

Rune Fencer Progress

Job Ability	Level	Implemented?	Notes
Elemental Sforzo	1	Partial	Magic damage nulled, but statuses not nulled.
Rune Enchantment	5	Partial	Rune Enchantment merits, job points, elemental resist implemented. "Enspell" damage formula not known so not implemented.
Vallation	10	No	
Swordplay	20	Partial	Complete, other than "until you take severe damage." Implementing that would also enable Migawari, Earthen Armor and Scherzo to function.
Swipe	25	No	
Lunge	25	No	
Pflug	25	No	
Valiance	50	No	
Embolden	60	No	
Vivacious Pulse	65	Partial	Complete, other than Vivacious Pulse potency from augment (https://www.bg-wiki.com/ffxi/Vivacious_Pulse)
Gambit	70	No	
Battuta	75 (Merit)	No	
Rayke	75 (Merit)	No	
Liment	85	No	
One for All	95	No	
Odylic Subterfuge	96	No	

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Job Trait	Level(s)	Implemented?	Notes
Tenacity	5,25,45,75,80/85	Yes	It seems the trait is piggybacking off several "Resist X" traits with duplicate entries. Cleanup? Needs verification.
Magic Defense Bonus	10,12,14,16,18,20,22	Yes	
Inquartata	15,45,75,90,99(Job Points)	Yes	Not all gifts tested. Need parse data to verify.
Auto Regen	35, 65, 95	Yes	
Tactical Parry	40, 60, 85	Yes	
Accuracy Bonus	50, 70, 90	Yes	
Inspiration	75 (Merit)	No	Vallation/Valiance not implemented Backend not implemented. Inspiration merits are a separate term of FC.
Sleight of Sword	75 (Merit)	Yes	

Merit		Implemented?	Notes
Rune Enhancement Effect	75 (Merit)	Yes	
Vallation Effect	75 (Merit)	No	
Lunge Effect	75 (Merit)	No	
Pflug Effect	75 (Merit)	No	
Gambit Effect	75 (Merit)	No	
Rayke	75 (Merit)	No	
Inspiration	75 (Merit)	No	Backend not implemented.
Sleight of Sword	75 (Merit)	Yes	

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Note: Job Point categories and gifts appear to be enabled, and are only considered implemented when tested

Job Point	Level	Implemented?	Notes
Elemental Sforzo Effect	99 (Job Point)	No	
Odylic Subterfuge Effect	99 (Job Point)	No	
Rune Enchantment Effect	99 (Job Point)	Yes	
Vallation Duration	99 (Job Point)	No	
Swordplay Effect	99 (Job Point)	Yes	
Swipe Effect	99 (Job Point)	No	
Embolden Effect	99 (Job Point)	No	
Vivacious Pulse	99 (Job Point)	Yes	
One for All Effect Duration	99 (Job Point)	No	
Gambit Effect Duration	99 (Job Point)	No	

List incomplete

Gifts	Level	Implemented?	Notes
Inquartata Effect	99 (Job Point)	Yes	Tested only via "!getmod". Need parse to verify
Temper	99 (Job Point)	Partial	Granted by job points properly, but cannot cast.

Spells	Level	Implemented?	Notes
Foil	58	No	Seemingly not implemented at all.
Temper	99 (Job Point)	Partial	Granted by job points properly, but cannot cast.
Crusade	88	No	Seemingly not implemented at all.