Official FAQ

This is the official FAQ of Elminage ORIGINAL

Q. How do ability points work?

A. Characters have 6 kinds of ability points that increase or decrease upon leveling up.
Points for each race can be increased up to a maximum +10 from the base value.

・Strength
Accuracy of physical attacks increases with points. This is not related to attack skills.

・Intelligence
Higher points increases learning speed of Magic and Alchemy spells upon leveling up.

・Piety
Higher points increases learning speed of Cleric spells upon leveling up.

・Vitality
Determines the rate of maximum HP. There is a chance a character may die of infirmity when staying at an Inn with low HP.

・Agility
Determines the order of attack in battle as well as the Thief skills to identify and clear traps.

・Luck
Determines the actions of Thief skills.

Q. What is the purpose of Age?

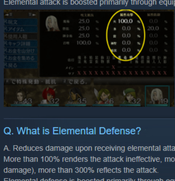
A. It is the age set for the characters.

A young age brings a greater rate of ability points when leveling up but less bonus points are available when creating a new character
Although an older age brings more bonus points upon creating a character, there is a greater possibility that skill points may decrease when leveling up.

Q. What is AC?

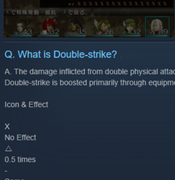
A. AC stands for Armor Class.

A low AC makes it easier to evade physical attacks by enemies.
Be aware that this does not apply to spells.



Q. What is Spell Resistance?

A. It shows the resistance for each spell.
Successful resistance will render the spell ineffective.



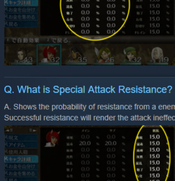
Q. What are Elemental Attacks?

A. Increases damage from elemental (Fire, Water, Thunder, Holy, Dark) attacks.
Elemental attack is boosted primarily through equipment.



Q. What is Elemental Defense?

A. Reduces damage upon receiving elemental attacks from enemies.
More than 100% renders the attack ineffective, more than 200% absorbs the attack (recovers damage), more than 300% reflects the attack.
Elemental defense is boosted primarily through equipment.

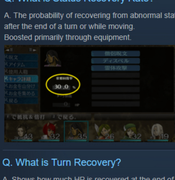


Q. What is Double-strike?

A. The damage inflicted from double physical attacks changes according to race.
Double-strike is boosted primarily through equipment.

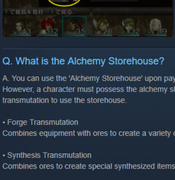
Icon & Effect

X
No Effect
△
0.5 times
-
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1.5 times
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2 times
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3 times
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5 times
I
10 times



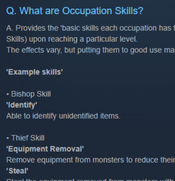
Q. What are Special Attacks?

A. Shows the probability of invoking negative status 'Sleep' or 'Poison', or a special attack such as 'Beheaded', from physical attacks.
Boosted primarily through equipment.



Q. What is Special Attack Resistance?

A. Shows the probability of resistance from a enemies' special attacks.
Successful resistance will render the attack ineffective. Boosted primarily through equipment.



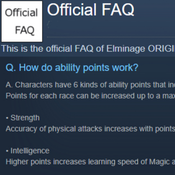
Q. What is Status Recovery Rate?

A. The probability of recovering from abnormal status 'Sleep', 'Silence', 'Confusion' ' Charm' and 'Fear' after the end of a turn or while moving.
Boosted primarily through equipment.



Q. What is Turn Recovery?

A. Shows how much HP is recovered at the end of a turn. Boosted primarily through equipment.



Q. What is the Alchemy Storehouse?

A. You can use the 'Alchemy Storehouse' upon paying GP at Meermack's Inn.
However, a character must possess the alchemy skill 'Forge', 'Synthesize' or 'Disassemble' transmutation to use the storehouse.

・Forge Transmutation
Combines equipment with ores to create a variety of equipment carrying special effects.

・Synthesis Transmutation
Combines ores to create special synthesized items.

・Disassembling Transmutation
Restore equipment and ore that had been 'forged' back to their original forms.

・Storehouse
The storehouse allows the storage and removal of items in your possession.

Q. What are Occupation Skills?

A. Provides the 'basic skills each occupation has from the beginning or Mastery Skills (also Samar Skills) upon reaching a particular level.
The effects vary, but putting them to good use makes the adventure progress in your favor.

'Example skills'

・Bishop Skill
'Identify'
Able to identify unidentified items.

・Thief Skill
'Equipment Removal'
Remove equipment from monsters to reduce their attack.
'Steal'
Steal the equipment removed from monsters with 'Equipment Removal.

・Bard Skill
'Tarot'
Draw a tarot card to gain a unique effect.
However, a failed draw (reversed) reverses the intended target.

・Servant Skill
'Maid Recover'
Healing items can be carried in the 'Servant's Bag' used only by Servants. Items are used automatically at the end of every turn.