

Combat Arts (Rebel Impulse):

Combat Arts in *Rebel Impulse* (henceforth to be referred to as Impulse Arts) work similarly to how Combat Arts in other games function. They can only be used with their corresponding weapons (Sword Arts can only be used with swords, Hidden Arts with weapons and Light Gun arts with light guns). However, they may double, unlike Combat Arts in previous games.

However, in *Rebel Impulse*, they do not consume QL, but instead consume Impulse Gauge. Impulse Gauge for Impulse Art users is capped at 5 and Impulse Gauge always starts at full. Impulse Gauge cannot be gained through the use of Combat Arts, but instead is gained once per Phase whenever a user of Impulse Arts attacks or performs. Impulse Gauge is used solely for using Impulse Arts. Moreover, Tome Arts are not available for taking in *Rebel Impulse*; options for boosting Tome usage are instead to be found in Spells and Impulse Techs.

Sword:

Art	Effects	Minimum Level	Cost
Wrath Strike	+3 MT, +10 Hit	Default	1 Impulse Gauge
Grounder	+3 MT, eff. vs. Flying Enemies	First Class	2 Impulse Gauge
Sunder	+3 MT, +10 Critical	First Class	2 Impulse Gauge
Haze Slice	+3 MT, +10 Eva	First Class	2 Impulse Gauge
Crushing Blade	+3 MT, ignores 5 DEF	First Class	2 Impulse Gauge
Bane of Monsters	+3 MT, eff. vs. Monsters	First Class	2 Impulse Gauge
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation)	First Class	2 Impulse Gauge
Finesse Blade	+5 MT, +15 Hit	Promoted Class	3 Impulse Gauge
Cut Through	+4 MT, user moves to space behind target	Promoted Class	3 Impulse Gauge
Windsweep Slash	+4 MT, reduces enemy counterattacks by 1	Promoted Class	3 Impulse Gauge
Hexblade	+4 MT, targets lower of RES or DEF	Promoted Class with Magical proficiencies	3 Impulse Gauge
Brave Blade	+4 MT, +10 Critical	Promoted Class	3 Impulse Gauge
Vorpal Blade	+6 MT, +15 Critical	Promoted Class	Full Gauge
Slash Emperor	+6 MT, ignores all DR and 5 DEF	Promoted Class	Full Gauge

Lance

Art	Effects	Minimum Level	Cost
Tempest Lance	+3 MT, +10 Hit	Default	1 Impulse Gauge
Knightkneeler	+3 MT, eff. vs. Mounted	First Class	2 Impulse Gauge
Shatter Slash	+3 MT, enemy loses 5 DEF for 1 turn	First Class	2 Impulse Gauge
Iron Judgment	+3 MT, +10 Critical	First Class	2 Impulse Gauge
Sonic Slash	+3 MT, +2 MT if enemy is slower than user	First Class	2 Impulse Gauge
Vampire Lance	+2 MT, restores ½ damage as HP	First Class	2 Impulse Gauge
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation)	First Class	2 Impulse Gauge
Lance Jab	+5 MT, +15 Hit	Promoted Class	3 Impulse Gauge
Swift Strikes	+2 MT, doubles attacks made (except with Brave weaponry)	Promoted Class	3 Impulse Gauge
Hit and Run	+4 MT, moves user back 1 space after combat	Promoted Class	3 Impulse Gauge
Frozen Lance	+4 MT, targets lower of RES or DEF	Promoted Class with Magical proficiencies	3 Impulse Gauge
Impale	+4 MT, target cannot leave space after combat for 1 turn	Promoted Class	3 Impulse Gauge
Primal Force	+6 MT, +15 Critical	Promoted Class	Full Gauge
Vile Assault	+6 MT, +3 MT if target suffers from ailments	Promoted Class	Full Gauge

Axe

Art	Effects	Minimum Level	Cost
Smash	+3 MT, +10 Hit	Default	1 Impulse Gauge
Helmsplitter	+3 MT, eff. vs. Armored	First Class	2 Impulse Gauge
Armor Crusher	+3 MT, enemy loses 5 DEF for 1 turn	First Class	2 Impulse Gauge
Slow Strike	+3 MT, +2 MT if enemy is faster than user	First Class	2 Impulse Gauge
Monster Breaker	+3 MT, eff. vs Monsters	First Class	2 Impulse Gauge
Spike	+3 MT, ignores Shield and Ring DR	First Class	2 Impulse Gauge
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation)	First Class	2 Impulse Gauge
Diamond Axe	+5 MT, +15 Hit	Promoted Class	3 Impulse Gauge
Armored Strike	+3 MT, +3 DR during combat	Promoted Class	3 Impulse Gauge
Fierce Slam	+4 MT, target is thrown back 1 space	Promoted Class	3 Impulse Gauge
Lightning Axe	+4 MT, targets lower of RES or DEF	Promoted Class with Magical proficiencies	3 Impulse Gauge
Vicious Strike	+4 MT, ignores DR and 5 points of DEF	Promoted Class	3 Impulse Gauge
Wild Abandon	+3 MT, adjacent enemies take full AT - DEF	Promoted Class	Full Gauge
Exhaustive Strike	+6 MT, +15 Critical	Promoted Class	Full Gauge

Bow

Art	Effects	Minimum Level	Cost
Curved Shot	+2 MT, +10 Hit	Default	1 Impulse Gauge
Hawkshot	+2 MT, +1 range	First Class	2 Impulse Gauge
Schism Shot	+2 MT, inflicts -3 RES on target for 1 turn	First Class	2 Impulse Gauge
Waning Shot	+2 MT, inflicts -3 DMG for 1 turn	First Class	2 Impulse Gauge
Monster Hunter	+2 MT, eff. vs Monsters	First Class	2 Impulse Gauge
Blasting Arrow	+2 MT, +10 Critical	First Class	2 Impulse Gauge
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation)	First Class	2 Impulse Gauge
Heavy Draw	+4 MT, +15 Hit	Promoted Class	3 Impulse Gauge
Encloser	+3 MT, target cannot move for 1 turn	Promoted Class	3 Impulse Gauge
Cyclone Arrow	+3 MT, targets lower of RES or DEF	Promoted Class with Magical proficiencies	3 Impulse Gauge
Point-Blank Volley	+2 MT, range 1 only, strikes twice in a row	Promoted Class	3 Impulse Gauge
Heaven's Bow	+2 MT, adjacent enemies take full AT - DEF	Promoted Class	Full Gauge
Deadeye	+5 MT, +2 range	Promoted Class	Full Gauge

Fist

Art	Effects	Minimum Level	Cost
Haymaker	+3 MT, +10 Hit	Default	1 Impulse Gauge
Oni-Kagura	+3 MT, +2 AS	First Class	2 Impulse Gauge
Flux Fissure	+3 MT, ignores enemy DR	First Class	2 Impulse Gauge
Overwhelm	+3 MT, +15 Critical against buffed enemies	First Class	2 Impulse Gauge
Tiger Drop	+3 MT, eff. vs Mounted	First Class	2 Impulse Gauge
Drain Punch	+3 MT, returns half AT dealt as HP	First Class	2 Impulse Gauge
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation)	First Class	2 Impulse Gauge
Mighty Blow	+5 MT, +15 Hit	Promoted Class	3 Impulse Gauge
Rushing Blow	+4 MT, user moves behind the enemy after combat	Promoted Class	3 Impulse Gauge
Fading Blow	+4 MT, user moves one space away from the enemy after combat	Promoted Class	3 Impulse Gauge
Mystic Blow	+4 MT, targets lower of RES or DEF	Promoted Class with Magical proficiencies	3 Impulse Gauge
Frenzy	+4 MT, +10 Critical	Promoted Class	3 Impulse Gauge
Hundred-Crack Fist	+3 MT, doubles attacks made (except with Brave weaponry)	Promoted Class	Full Gauge
God Hand	+6 MT, ignores all DR and 5 points of DEF	Promoted Class	Full Gauge

Hidden:

Art	Effects	Minimum Level	Cost
Furious Stab	+3 MT, +10 Hit	Default	1 Impulse Gauge
Binding Slash	+3 MT, inflicts -3 AS on the target for 1 turn	First Class	2 Impulse Gauge
Blinding Strike	+3 MT, inflicts -10 Hit on the target for 1 turn	First Class	2 Impulse Gauge
Foul Play	+3 MT, +15 Critical against debuffed enemies	First Class	2 Impulse Gauge
Double Fangs	+3 MT, creates instant follow-ups	First Class	2 Impulse Gauge
Infectious Slash	+3 MT, inflicts Sick for 2 turns	First Class	2 Impulse Gauge
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation)	First Class	2 Impulse Gauge
Severing Strike	+5 MT, +15 Hit	Promoted Class	3 Impulse Gauge
Misericorde	+4 MT, +15 Critical if target is under 50% HP	Promoted Class	3 Impulse Gauge
Backdash Strike	+4 MT, user moves backwards 1 space after turn	Promoted Class	3 Impulse Gauge
Umbral Pierce	+4 MT, targets lower of RES or DEF	Promoted Class with Magical proficiencies	3 Impulse Gauge
Nerve Slash	+4 MT, inflicts Silence for 1 turn	Promoted Class	3 Impulse Gauge
Hail of Blades	+3 MT, doubles attacks made (except with Brave weaponry)	Promoted Class	Full Gauge
Heartseeker	+6 MT, +15 Critical	Promoted Class	Full Gauge

Whip:

Art	Effects	Minimum Level	Cost
Slash Dance	+3 MT, +10 Hit	Default	1 Impulse Gauge
Corroding Strike	+3 MT, inflicts -5 RES on the target for 1 turn	First Class	2 Impulse Gauge
Mist Rush	+3 MT, +2 AS	First Class	2 Impulse Gauge
Flay	+3 MT, +10 Critical	First Class	2 Impulse Gauge
Dominate	+3 MT, inflicts -5 DEF for 1 turn	First Class	2 Impulse Gauge
Vampire Killer	+3 MT, eff. vs. Monsters	First Class	2 Impulse Gauge
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation)	First Class	2 Impulse Gauge
Viper Swing	+5 MT, +15 Hit	Promoted Class	3 Impulse Gauge
Punishment	+4 MT, +15 Critical if target has attacked other allies	Promoted Class	3 Impulse Gauge
Crescent Sweep	+3 MT, adjacent enemies take half AT - DEF	Promoted Class	3 Impulse Gauge
Glimmering Wave	+4 MT, targets lower of RES or DEF	Promoted Class with Magical proficiencies	3 Impulse Gauge
Cat's Cradle	+2 MT, doubles attacks made (except with Brave weaponry)	Promoted Class	3 Impulse Gauge
Morningstar	+5 MT, eff. vs. Monsters and Levitation	Promoted Class	Full Gauge
Akasha Arts	+5 MT, +1 range	Promoted Class	Full Gauge

Light Gun:

Art	Effects	Minimum Level	Cost
Snapshot	+2 MT, +10 Hit	Default	1 Impulse Gauge
Armor Piercer	+2 MT, inflicts -5 DEF on the target for 1 turn	First Class	2 Impulse Gauge
Double Tap	+2 MT, +2 AS	First Class	2 Impulse Gauge
Bead Draw	+2 MT, +2 MT if target is slower than user	First Class	2 Impulse Gauge
Origin Disrupt	+2 MT, inflicts Backfire for 2 turns	First Class	2 Impulse Gauge
Mage Breaker	+2 MT, eff. vs. Levitation	First Class	2 Impulse Gauge
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation)	First Class	2 Impulse Gauge
Flare Shot	+4 MT, +15 Hit	Promoted Class	3 Impulse Gauge
Pursuit	+3 MT, user may move sideways 1 space after combat	Promoted Class	3 Impulse Gauge
Bullet Dodger	+3 MT, +15 Eva during combat	Promoted Class	3 Impulse Gauge
Moonlight Ray	+3 MT, targets lower of RES or DEF	Promoted Class with Magical proficiencies	3 Impulse Gauge
Dual Shot	+3 MT, follow-ups are instant	Promoted Class	3 Impulse Gauge
Bullet Time	+2 MT, doubles attacks made (except with Brave weaponry)	Promoted Class	Full Gauge
Burst Shot	+5 MT, +15 Critical	Promoted Class	Full Gauge

Heavy Gun:

Art	Effects	Minimum Level	Cost
Aimed Shot	+2 MT, +10 Hit	Default	1 Impulse Gauge
Suppressive Fire	+2 MT, inflicts -10 Eva on the target for 1 turn	First Class	2 Impulse Gauge
Repeating Shot	+2 MT, +2 AS	First Class	2 Impulse Gauge
Careful Shot	+2 MT, +2 MT if target is faster than user	First Class	2 Impulse Gauge
Crippling Hail	+2 MT, inflicts Poison for 2 turns	First Class	2 Impulse Gauge
Volley	+2 MT, eff. vs. Mounted	First Class	2 Impulse Gauge
Elemental Infusion	+3 MT, attack qualifies as element of choice (determined at Character Creation)	First Class	2 Impulse Gauge
Riot Gun	+4 MT, +15 Hit	Promoted Class	3 Impulse Gauge
Advancing Front	+3 MT, user moves forward 1 space after combat	Promoted Class	3 Impulse Gauge
Shock and Awe	+3 MT, +3 DR during combat	Promoted Class	3 Impulse Gauge
Melting Barrage	+3 MT, targets lower of RES or DEF	Promoted Class with Magical proficiencies	3 Impulse Gauge
Warning Shot	+4 MT, +15 Critical if target has not attacked other allies	Promoted Class	3 Impulse Gauge
Vortex Hail	+4 MT, eff. vs. Monsters and Levitation	Promoted Class	Full Gauge
Fleeting Rain	+2 MT, adjacent enemies take full AT - DEF	Promoted Class	Full Gauge

Staff:

Art	Effects	Minimum Level	Cost
Magic Ray	+1 Range	Default	1 Impulse Gauge
Energy Stream	Non-movement or refreshing Buffing and Ailment effects target an adjacent unit	First Class	2 Impulse Gauge
Rejuvenate	+5 HP healing with Healing/Buffing staves	First Class	2 Impulse Gauge
Enervate	Ailments last +1 turn and the initial cast inflicts MAG/2 DMG	First Class	2 Impulse Gauge
Sanctify	Bufs last +1 extra turn	First Class	2 Impulse Gauge
Magic Beam	+2 Range	Promoted Class	3 Impulse Gauge
Overflow	Non-movement or refreshing Buffing and Ailment effects target two adjacent units	Promoted Class	3 Impulse Gauge
Thaumic Barrier	Healing and buffing targets receive +4 DR for 2 turns	Promoted Class	3 Impulse Gauge
Coursing Blood	Bufs gain +5 to bonuses and last 2 extra turns	Promoted Class with Magical proficiencies	3 Impulse Gauge
Branding	Enemy cannot take advantage of bonuses or buffs for 1 turn and takes MAG/2 DMG	Promoted Class	3 Impulse Gauge

Performance:

Art	Effects	Minimum Level	Cost
Soprano	+1 Range	Default	1 Impulse Gauge
War Dance	Dances gain 20 Hit and ailments last for 1 extra turn	First Class	2 Impulse Gauge
Cacophony	Dances inflict higher of STR/2 or MAG/2 on target	First Class	2 Impulse Gauge
Inspire	Lyrics and Instrument heal buffed allies for 10 HP	First Class	2 Impulse Gauge
Libretto	Bufs grant +2 DR/2 DMG for the duration	First Class	2 Impulse Gauge
Operetto	+2 Range	Promoted Class	3 Impulse Gauge
Resonate	Bufs/debuffs can be inflicted on two adjacent targets	Promoted Class	3 Impulse Gauge
Lethal Tango	Dances inflicts higher of STR or MAG DMG	Promoted Class	3 Impulse Gauge
Lingering Melody	Bufs/debuffs last for 2 extra turns	Promoted Class with Magical proficiencies	3 Impulse Gauge
Dissonance	Enemy cannot take advantage of bonuses/buffs for 2 turns	Promoted Class	3 Impulse Gauge