

# skills\_db.py

```
"""Skills database with 100 skills across all job classes."""
from data_types import *

def build_skill_database() -> Dict[int, Skill]:
    skills = {}

    def s(id, name, stype, power, mp, acc, elem, hits, target, tier, desc, jobs, effect=None):
        skills[id] = Skill(id, name, stype, power, mp, acc, elem, hits, target, tier, desc, effect,
jobs)

    W = JobClass.WARRIOR; KN = JobClass.KNIGHT; PA = JobClass.PALADIN
    BE = JobClass.BERSERKER; AS = JobClass.ASSASSIN; RA = JobClass.RANGER
    HU = JobClass.HUNTER; SP = JobClass.SPEARMAN; DR = JobClass.DRAGOON
    MO = JobClass.MONK; CL = JobClass.CLERIC; PR = JobClass.PRIEST
    FM = JobClass.FIRE_MAGE; IM = JobClass.ICE_MAGE; ST = JobClass.STORM_MAGE
    WM = JobClass.WIND_MAGE; EM = JobClass.EARTH_MAGE; DM = JobClass.DARK_MAGE
    LM = JobClass.LIGHT_MAGE; SA = JobClass.ARCANE_SAGE

    SE = SkillTarget.SINGLE_ENEMY; AE = SkillTarget.ALL_ENEMIES
    SA_ = SkillTarget.SINGLE_ALLY; AA = SkillTarget.ALL_ALLIES
    SF = SkillTarget.SELF; RE = SkillTarget.RANDOM_ENEMY

    # — WARRIOR (IDs 1-14) —————
    s(1,"Slash",SkillType.PHYSICAL,1.2,0,0.9,Element.NONE,1,SE,SkillTier.BASIC,"A swift sword
slash.",[W,KN,PA])
    s(2,"Power Strike",SkillType.PHYSICAL,1.5,4,0.85,Element.NONE,1,SE,SkillTier.BASIC,"A
powerful focused strike.",[W,BE])
    s(3,"Double
Slash",SkillType.PHYSICAL,0.9,6,0.88,Element.NONE,2,SE,SkillTier.INTERMEDIATE,"Two rapid
slashes.",[W,AS])
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s(4,"Whirlwind
Slash",SkillType.PHYSICAL,0.85,8,0.85,Element.WIND,1,AE,SkillTier.INTERMEDIATE,"Spin attack
hitting all foes.",[W])
s(5,"Blade Storm",SkillType.PHYSICAL,2.0,20,0.8,Element.NONE,3,SE,SkillTier.ULTIMATE,"Unleash
a storm of blades.",[W])

s(6,"Shield Bash",SkillType.PHYSICAL,1.0,3,0.9,Element.NONE,1,SE,SkillTier.BASIC,"Bash with
shield, chance to stun.",
[KN],SkillEffect(StatusEffectType.STUN,1,0.3))
s(7,"Guard Stance",SkillType.BUFF,0,5,1.0,Element.NONE,1,SF,SkillTier.BASIC,"Raise defense
for 2 turns.",
[KN,PA],SkillEffect(StatusEffectType.GUARD_UP,2))
s(8,"Holy
Sword",SkillType.PHYSICAL,1.6,10,0.85,Element.LIGHT,1,SE,SkillTier.INTERMEDIATE,"Light-imbued
sword strike.",[PA,KN])
s(9,"Provoke",SkillType.DEBUFF,0,4,0.95,Element.NONE,1,AE,SkillTier.INTERMEDIATE,"Draw all
enemy attacks.",[KN])
s(10,"Divine
Blade",SkillType.PHYSICAL,2.5,25,0.8,Element.LIGHT,1,SE,SkillTier.ULTIMATE,"Sacred blade of
divine power.",[PA])

s(11,"Reckless Strike",SkillType.PHYSICAL,2.0,5,0.8,Element.NONE,1,SE,SkillTier.BASIC,"High
power, ignores own defense.",[BE])
s(12,"Frenzy",SkillType.PHYSICAL,0.8,8,0.75,Element.NONE,3,RE,SkillTier.INTERMEDIATE,"Attack
randomly 3 times.",
[BE],SkillEffect(StatusEffectType.BERSERK,2))

s(13,"Bloodthirst",SkillType.PHYSICAL,1.8,10,0.85,Element.NONE,1,SE,SkillTier.INTERMEDIATE,"Ab
sorb HP on hit.",[BE])

s(14,"Apocalypse",SkillType.PHYSICAL,3.5,30,0.75,Element.DARK,1,AE,SkillTier.ULTIMATE,"Catastr
ophic strike of destruction.",[BE])

# — ASSASSIN (15-25) —————
s(15,"Backstab",SkillType.PHYSICAL,1.8,5,0.85,Element.NONE,1,SE,SkillTier.BASIC,"High crit
strike from shadows.",[AS])
s(16,"Poison Blade",SkillType.PHYSICAL,1.0,4,0.9,Element.NONE,1,SE,SkillTier.BASIC,"Inflict
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poison.",
  [AS,HU],SkillEffect(StatusEffectType.POISON,3,0.7))
s(17,"Shadow
Step",SkillType.PHYSICAL,1.4,7,0.88,Element.DARK,1,SE,SkillTier.INTERMEDIATE,"Teleport strike,
ignore EVA.",[AS])
s(18,"Venom
Strike",SkillType.PHYSICAL,1.1,8,0.88,Element.NONE,1,SE,SkillTier.INTERMEDIATE,"Inflict
venom.",
  [AS],SkillEffect(StatusEffectType.VENOM,4,0.65))
s(19,"Death Mark",SkillType.SPECIAL,0,12,0.85,Element.DARK,1,SE,SkillTier.ULTIMATE,"Mark for
death - doom in 5 turns.",
  [AS],SkillEffect(StatusEffectType.DOOM,5,1.0))

# — RANGER / HUNTER (26-38) —————
s(20,"Arrow Shot",SkillType.PHYSICAL,1.1,0,0.92,Element.NONE,1,SE,SkillTier.BASIC,"Basic
arrow attack.",[RA,HU])
s(21,"Triple Arrow",SkillType.PHYSICAL,0.7,7,0.85,Element.NONE,3,SE,SkillTier.BASIC,"Fire
three arrows.",[RA])
s(22,"Rain of
Arrows",SkillType.PHYSICAL,0.65,10,0.82,Element.NONE,1,AE,SkillTier.INTERMEDIATE,"Barrage of
arrows on all foes.",[RA])
s(23,"Sniper
Shot",SkillType.PHYSICAL,2.2,12,0.9,Element.NONE,1,SE,SkillTier.INTERMEDIATE,"Precise high
damage shot, high crit.",[RA,HU])
s(24,"Piercing
Arrow",SkillType.PHYSICAL,1.5,8,0.9,Element.NONE,1,AE,SkillTier.INTERMEDIATE,"Arrow pierces
all enemies.",[RA])
s(25,"Meteor
Arrow",SkillType.PHYSICAL,3.0,28,0.82,Element.FIRE,1,SE,SkillTier.ULTIMATE,"Flaming arrow from
heavens.",[RA])
s(26,"Trap Set",SkillType.DEBUFF,0,5,0.9,Element.NONE,1,SE,SkillTier.BASIC,"Set a trap -
slows enemy.",
  [HU],SkillEffect(StatusEffectType.SPEED_DOWN,3,0.8))
s(27,"Beast Lore",SkillType.DEBUFF,0,6,0.95,Element.NONE,1,SE,SkillTier.INTERMEDIATE,"Reveal
and mark weakness.",
  [HU],SkillEffect(StatusEffectType.WEAKNESS_MARK,3))
s(28,"Dragon
Slayer",SkillType.PHYSICAL,3.5,30,0.8,Element.LIGHT,1,SE,SkillTier.ULTIMATE,"Ultimate anti-
dragon technique.",[HU,DR])

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# — SPEARMAN / DRAGOON (29-40) —————

s(29,"Lance Thrust",SkillType.PHYSICAL,1.3,3,0.9,Element.NONE,1,SE,SkillTier.BASIC,"Thrust with spear.",[SP,DR])  
s(30,"Sweep",SkillType.PHYSICAL,0.9,5,0.87,Element.NONE,1,AE,SkillTier.BASIC,"Sweep all enemies with spear.",[SP])  
s(31,"Spear Dance",SkillType.PHYSICAL,0.85,9,0.85,Element.NONE,3,RE,SkillTier.INTERMEDIATE,"Dance of spear strikes.",[SP])  
s(32,"Dragon Dive",SkillType.PHYSICAL,2.0,12,0.85,Element.WIND,1,SE,SkillTier.INTERMEDIATE,"Leap and dive with spear.",[DR])  
s(33,"Jump",SkillType.PHYSICAL,2.3,10,0.88,Element.NONE,1,SE,SkillTier.INTERMEDIATE,"Leap attack from above.",[DR,SP])  
s(34,"Chaos Nova",SkillType.PHYSICAL,3.2,30,0.78,Element.NONE,1,AE,SkillTier.ULTIMATE,"Explosive nova of force.",[DR])

# — MONK (35-44) —————

s(35,"Punch",SkillType.PHYSICAL,1.1,0,0.93,Element.NONE,1,SE,SkillTier.BASIC,"Basic unarmed strike.",[M0])  
s(36,"Combo Strike",SkillType.PHYSICAL,0.75,5,0.9,Element.NONE,3,SE,SkillTier.BASIC,"Rapid combo punches.",[M0])  
s(37,"Shockwave",SkillType.PHYSICAL,1.3,8,0.87,Element.EARTH,1,AE,SkillTier.INTERMEDIATE,"Ground shockwave hits all foes.",[M0])  
s(38,"Inner Focus",SkillType.BUFF,0,6,1.0,Element.NONE,1,SF,SkillTier.INTERMEDIATE,"Focus power for next attack.",  
[M0],SkillEffect(StatusEffectType.FOCUS,2))  
s(39,"Fist of Heaven",SkillType.PHYSICAL,3.0,25,0.82,Element.LIGHT,1,SE,SkillTier.ULTIMATE,"Divine fist of heaven.",[M0])

# — CLERIC / PRIEST (40-54) —————

s(40,"Heal",SkillType.HEAL,1.0,6,1.0,Element.LIGHT,1,SA\_,SkillTier.BASIC,"Restore ally HP.",[CL,PR,PA])  
s(41,"Smite",SkillType.MAGICAL,1.2,7,0.88,Element.LIGHT,1,SE,SkillTier.BASIC,"Light-based

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strike.",[CL])
s(42,"Cure Status",SkillType.HEAL,0,5,1.0,Element.NONE,1,SA_,SkillTier.BASIC,"Remove a status ailment.",
[CL,PR])
s(43,"Mass Heal",SkillType.HEAL,0.85,14,1.0,Element.LIGHT,1,AA,SkillTier.INTERMEDIATE,"Heal all allies.",[PR,CL])
s(44,"Holy Light",SkillType.MAGICAL,1.8,15,0.85,Element.LIGHT,1,SE,SkillTier.INTERMEDIATE,"Brilliant holy beam.",[CL,PR])
s(45,"Regen Aura",SkillType.BUFF,0,10,1.0,Element.LIGHT,1,AA,SkillTier.INTERMEDIATE,"Grant regen to all allies.",
[PR],SkillEffect(StatusEffectType.REGEN,3))
s(46,"Resurrection",SkillType.HEAL,0,20,0.95,Element.LIGHT,1,SA_,SkillTier.ULTIMATE,"Revive fallen ally with full HP.",[PR])
s(47,"Divine Judgment",SkillType.MAGICAL,3.0,28,0.82,Element.LIGHT,1,AE,SkillTier.ULTIMATE,"Judgment of the divine.",[CL])
s(48,"Blessing",SkillType.BUFF,0,8,1.0,Element.LIGHT,1,SA_,SkillTier.INTERMEDIATE,"Raise ally's all stats.",
[PA,PR])
s(49,"Silence Ward",SkillType.DEBUFF,0,7,0.85,Element.LIGHT,1,SE,SkillTier.BASIC,"Silence an enemy.",
[CL],SkillEffect(StatusEffectType.SILENCE,2,0.75))
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#### # — FIRE MAGE (50-59) \_\_\_\_\_

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s(50,"Fire Bolt",SkillType.MAGICAL,1.3,7,0.9,Element.FIRE,1,SE,SkillTier.BASIC,"Basic fire projectile.",[FM,SA])
s(51,"Fire Ball",SkillType.MAGICAL,1.1,10,0.87,Element.FIRE,1,AE,SkillTier.BASIC,"Explosive fireball hits all.",[FM])
s(52,"Inferno",SkillType.MAGICAL,2.0,16,0.85,Element.FIRE,1,SE,SkillTier.INTERMEDIATE,"Column of infernal flames.",
[FM],SkillEffect(StatusEffectType.BURN,2,0.5))
s(53,"Flame Burst",SkillType.MAGICAL,1.5,12,0.87,Element.FIRE,1,AE,SkillTier.INTERMEDIATE,"Burst of flames over all foes.",[FM])
s(54,"Hellfire",SkillType.MAGICAL,3.5,35,0.78,Element.FIRE,1,AE,SkillTier.ULTIMATE,"Hellfire scorches everything.",[FM])
```

# — ICE MAGE (55-64) —————

s(55,"Ice Shard",SkillType.MAGICAL,1.2,6,0.9,Element.ICE,1,SE,SkillTier.BASIC,"Sharp ice projectile.",[IM,SA])  
s(56,"Blizzard",SkillType.MAGICAL,1.0,10,0.87,Element.ICE,1,AE,SkillTier.BASIC,"Ice storm hits all enemies.",  
[IM],Skilleffect(StatusEffectType.SPEED\_DOWN,2,0.4))  
s(57,"Frost  
Lance",SkillType.MAGICAL,1.7,12,0.88,Element.ICE,1,SE,SkillTier.INTERMEDIATE,"Piercing lance of frost.",  
[IM],Skilleffect(StatusEffectType.FREEZE,1,0.3))  
s(58,"Ice  
Field",SkillType.MAGICAL,1.4,15,0.85,Element.ICE,1,AE,SkillTier.INTERMEDIATE,"Freeze the entire battlefield.",[IM])  
s(59,"Absolute  
Zero",SkillType.MAGICAL,4.0,40,0.72,Element.ICE,1,SE,SkillTier.ULTIMATE,"Reduce temperature to absolute zero.",[IM])

# — STORM MAGE (60-69) —————

s(60,"Thunder",SkillType.MAGICAL,1.2,7,0.88,Element.LIGHTNING,1,SE,SkillTier.BASIC,"Basic lightning strike.",[ST,SA])  
s(61,"Lightning  
Bolt",SkillType.MAGICAL,1.4,9,0.87,Element.LIGHTNING,1,SE,SkillTier.BASIC,"Focused lightning bolt.",  
[ST])  
s(62,"Chain  
Lightning",SkillType.MAGICAL,1.0,14,0.85,Element.LIGHTNING,1,AE,SkillTier.INTERMEDIATE,"Lightning chains between all foes.",[ST])  
s(63,"Thunderstorm",SkillType.MAGICAL,1.6,18,0.83,Element.LIGHTNING,1,AE,SkillTier.INTERMEDIATE,"Raging storm of lightning.",[ST])  
s(64,"Judgment  
Thunder",SkillType.MAGICAL,3.8,38,0.75,Element.LIGHTNING,1,SE,SkillTier.ULTIMATE,"Ultimate thunderbolt of judgment.",[ST])

# — WIND MAGE (65-72) —————

s(65,"Wind Slash",SkillType.MAGICAL,1.1,5,0.92,Element.WIND,1,SE,SkillTier.BASIC,"Blade of wind.",[WM])  
s(66,"Gale",SkillType.MAGICAL,0.9,8,0.88,Element.WIND,1,AE,SkillTier.BASIC,"Gale force wind

hits all.",

[WM],SkillEffect(StatusEffectType.SPEED\_DOWN,2,0.35))

s(67,"Tornado",SkillType.MAGICAL,1.7,14,0.85,Element.WIND,1,SE,SkillTier.INTERMEDIATE,"Miniature tornado engulfs enemy.",[WM])

s(68,"Hurricane",SkillType.MAGICAL,1.4,18,0.83,Element.WIND,1,AE,SkillTier.INTERMEDIATE,"Hurricane force winds.",[WM])

s(69,"Tempest",SkillType.MAGICAL,3.2,32,0.78,Element.WIND,1,AE,SkillTier.ULTIMATE,"Catastrophic tempest of wind.",[WM])

#### # — EARTH MAGE (70-77) —————

s(70,"Stone",SkillType.MAGICAL,1.2,5,0.9,Element.EARTH,1,SE,SkillTier.BASIC,"Hurl a stone.",[EM])

s(71,"Earth Spike",SkillType.MAGICAL,1.4,8,0.88,Element.EARTH,1,SE,SkillTier.BASIC,"Spike from the ground.",[EM])

s(72,"Earthquake",SkillType.MAGICAL,1.5,15,0.85,Element.EARTH,1,AE,SkillTier.INTERMEDIATE,"Massive earthquake.",[EM])

s(73,"Rock Slide",SkillType.MAGICAL,1.3,12,0.87,Element.EARTH,1,AE,SkillTier.INTERMEDIATE,"Avalanche of rocks.",[EM],SkillEffect(StatusEffectType.SPEED\_DOWN,2,0.4))

s(74,"Meteor",SkillType.MAGICAL,4.2,42,0.70,Element.EARTH,1,AE,SkillTier.ULTIMATE,"Call down a meteor.",[EM,SA])

#### # — DARK MAGE (75-82) —————

s(75,"Dark Bolt",SkillType.MAGICAL,1.2,6,0.9,Element.DARK,1,SE,SkillTier.BASIC,"Dark energy bolt.",[DM])

s(76,"Shadow Bind",SkillType.DEBUFF,0,8,0.82,Element.DARK,1,SE,SkillTier.BASIC,"Bind enemy in shadows.",[DM],SkillEffect(StatusEffectType.PARALYZE,2,0.65))

s(77,"Dark Pulse",SkillType.MAGICAL,1.5,12,0.87,Element.DARK,1,AE,SkillTier.INTERMEDIATE,"Pulse of dark energy.",[DM],SkillEffect(StatusEffectType.CURSE,2,0.4))

s(78,"Void

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Drain",SkillType.MAGICAL,1.3,10,0.87,Element.DARK,1,SE,SkillTier.INTERMEDIATE,"Drain MP from
target.",
[DM],SkillEffect(StatusEffectType.MANA_BURN,1))
s(79,"Abyss",SkillType.MAGICAL,3.8,38,0.72,Element.DARK,1,SE,SkillTier.ULTIMATE,"Plunge enemy
into the abyss.",[DM])
```

#### # — LIGHT MAGE (80-87) —————

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s(80,"Photon",SkillType.MAGICAL,1.2,6,0.92,Element.LIGHT,1,SE,SkillTier.BASIC,"Photon
burst.",[LM])
s(81,"Shine",SkillType.MAGICAL,1.0,8,0.9,Element.LIGHT,1,AE,SkillTier.BASIC,"Flash of light
blinds enemies.",
[LM],SkillEffect(StatusEffectType.BLIND,2,0.5))
s(82,"Radiance",SkillType.MAGICAL,1.7,14,0.87,Element.LIGHT,1,SE,SkillTier.INTERMEDIATE,"Blind
ing radiance.",[LM])
s(83,"Holy
Barrier",SkillType.BUFF,0,12,1.0,Element.LIGHT,1,SA_,SkillTier.INTERMEDIATE,"Shield ally with
holy power.",
[LM,PA],SkillEffect(StatusEffectType.SHIELD,3))
s(84,"Judgement
Ray",SkillType.MAGICAL,3.5,35,0.78,Element.LIGHT,1,SE,SkillTier.ULTIMATE,"Divine ray of
judgment.",[LM])
```

#### # — ARCANE SAGE (85-100) —————

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s(85,"Arcane Bolt",SkillType.MAGICAL,1.3,7,0.9,Element.NONE,1,SE,SkillTier.BASIC,"Pure arcane
projectile.",[SA])
s(86,"Mana Shield",SkillType.BUFF,0,8,1.0,Element.NONE,1,SF,SkillTier.BASIC,"Convert MP to a
shield.",
[SA],SkillEffect(StatusEffectType.SHIELD,2))
s(87,"Arcane
Storm",SkillType.MAGICAL,1.3,16,0.87,Element.NONE,1,AE,SkillTier.INTERMEDIATE,"Storm of arcane
energy.",[SA])
s(88,"Time
Dilation",SkillType.SPECIAL,0,18,0.85,Element.NONE,1,SA_,SkillTier.INTERMEDIATE,"Accelerate
ally's time.",
[SA],SkillEffect(StatusEffectType.HASTE,3))
s(89,"Meteor",SkillType.MAGICAL,4.0,45,0.70,Element.NONE,1,AE,SkillTier.ULTIMATE,"Ultimate
arcane meteor barrage.",[SA])
```

# — EXTRA SKILLS (90-100) —————

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s(90,"Blood
Drain",SkillType.MAGICAL,1.4,10,0.87,Element.DARK,1,SE,SkillTier.INTERMEDIATE,"Drain blood
from enemy.",
[DM,AS],SkillEffect(StatusEffectType.BLEED,3,0.6))
s(91,"Phantom
Edge",SkillType.PHYSICAL,1.6,9,0.88,Element.DARK,1,SE,SkillTier.INTERMEDIATE,"Phantom blade
strike.",[AS,DM])
s(92,"Nature's
Wrath",SkillType.MAGICAL,1.8,16,0.85,Element.EARTH,1,AE,SkillTier.INTERMEDIATE,"Earth's
fury.",[EM,M0])
s(93,"Solar
Flare",SkillType.MAGICAL,2.0,18,0.83,Element.FIRE,1,AE,SkillTier.INTERMEDIATE,"Blinding solar
burst.",
[FM,LM],SkillEffect(StatusEffectType.BLIND,2,0.6))
s(94,"Frost
Nova",SkillType.MAGICAL,1.6,14,0.87,Element.ICE,1,AE,SkillTier.INTERMEDIATE,"Explosive ice
nova.",
[IM],SkillEffect(StatusEffectType.FREEZE,1,0.4))
s(95,"War Cry",SkillType.BUFF,0,8,1.0,Element.NONE,1,AA,SkillTier.INTERMEDIATE,"Boost all
allies' attack.",
[W,BE],SkillEffect(StatusEffectType.BERSERK,2))
s(96,"Stealth",SkillType.BUFF,0,6,1.0,Element.NONE,1,SF,SkillTier.BASIC,"Enter stealth
mode.",
[AS,RA])
s(97,"Eagle Eye",SkillType.BUFF,0,5,1.0,Element.NONE,1,SF,SkillTier.BASIC,"Boost accuracy and
crit.",
[RA,HU],SkillEffect(StatusEffectType.FOCUS,2))
s(98,"Shield Wall",SkillType.BUFF,0,10,1.0,Element.NONE,1,AA,SkillTier.INTERMEDIATE,"Raise
defense of all allies.",
[KN,PA],SkillEffect(StatusEffectType.GUARD_UP,3))
s(99,"Soul
Shatter",SkillType.MAGICAL,2.5,22,0.82,Element.DARK,1,SE,SkillTier.INTERMEDIATE,"Shatter the
enemy's soul.",
[DM,SA],SkillEffect(StatusEffectType.SOUL_DRAIN,3))
s(100,"Omega Strike",SkillType.PHYSICAL,5.0,50,0.75,Element.NONE,1,SE,SkillTier.ULTIMATE,"The
ultimate physical strike.",[W,BE,M0])
```

```
return skills
```

```
SKILL_DB: Dict[int, Skill] = build_skill_database()
```

```
# Job -> list of skill IDs
```

```
JOB_SKILL_POOL: Dict[JobClass, List[int]] = {  
    JobClass.WARRIOR: [1,2,3,4,5,11,95,98,100,6,7,34,33,29],  
    JobClass.KNIGHT: [6,7,8,9,10,1,40,48,98,2,33,30,44,83],  
    JobClass.PALADIN: [8,10,40,48,83,7,6,44,46,47,80,81,98,45,42],  
    JobClass.BERSERKER: [11,12,13,14,2,5,95,1,3,100,34,4,92,37,79],  
    JobClass.ASSASSIN: [15,16,17,18,19,3,96,90,91,75,76,78,99,77,25],  
    JobClass.RANGER: [20,21,22,23,24,25,96,97,26,27,1,65,70,60,50],  
    JobClass.HUNTER: [20,21,23,26,27,28,97,16,31,22,24,33,34,35,90],  
    JobClass.SPEARMAN: [29,30,31,32,33,34,1,2,4,35,36,92,72,37,95],  
    JobClass.DRAGOON: [29,32,33,34,28,31,8,65,4,3,5,92,25,23,100],  
    JobClass.MONK: [35,36,37,38,39,2,1,92,72,70,95,100,33,34,30],  
    JobClass.CLERIC: [40,41,42,43,44,45,46,47,48,49,80,81,8,82,84],  
    JobClass.PRIEST: [40,43,45,46,48,42,49,44,83,84,41,47,80,82,81],  
    JobClass.FIRE_MAGE: [50,51,52,53,54,93,85,86,87,75,77,60,65,70,76],  
    JobClass.ICE_MAGE: [55,56,57,58,59,94,85,86,87,65,70,75,77,60,52],  
    JobClass.STORM_MAGE: [60,61,62,63,64,85,86,87,50,55,65,93,88,75,77],  
    JobClass.WIND_MAGE: [65,66,67,68,69,85,86,87,60,55,50,88,92,93,63],  
    JobClass.EARTH_MAGE: [70,71,72,73,74,92,85,86,87,37,36,55,50,93,65],  
    JobClass.DARK_MAGE: [75,76,77,78,79,90,91,99,85,86,87,19,88,18,15],  
    JobClass.LIGHT_MAGE: [80,81,82,83,84,40,44,47,48,85,86,87,93,45,42],  
    JobClass.ARCANE_SAGE: [85,86,87,88,89,74,64,59,54,79,84,99,93,92,100],  
}
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