for their primary **Class**.
- A small amount of bonus AP is awarded to each participant if **Kyrie's HP never fall to 0** (only available during Story encounters).
- All characters, including those who did not participate in battle, receive a small **Vicarious bonus** from „observing“ their allies in combat and learning from them. Vicarious AP is earned even for classes the character has not unlocked yet.
- There is a unique **Monster** character that does not benefit from Vicarious AP like other characters do. Instead, once he has unlocked a Class, he gets bonus AP when he participates in battle against Monsters that are associated with that Class.

- Sometimes, one character earns the title of „**MVP**“ based on their performance. This character receives a substantial AP bonus for the battle.



- Some areas have „**Guest**“ characters who are on the player's side for a single Patrol. A small AP bonus will be awarded if they **survive** the fight.
- **Story battles** award significantly more AP than Patrols.
- AP amounts awarded are affected by your party's level **relative to the enemy's**. If your party is significantly higher in level than the enemies they fight, the amount of AP they earn after battle will be reduced.

UNIT INFO

CHARACTER INFORMATION PANEL

A character's **information panel** shows a wealth of information about their combat capabilities, telling you everything you need to know about them. It is usually visible in the bottom-left corner of the screen when the cursor is over a character.

The information panel has up to **five pages of information**. The button shown in the bottom-right corner of the information panel can be used to flip through the pages. Here is a brief description of each page:



- **Page 1** is the most important, showing the character's **vital statistics** and **Elemental resistances**. Explanations of these can be viewed with the **Help button**.

Kyrie Lv.02 Exp.50
MERCENARY/MENDER

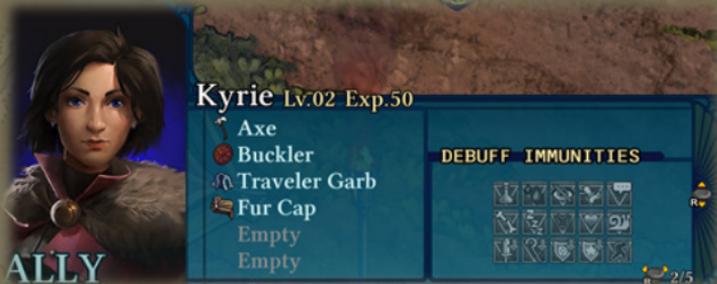
HP 96/96 MP 20/20

ATK 103	DEF 84	RESISTANCES			
MND 49	RES 60	50	0	0	0
SPD 99	EVA 6%	0	0	0	0

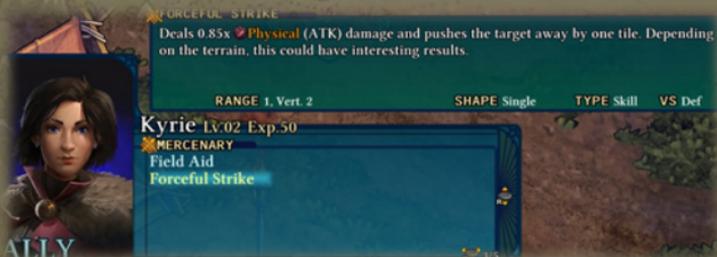
ALLY

4 5 3%

- **Page 2** shows the character's **equipment** and **debuff immunities**. You can view descriptions of each piece of gear, and most importantly the weapon's range, by using the button shown on the right side of the information panel.



- **Page 3** shows the **active Abilities** from the character's primary Class. Like page 2, you can use the button shown on the right side of the information panel to browse the Abilities and get more information about them.



- **Page 4** is the same as page 3, except it shows the active **Abilities** from the character's **Subclass**. (This page only appears if the character has a Subclass equipped).
- **Page 5** shows the character's **Passive Abilities** and **Counter Ability**. Like pages 3 and 4, you can use the button shown on the right side of the information panel to see more information about these Abilities.

CLASS AND SUBCLASS

A character's **Class** and **Subclass** are listed on their **information panel**, underneath their name on page 1. This provides a rough at-a-glance idea of the kinds of active **Abilities** and **equipment** they might be using. However, for more precise information on Abilities and equipment, it is always better to look at pages 2-5 of the character's information panel.

Kyrie Lv.02 Exp.50

MERCENARY/MENDER

You can assign your characters' Classes and Subclasses, and see more information about the Abilities of each Class, in the **Troops Menu**.

EXPERIENCE AND LEVELING UP

Experience, or **EXP**, is awarded to a character every time they perform an action that has a noticeable effect. When a character reaches 100 EXP, they gain a **level**, receiving a boost to their stats based on their primary Class. When a level is gained, the EXP counter resets to 0.



Some examples of actions that award EXP:

- Damaging an enemy.
- Defeating an enemy.
- Successfully casting a buff or debuff.
- Healing a character.
- Removing a debuff.

EXP is not awarded for interacting with an object, missing an attack, performing a useless action that has no noticeable effect, or walking.

Special notes on EXP:

- Getting the **finishing blow** on an enemy awards significantly more EXP than normal.
- To compensate for this, **healing Abilities grant extra EXP** in comparison to offensive actions, since healers will not often get finishing blows.
- A character's **level relative to their target** makes a difference in the amount of EXP awarded. When a lower-level character attacks a higher-level one, they receive more EXP relative to the level gap. The reverse is true as well: attacking a low-level enemy with a high-level character will not yield as much EXP.



STATISTICS

Statistics, or **stats**, reflect a character's overall **power** in different areas.

- **HP: Hit Points** represent the character's overall health. When HP reaches 0 in combat, the character will **be knocked out** and suffer an **Injury** after combat ends, under most difficulty settings.
- **MP: Mana Points** are a resource characters need to use certain **Abilities** in combat. Characters will have 0 MP at the start of a battle and gain 10 MP at the start of every turn. MP is usually required to use the strongest Abilities in the game.



- **ATK: Attack** represents the **physical prowess** of a character in terms of the **magnitude of their attacks and Abilities**. Regular Attacks and most martial Abilities have their damage (or healing) based on the ATK score. For Abilities that use ATK for their damage, their description will mention it.
- **MND: Mind** represents the **magical prowess** of a character in terms of the **magnitude of their attacks and Abilities**. Most magical Abilities have their damage (or healing) based on the MND score. For Abilities that use MND for their damage, their description will mention it.
- **DEF: Defense** represents the character's **resilience to physical damage**. The higher the DEF, the less damage will be received from any attacks that target the DEF score, which is most physical attacks.
- **RES: Resistance** represents the character's **resilience to magical damage**. The higher the RES, the less damage will be received from any attacks that target the RES score, which is most magical attacks.
- **SPD: Speed** represents the character's **speed in combat**. The higher the value, the faster a character's turn will come again in combat. A high enough Speed might yield more turns during battle than a character with a lower Speed would get.
- **EVA: Evasion** represents the character's **ability to completely evade any incoming offensive action** (including Abilities and Regular Attacks). Your EVA score is based on your current Class and your equipment. In general, all characters have $(100 - \text{Target's EVA})\%$ chance to hit a target. This means that unless a target is stacking EVA, your chance to hit should be high (usually around 95-99%), but also that stacking EVA can be a powerful means of avoiding damage.

-  : **Critical Chance** represents the character's **chance of landing a Critical Hit** on a target. Critical Hits by default do **50% more damage** and will automatically apply any debuff that the attack might have. Your Critical Hit chance is based on your current Class and equipment. Normally, only Regular Attacks can become Critical Hits, but with a special Passive, Abilities could also get a Critical Hit.

CHARACTER CONDITION

Some equipment and Abilities can alter a character's **condition**. You can check a character's current **buffs** and **debuffs** in the top-right corner of their **information panel**. During battle, you can also hold down the **Details button** to quickly see the condition of all combatants. If a buff/debuff icon has a number, it refers to the turns remaining before the condition wears off. Icons without a number are permanent, usually obtained from equipment or from passive Abilities.



Status conditions affect the target in the following ways:

BUFFS



ATK Up: Increases the Attack score of the unit.



MND Up: Increases the Mind score of the unit.



DEF Up: Increases the Defense score of the unit.



RES Up: Increases the Resistance score of the unit.



CRIT Up: Increases the unit's chance to score a Critical Hit.



Thorns: A unit with Thorns will automatically reflect some damage back when taking damage (from any source).



Haste: A unit with Haste will get its turn faster.



Renew: A unit with Renew will regain some HP every turn.



Rebirth: A unit with Rebirth will automatically come back to life after falling in combat.



Mirage: A unit with Mirage will automatically evade the next offensive damaging action taken against them.



Barrier: A unit with Barrier will automatically evade the next offensive status effect placed on them.



Elemental Aegis: A unit with Elemental Aegis will have higher resistance to the last Element they were attacked with.



Fleet of Foot: A unit with Fleet of Foot will have increased movement of +1.



Adaptive Affinity: A unit with Adaptive Affinity will deal increased damage with the last Element they received damage from.



Boon: The unit's next action is guaranteed to be a Critical Hit.



Focus: The unit's next action will deal double damage or healing (does not apply to items).

DEBUFFS



Poison: Deals damage based on max HP every turn. Unit won't be brought below 1 HP from this effect.



Bleed: Deals damage based on max HP every turn. Unit won't be brought below 1 HP from this effect.



Blind: Reduces the unit's accuracy drastically.



Root: Prevents the unit from using the Move command.



Mute: Prevents the unit from using Spells (each Ability will mention its type in its description box).



Cripple: Prevents the unit from using Skills (each Ability will mention its type in its description box).



Sleep: The unit is asleep and will skip their turn until they wake up. If the character receives damage, this debuff will be removed. (A unit can only have one of Berserk, Sleep, or Charm).



Berserk: Unit will mindlessly attack the nearest target, be they friend or foe. (A unit can only have one of Berserk, Sleep, or Charm).



Charm: Unit will take actions that benefit the Charmer's team. If the character receives damage, this debuff will be removed. (A unit can only have one of Berserk, Sleep, or Charm).



Slow: Unit will have its turn come slower than usual.



ATK Down: Reduces the Attack score of the afflicted unit.



MND Down: Reduces the Mind score of the afflicted unit.



DEF Down: Reduces the Defense score of the afflicted unit.



RES Down: Reduces the Resistance score of the afflicted unit.



Weaken: Any normal healing applied to the afflicted unit will be reduced to 0.

RESISTANCES

A character has two types of resistances: **Elemental resistances** and **debuff resistances**.

- **Elemental resistances** are shown on page 1 of the character's information panel. The **Elements** are the following:



Water



Earth



Dark



Fire



Thunder



Holy

The numbers shown next to each icon are **percentages**: a character with 50 resistance will take 50% less damage from the Element, while -50 resistance results in taking 50% more damage. Resistances above 100 actually result in being healed from the Element!

- **Debuff immunities** are shown on page 2 of the character's information panel. These are all-or-nothing: if an icon is highlighted, the character is **totally immune** to it, and if an icon is not highlighted, the character can be afflicted by the debuff like normal.

RESISTANCES:



0



0



0



0



0



0



TROOPS MENU

WHAT IS THE TROOPS MENU?

The **Troops Menu** is the most important tool you have for making your characters stronger. In this interface, you can make changes to your characters' **Classes**, learn new **Abilities**, **equip** powerful gear, **craft** new items, and adjust the **difficulty level** of the game.



The Troops Menu is accessible both through the **world map** and during the **deployment phase** before battle. Select a character to bring up a list of options.

EQUIPMENT

This area of the **Troops Menu** allows you to equip your characters with as many as **6 pieces of gear**, such as **weapons, armor pieces, and accessories**.

- Keep in mind **it is not always the best choice to equip the weapon with the highest attack power or the armor with the highest defense** -- equipment can have a number of **special qualities** that make them well-suited to different situations. For example, weapons with extra range can be especially potent despite their generally lower attack power.
- The types of weapons and armor a character can use are **restricted by their Class**.
- A character can equip **one helmet and one set of body armor**. In their hands, they can choose to hold a one-handed weapon (plus a shield if their Class is capable), or a two-handed weapon. Some Passive Abilities will enable even more possibilities, such as the Ability to wield a two-handed weapon in one hand or the Ability to hold two weapons. Note that bows and crossbows require two hands to wield under all circumstances.



- **Accessories** are equipped in a freeform manner and can fill in any of the 6 equipment slots the character has remaining, without any restrictions as to type or Class. This means, for example, that a character can equip as many boot- or glove-type accessories as they want.

ABILITIES

The decisions you make about which **Abilities** each character learns are the single most important factor in making them unique. Abilities can be learned with the **AP** awarded from battles. When a character has earned enough AP to learn an Ability, you will see a small arrow () next to them in the Troops Menu. If the arrow is moving, it means the character can afford a new Ability since you last checked them.

Learning Abilities: To learn an Ability, select a character, select „Abilities“, then select „Learn Abilities“. A list of all the Classes the character can access appears, along with how many AP they have for each Class. If you select a Class from the list, you can view all of the Abilities in that Class’s unique **Ability tree**. The tree is split into „tiers“, and later tiers only become accessible after the character has learned an Ability from the previous tier.

There are **three types of Abilities** that each Class can learn:

- **Active Abilities** () are **commands** that can be selected during battle. Active Abilities can be **Skills**, **Spells**, or **Special**. Skills generally have their power increased by the ATK stat and target the DEF stat, and can be disabled with the Cripple debuff. Spells generally have their power increased by the MND stat and target the RES stat, and can be disabled with the Mute debuff. Only a few active Abilities are Special, not falling under the usual umbrella of Skills and Spells.



- **Passive Abilities** (), when equipped, can automatically bolster the character in various ways

STRIKE MIND
Deals 0.8x Physical (ATK) damage to the target and inflicts MND Down.

RANGE Weapon SHAPE Single TYPE Skill VS Def

Class	Level	AP
Mercenary	4/10	161

- **Counter Abilities** (), when equipped, automatically trigger in response to different situations during battle.

Equipping Abilities: Once your characters have learned some Abilities from different Classes, **you must equip them** before you get any benefit from them. In a character's **Abilities menu**, select „**Set Abilities**”.

- **Active Abilities:** A character automatically equips all of the active Abilities they have learned from their primary Class, and can additionally equip all the active Abilities they have learned from another Class as their Subclass.



- **Passive Abilities:** A character automatically equips all of the Passive Abilities from their primary Class that they have learned, and can additionally equip any two other Passive Abilities they have learned from other Classes.
- **Counter Abilities:** A character can equip a single Counter Ability that they have learned.

CLASS CHANGE

A character's **Class** influences which **Abilities** they possess, what kind of **equipment** they can use, **how their earned AP can be spent**, and **how their stats increase when they level-up**. You can change a character's primary Class and view some information about each Class by selecting a character in the **Troops Menu** and then selecting „**Class Change**“.



Unlocking New Classes: Every time a character spends AP to learn an Ability, their **Class level** goes up by 1. Raising different Class levels will **unlock new Classes** for that character. These requirements can be viewed in the **Class Change screen**. As your party unlocks Classes, even more Classes become revealed in the Class Change screen.



After you change a character's Class, it is a good idea **to double-check their Abilities and equipment**, since these are influenced by Class.

SORTING UNITS

Use this option to **change the order in which your characters are arranged** in the **Troops Menu**. Many different sorting methods are available for you to choose from.



DISMISSING UNITS

If for any reason you wish to **remove a character from your army**, you can dismiss them in the **Troops Menu**. Once dismissed, **the character is gone forever and cannot be retrieved**, so use this command with caution. Story characters cannot be dismissed.

CRAFTING

If you have the right **Components**, you can **craft new items, equipment, gadgets, or badges**, as well as **improve the effectiveness** of existing items. If you have everything required to craft something, a green checkmark will be visible next to the recipe.



Whenever you obtain a new Component, new **recipes** may become visible in the **Crafting menu**. It's a good idea to check this menu after receiving a new Component, to see if you've discovered anything new to craft.

DIFFICULTY SETTINGS

If you wish to **adjust the difficulty settings** that you selected when you started a new game, you can do so **in the Troops Menu**. Press the button indicated in the bottom-right corner of the screen to bring up the **difficulty options**. You will not be able to change the difficulty settings from a battle.

WORLD MAP

OVERVIEW

From the **world map**, you can access the **Troops Menu**, as well as **travel** to different areas indicated by differently-colored **nodes**. The Troops Menu is described in its own section, so this section will focus on the rest of the world map's features.



New world map **nodes** become accessible as the story progresses.

- A **red node** indicates the next **story destination**.
- A **green node** is a **battlefield**. You can Patrol these to initiate optional battles.
- A **large blue node** indicates a **town**, where you can **hire troops** and **visit the shop**. A select few towns can be **Patrolled** to initiate an optional battle as well.

- A **small blue node** is a „neutral“ node. These usually cannot be interacted with.

Nodes may also be marked with a „!„ symbol. A „!„ symbol means that **optional dialogue** can be triggered at that node, which gives insight into the characters' backstories and personalities.

HIRING TEAMMATES AT THE GUILD

You can **hire new teammates** at the **Guild**, which is accessible on **large blue town nodes**.



- You can **spend extra GP (gold pieces)** to **hire a character of a higher level**. The maximum level you can hire is directly tied to Kyrie's level.
- **You can hire a character of any Class you have currently unlocked** (except for a few special restricted Classes). This choice affects their **stats**, as they are considered to have been leveling as their Class since level 1. Also note that a character hired as an advanced Class may lose access to it if they later change Class. They would need to fulfill the normal requirements before they can change back again, so switch them out of their Class with caution.

- Newly-hired characters **start with some bonus AP** for any Classes your team has been using.
- When hiring a new character, you will be able to select their **visual appearance, portrait, and name**. In the PC version of the game, you can also import your own portrait. Instructions are provided in the game's main folder.

From the Guild, you can also **customize the appearance of existing characters** (other than story-characters).

SHOPS

On **blue town nodes**, you can **shop for equipment**. The equipment available is the same at each town, but **all shops get upgrades at specific story points**, so it is wise to check the inventory of every new town you encounter.

- **Buy:** Spend GP to make a purchase. You first choose a category, then a piece of gear, then the amount to buy.
- **Sell:** You can sell any equipment that you no longer require in exchange for GP. As with buying, you choose the desired category, then the piece of gear, then the amount to sell.
- **Try & Buy:** This is the most efficient way to purchase equipment for your characters, since it allows you to directly compare the new equipment with their current gear. Upgrades are shown on the character's information panel in blue, while negative effects are shown in red. As you try on more of the shop's offerings, you can keep track of your spending in the top-right corner of the screen. When you cancel out of the Try & Buy screen, you will be prompted to confirm your purchases.

BUY

Spear
1-H SPEAR
Range: 2, Vert. 5
Element:

A standard military pike.

HP	0	MP	0
ATK	50	DEF	3
MND	0	RES	0
SPD	0	EVA	0

0 0 0%

RESISTANCES:

	0		0		0
	0		0		0

Spear

Item	Price	Worn	Held
Spear	400	0	1
Boar Spear	1,000	0	1
Silver Spear	2,000	1	4
Icespike	3,800	0	0
Flamespike	3,800	0	0
Stonespike	3,800	0	0
Boltspike	3,800	0	0

Mercenary	Knight	Templar	???	???
???	Ranger	Scoundrel	Gunner	Peddler
Mender	Alchemystic	???	Plague Doctor	Wizard
???	???	???	Gambler	Gadeteer
???	Anatomist	Marked	Demon Knight	???
???	???	???	???	???

PATROLLING TO INITIATE OPTIONAL BATTLES

On **green battlefield nodes**, and on a select few blue town nodes, you have the option to „Patrol“ the area, triggering an **optional battle**. Each node has a different minimum and maximum level for the enemies encountered during a Patrol. This level range is displayed on the world map, and enemies will scale within this range to match your six strongest characters.

Revisiting a **battlefield** like this has several purposes:

- If you feel you need to **train your characters** before the next story encounter, Patrolling allows you to do so.
- Many **treasure chests** are out of reach the first time you visit a battlefield. When you later unlock the necessary equipment or Abilities to reach these treasures, you will need to revisit the area in order to obtain them. You can see which nodes still have unopened treasures on the world map.



- At a certain point in the game, you may have reason to seek out specific types of **Monsters**, and Patrolling is often the best way to find them.



GAMEPLAY TIPS

PARTY COMPOSITION

It is a good idea to have some variety in your party -- a diverse group of characters can cover for each other's weaknesses.

- Raise a **combination of melee / ranged fighters, spellcasters, and healers**. Most battles allow you to deploy 6 characters, so there is still plenty of room for experimentation with some of the quirkier types of units, too.
- It is a good idea to hire a couple of **backup teammates** in case someone needs to rest for an Injury, a story character becomes temporarily unavailable for plot reasons, or a battle allows more than the usual number of deployed troops.



LOOK AT THE TROOPS MENU AFTER EVERY BATTLE

After every battle, your characters gain AP and may have access to new items, so it is important to **stay up-to-date** in the **Troops Menu**.

- **Spend your newly-earned AP.** Learning the right Ability can give a character a great boost in power.
- If a character masters their primary Class (learns all of the Class's Abilities), it might be wise to **change them to another Class** right away. Most of the AP they gain while in a mastered Class is wasted.
- If a character changes their Class, **double-check their Abilities and equipment.** Try to always have a Subclass, Passive Abilities, and Counter Ability selected, if you've learned them. And even though equipment is automatically „optimized“ after a Class change, it may not be exactly what you want. For example, if a character changes their Class to a Scoundrel, they can equip a dagger or a crossbow as their weapon. Daggers are often stronger than crossbows, so auto-optimization will favor a dagger. But you may prefer the extra range of a crossbow.



- **Update your characters' equipment.** You might have found a new piece of gear in a treasure chest, after battle, or from a newly-accessible shop node on the world map.

- **Check your Crafting menu.** You often find new crafting Components during a story battle, so check to see if anything new can be created or upgraded.

WAITING: GETTING YOUR TURN FASTER.

If a character **does not act during their turn** (other than to move), their next turn will arrive **slightly faster**. This can be a useful technique in battle if the character cannot reach any enemies yet.

However, if you are not performing an action, you are also **not getting any EXP**, so the decision remains: is it better to get an edge in the turn order, or to take a suboptimal action purely to gain EXP? This depends on the situation and whether you prefer to have more of an advantage in the short term or in the long term.



DON'T UNDERESTIMATE BUFFS AND DEBUFFS

Even if you are weaker than your opponent, **utilizing buffs and debuffs can swing the odds in your favor**. For example, you can **Mute** or **Berserk** a caster to completely neutralize them. You can **Cripple** a physical fighter to make them less of a threat, and if they only have close-range weapons and Abilities, a well-placed **Root** can do the same. And enemies with high HP are especially vulnerable to **Poison** and **Bleed** damage, since they deal % based damage.

Of course, enemies can also use these strategies against you. To keep debuffs under control, use **Barrier**, **Panacea**, or **protective equipment**, and upgrade your **Remedies** via crafting whenever possible.

SHOVING AND DROWNING OPPONENTS

Abilities that **shove** the target, like the **Mercenary's Forceful Strike**, are extremely useful to have on at least one character. They deal **extra damage** when they shove the target into walls, into other units, or off of high places. You can even **drown opponents** that are unable to swim by pushing them into water! Note that pushing off of high places deals varying damage not only depending on the distance fallen, but also on the target's Jump score and whether they can fly or not.

STUCK ON A BATTLE?

Here are some simple **strategies** that can have a big impact on the outcome of any battle:

- Bring the **maximum number of troops** into each battle! Most battles allow 6, but a few allow as many as 7.
- **Use items!** Since they replenish after every battle, there's no reason to hoard them.
- Focus on bringing down **one foe at a time!** Reducing their numbers quickly might give you the edge you need to survive.



- Exploit Monsters' **Elemental weaknesses!** Keep Elemental spells and weapons on hand to take advantage of them.



- **Study your enemies** before battle! Their different weapons, Passives, and Counters may call for different tactics. You can tweak your characters in the Troops Menu during deployment to give yourself the best chance of success against different challenges.



HELP BUTTON

On most screens, you can press the **Help button** to view explanations of some of the icons and other interface elements. The Help button is indicated in the lower-right corner of the screen, if it is currently available.

RESETTING TO LEVEL 1

Overview

At the **Guild**, you have the option to **reset a character to level 1**. This feature allows you to optimize a character's stats to your liking if you are so inclined. But it is by no means necessary to do so in order to complete the game, nor is it generally recommended. **Use this feature with caution!**

Why Reset to Level 1?

Resetting to level 1 allows you to **erase all stat growth** the character has accumulated in their levels up to that point, while **keeping their AP, Abilities, and unlocked Classes intact**.

When a character levels up, they gain certain stats based on the primary Class that they have at the time. These stat growths are viewable in the Class Change screen. If you have very specific stats in mind for a character and feel that you've „messed up“, or if you want to use stat growth from a Class the character unlocked later in their career, then resetting to level 1 is an option that allows you to build that perfect character.

Reasons NOT to Reset to Level 1

- **Re-leveling a character can take a long time.** If you reset to level 1, you may have to put your progress in the game on hold while that character gets back in fighting shape.
- **It costs a lot of gold.** Spending that GP on equipment instead may give you the stat boost you're looking for.

- **It might be simpler to recruit a different character** from the Guild. Recruiting is half the cost of resetting, and you don't have to spend time gaining levels for them to catch up with the rest of your team. The downside, though, is that a new recruit will typically have less overall AP than a character who has been with your team for a while and actively participating in encounters.
- **It's not necessary** to have perfect stats to complete the game. *Fell Seal: Arbiter's Mark* is designed in a way that allows you to experiment with your team. Even if a character gains a few levels in a Class that isn't „the perfect choice,“ it won't make them ineffective.
- **Stats stop growing** when they reach the cap of 500 for most stats, 250 for SPD and 999 for HP/MP. This means that even if you're trying to min/max a character, there's still a fair amount of leeway to „max a stat“ even if you don't level with the highest growth for that stat every level.
- A specific example of the above would be leveling exclusively as a Sorcerer for their fast MND growth leading to a character with 500 MND at around level 84. Any levels after that will have wasted MND stat growth. This means that having some mixture of Classes for any given character is a good thing in the long run, to help round out their stats and make sure you're always getting something out of every level-up.

Special Considerations for Resetting Story Characters

- **New recruits at the Guild** are only able to be hired up through **Kyrie's level**. Resetting Kyrie's level restricts what level recruits you can hire.
- **Story characters** who join your party are directly **tied to Kyrie's level as well**, so resetting her level will also lower the level of new story characters.

- Some story battles **require certain story characters to be present**. If you reset a story character's level and then enter a battle where they are mandatory, you may end up in an unpleasant situation. Kyrie is usually required in story battles, although occasionally other story characters will be mandatory as well.
- Since you can't hire a second version of a story character like you can with non-story characters, resetting their level can indeed be something you want to do if you feel you have really „messed up“ their stat growth.
- There is a unique Monster character that has no permanent stat growth. Instead, their stats reflect their current Monster Class. Therefore, this Monster character will not see any benefit from resetting to level 1.

THANK YOU FOR PLAYING *FELL SEAL: ARBITER'S MARK*



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