

CPE311 Computational Thinking with Python

Name: Adrian Justin M. Bulambao

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Submitted to: Engr. Roman M. Richard

Data Gathering

Sources of Data

A vast amount of historical data can be found in files such as:

- MS Word documents
- Emails
- Spreadsheets
- MS PowerPoints
- PDFs
- HTML
- and plaintext files

Public and Private Archives

CSV, JSON, and XML files use plaintext, a common format, and are compatible with a wide range of applications

The Web can be mined for data using a web scraping application

The IoT uses sensors create data

Sensors in smartphones, cars, airplanes, street lamps, and home appliances capture raw data

Open Data and Private Data

1. Open Data

The Open Knowledge Foundation describes Open Data as “any content, information or data that people are free to use, reuse, and redistribute without any legal, technological, or social restriction.”

1. Private Data

Data related to an expectation of privacy and regulated by a particular country/government

Structured and Unstructured Data

1. Structured Data

Data entered and maintained in fixed fields within a file or record Easily entered, classified, queried, and analyzed Relational databases or spreadsheets

2. Unstructured Data Lacks organization

Raw data Photo contents, audio, video, web pages, blogs, books, journals, white papers, PowerPoint presentations, articles, email, wikis, word processing documents, and text in general

Example of gathering image data using webcam

Note: Run this snippet using local jupyter notebook

```
In [1]: !pip install opencv-python-headless
```

```
Requirement already satisfied: opencv-python-headless in c:\users\arnel bulambao\conda\envs\cpe311_bulambao\lib\site-packages (4.11.0.86)
Requirement already satisfied: numpy>=1.21.2 in c:\users\arnel bulambao\conda\envs\cpe311_bulambao\lib\site-packages (from opencv-python-headless) (2.2.4)
```

```
In [2]: import cv2
from google.colab.patches import cv2_imshow
key = cv2.waitKey(1)
webcam = cv2.VideoCapture(0)
while True:
    try:
        check, frame = webcam.read()
        print(check) #prints true as long as the webcam is running
        print(frame) #prints matrix values of each framecd
        cv2.imshow("Capturing", frame)
        key = cv2.waitKey(1)
        if key == ord('s'):
```

```

cv2.imwrite(filename='saved_img.jpg', img=frame)
webcam.release()
img_new = cv2.imread('saved_img.jpg', cv2.IMREAD_GRAYSCALE)
img_new = cv2.imshow("Captured Image", img_new)
cv2.waitKey(1650)
cv2.destroyAllWindows()
print("Processing image...")
img_ = cv2.imread('saved_img.jpg', cv2.IMREAD_ANYCOLOR)
print("Converting RGB image to grayscale...")
gray = cv2.cvtColor(img_, cv2.COLOR_BGR2GRAY)
print("Converted RGB image to grayscale...")
print("Resizing image to 28x28 scale...")
img_ = cv2.resize(gray,(28,28))
print("Resized...")
img_resized = cv2.imwrite(filename='saved_img-final.jpg', img=img_)
print("Image saved!")

break

elif key == ord('q'):
    print("Turning off camera.")
    webcam.release()
    print("Camera off.")
    print("Program ended.")
    cv2.destroyAllWindows()
    break

except KeyboardInterrupt:
    print("Turning off camera.")
    webcam.release()
    print("Camera off.")
    print("Program ended.")
    cv2.destroyAllWindows()
    break

```

```

-----
ModuleNotFoundError                                Traceback (most recent call last)
Cell In[2], line 2
      1 import cv2
----> 2 from google.colab.patches import cv2_imshow
      3 key = cv2.waitKey(1)
      4 webcam = cv2.VideoCapture(0)

ModuleNotFoundError: No module named 'google'

```

Example of gathering voice data using microphone

Note: Run the snippet of codes using local jupyter notebook

```
In [3]: !pip3 install sounddevice
```

```
Requirement already satisfied: sounddevice in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (0.5.1)
Requirement already satisfied: CFFI>=1.0 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from sounddevice) (1.17.1)
Requirement already satisfied: pycparser in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from CFFI>=1.0->sounddevice) (2.21)
```

```
In [4]: !pip3 install wavio
```

```
Requirement already satisfied: wavio in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (0.0.9)
Requirement already satisfied: numpy>=1.19.0 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from wavio) (2.2.4)
```

```
In [5]: !pip3 install scipy
```

```
Requirement already satisfied: scipy in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (1.15.2)
Requirement already satisfied: numpy<2.5,>=1.23.5 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from scipy) (2.2.4)
```

```
In [ ]:
```

```
In [7]: # import required libraries
import sounddevice as sd
from scipy.io.wavfile import write
import wavio as wv

# Sampling frequency
freq = 44100

# Recording duration
duration = 5

# Start recorder with the given values
# of duration and sample frequency
recording = sd.rec(int(duration * freq),
    samplerate=freq, channels=2)

# Record audio for the given number of seconds
sd.wait()

# This will convert the NumPy array to an audio
# file with the given sampling frequency
write("recording0.wav", freq, recording)
# Convert the NumPy array to audio file
wv.write("recording1.wav", recording, freq, sampwidth=2)
```

Web Scraping

Web scraping, web harvesting, or web data extraction is data scraping used for extracting data from websites. The web scraping software may directly access the World Wide Web using the Hypertext Transfer Protocol or a web browser. While web scraping can be done manually by a software user, the term typically refers to automated processes implemented

using a bot or web crawler. It is a form of copying in which specific data is gathered and copied from the web, typically into a central local database or spreadsheet, for later retrieval or analysis.

Reference: [link text](#)

Image Scraping using BeautifulSoup and Request

```
In [8]: !pip install bs4
```

```
Requirement already satisfied: bs4 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (0.0.2)
Requirement already satisfied: beautifulsoup4 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from bs4) (4.12.3)
Requirement already satisfied: soupsieve>1.2 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from beautifulsoup4->bs4) (2.5)
```

```
In [9]: pip install requests
```

```
Requirement already satisfied: requests in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (2.32.3)
Requirement already satisfied: charset-normalizer<4,>=2 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from requests) (3.3.2)
Requirement already satisfied: idna<4,>=2.5 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from requests) (3.10)
Requirement already satisfied: urllib3<3,>=1.21.1 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from requests) (2.3.0)
Requirement already satisfied: certifi>=2017.4.17 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from requests) (2025.1.31)
Note: you may need to restart the kernel to use updated packages.
```

```
In [10]: import requests
         from bs4 import BeautifulSoup

         def getdata(url):
             r = requests.get(url)
             return r.text

         htmldata = getdata("https://www.google.com/")
         soup = BeautifulSoup(htmldata, 'html.parser')
         for item in soup.find_all('img'):
             print(item['src'])
```

```
/images/branding/googlelogo/1x/googlelogo_white_background_color_272x92dp.png
```

```
In [11]: pip install selenium
```

Collecting selenium

Downloading selenium-4.31.0-py3-none-any.whl.metadata (7.5 kB)

Requirement already satisfied: urllib3<3,>=1.26 in c:\users\arnel bulambao\conda\envs\cpe311_bulambao\lib\site-packages (from urllib3[socks]<3,>=1.26->selenium) (2.3.0)

Collecting trio~=0.17 (from selenium)

Downloading trio-0.29.0-py3-none-any.whl.metadata (8.5 kB)

Collecting trio-websocket~=0.9 (from selenium)

Downloading trio_websocket-0.12.2-py3-none-any.whl.metadata (5.1 kB)

Requirement already satisfied: certifi>=2021.10.8 in c:\users\arnel bulambao\conda\envs\cpe311_bulambao\lib\site-packages (from selenium) (2025.1.31)

Requirement already satisfied: typing_extensions~=4.9 in c:\users\arnel bulambao\conda\envs\cpe311_bulambao\lib\site-packages (from selenium) (4.12.2)

Requirement already satisfied: websocket-client~=1.8 in c:\users\arnel bulambao\conda\envs\cpe311_bulambao\lib\site-packages (from selenium) (1.8.0)

Requirement already satisfied: attrs>=23.2.0 in c:\users\arnel bulambao\conda\envs\cpe311_bulambao\lib\site-packages (from trio~=0.17->selenium) (24.3.0)

Collecting sortedcontainers (from trio~=0.17->selenium)

Downloading sortedcontainers-2.4.0-py2.py3-none-any.whl.metadata (10 kB)

Requirement already satisfied: idna in c:\users\arnel bulambao\conda\envs\cpe311_bulambao\lib\site-packages (from trio~=0.17->selenium) (3.10)

Collecting outcome (from trio~=0.17->selenium)

Downloading outcome-1.3.0.post0-py2.py3-none-any.whl.metadata (2.6 kB)

Requirement already satisfied: sniffio>=1.3.0 in c:\users\arnel bulambao\conda\envs\cpe311_bulambao\lib\site-packages (from trio~=0.17->selenium) (1.3.0)

Requirement already satisfied: cffi>=1.14 in c:\users\arnel bulambao\conda\envs\cpe311_bulambao\lib\site-packages (from trio~=0.17->selenium) (1.17.1)

Collecting wsproto>=0.14 (from trio-websocket~=0.9->selenium)

Downloading wsproto-1.2.0-py3-none-any.whl.metadata (5.6 kB)

Requirement already satisfied: pysocks!=1.5.7,<2.0,>=1.5.6 in c:\users\arnel bulambao\conda\envs\cpe311_bulambao\lib\site-packages (from urllib3[socks]<3,>=1.26->selenium) (1.7.1)

Requirement already satisfied: pycparser in c:\users\arnel bulambao\conda\envs\cpe311_bulambao\lib\site-packages (from cffi>=1.14->trio~=0.17->selenium) (2.21)

Requirement already satisfied: h11<1,>=0.9.0 in c:\users\arnel bulambao\conda\envs\cpe311_bulambao\lib\site-packages (from wsproto>=0.14->trio-websocket~=0.9->selenium) (0.14.0)

Downloading selenium-4.31.0-py3-none-any.whl (9.4 MB)

```
----- 0.0/9.4 MB ? eta -:--:--
----- 1.3/9.4 MB 7.5 MB/s eta 0:00:02
----- 3.1/9.4 MB 8.0 MB/s eta 0:00:01
----- 4.7/9.4 MB 7.7 MB/s eta 0:00:01
----- 6.6/9.4 MB 8.1 MB/s eta 0:00:01
----- 8.4/9.4 MB 8.1 MB/s eta 0:00:01
----- 9.4/9.4 MB 7.8 MB/s eta 0:00:00
```

Downloading trio-0.29.0-py3-none-any.whl (492 kB)

Downloading trio_websocket-0.12.2-py3-none-any.whl (21 kB)

Downloading outcome-1.3.0.post0-py2.py3-none-any.whl (10 kB)

Downloading wsproto-1.2.0-py3-none-any.whl (24 kB)

Downloading sortedcontainers-2.4.0-py2.py3-none-any.whl (29 kB)

Installing collected packages: sortedcontainers, wsproto, outcome, trio, trio-websocket, selenium

Successfully installed outcome-1.3.0.post0 selenium-4.31.0 sortedcontainers-2.4.0 trio-0.29.0 trio-websocket-0.12.2 wsproto-1.2.0

Note: you may need to restart the kernel to use updated packages.

Image Scraping using Selenium

Note: Run the snippet of code using local jupyter notebook

```
In [13]: !pip install selenium
!apt-get update # to update ubuntu to correctly run apt install
!apt install chromium-chromedriver
!cp /usr/lib/chromium-browser/chromedriver /usr/bin

import sys
sys.path.insert(0, '/usr/lib/chromium-browser/chromedriver')
from selenium import webdriver
import time
import requests
import shutil
import os
import getpass
import urllib.request
import io
from PIL import Image

user = getpass.getuser()
chrome_options = webdriver.ChromeOptions()
chrome_options.add_argument('--headless')
chrome_options.add_argument('--no-sandbox')
chrome_options.add_argument('--disable-dev-shm-usage')
driver = webdriver.Chrome('chromedriver', chrome_options=chrome_options)

search_url = "https://www.google.com/search?q={q}&tbm=isch&tbs=sur%3Afc&hl=en&ved=0"
driver.get(search_url.format(q='Car'))

def scroll_to_end(driver):
    driver.execute_script("window.scrollTo(0, document.body.scrollHeight);")
    time.sleep(5) # sleep_between_interactions

def getImageUrls(name, totalImgs, driver):
    search_url = "https://www.google.com/search?q={q}&tbm=isch&tbs=sur%3Afc&hl=en&ved=0"
    driver.get(search_url.format(q=name))
    img_urls = set()
    img_count = 0
    results_start = 0

    while(img_count < totalImgs): # Extract actual images now
        scroll_to_end(driver)
        thumbnail_results = driver.find_elements_by_xpath("//img[contains(@class,'Q')")
        totalResults = len(thumbnail_results)
        print(f"Found: {totalResults} search results. Extracting links from {results_start} to {results_start + totalResults}")

        for img in thumbnail_results[results_start:results_start + totalResults]:
            img.click()
            time.sleep(2)
            actual_images = driver.find_elements_by_css_selector('img.n3VNCb')
            for actual_image in actual_images:
                if actual_image.get_attribute('src') and 'https' in actual_image.get_attribute('src'):
                    img_urls.add(actual_image.get_attribute('src'))
```

```

        img_count = len(img_urls)

        if img_count >= totalImgs:
            print(f"Found: {img_count} image links")
            break
        else:
            print("Found:", img_count, "looking for more image links ...")
            try:
                load_more_button = driver.find_element_by_css_selector(".mye4qd")
                driver.execute_script("document.querySelector('.mye4qd').click();")
            except:
                print("No load more button found.")
                break
        results_start = len(thumbnail_results)

    return img_urls

def downloadImages(folder_path, file_name, url):
    try:
        image_content = requests.get(url).content
    except Exception as e:
        print(f"ERROR - COULD NOT DOWNLOAD {url} - {e}")
        return
    try:
        image_file = io.BytesIO(image_content)
        image = Image.open(image_file).convert('RGB')

        file_path = os.path.join(folder_path, file_name)

        with open(file_path, 'wb') as f:
            image.save(f, "JPEG", quality=85)
        print(f"SAVED - {url} - AT: {file_path}")
    except Exception as e:
        print(f"ERROR - COULD NOT SAVE {url} - {e}")

def saveInDestFolder(searchNames, destDir, totalImgs, driver):
    for name in list(searchNames):
        path = os.path.join(destDir, name)
        if not os.path.isdir(path):
            os.mkdir(path)
        print('Current Path', path)
        totalLinks = getImageUrls(name, totalImgs, driver)
        print('totalLinks', totalLinks)
        if totalLinks is None:
            print('images not found for :', name)
        else:
            for i, link in enumerate(totalLinks):
                file_name = f"{i:150}.jpg"
                downloadImages(path, file_name, link)

searchNames = ['cat']
destDir = f'/content/drive/My Drive/Colab Notebooks/Dataset/'
totalImgs = 5
saveInDestFolder(searchNames, destDir, totalImgs, driver)

```


Requirement already satisfied: selenium in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (4.31.0)

Requirement already satisfied: urllib3<3,>=1.26 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from urllib3[socks]<3,>=1.26->selenium) (2.3.0)

Requirement already satisfied: trio~=0.17 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from selenium) (0.29.0)

Requirement already satisfied: trio-websocket~=0.9 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from selenium) (0.12.2)

Requirement already satisfied: certifi>=2021.10.8 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from selenium) (2025.1.31)

Requirement already satisfied: typing_extensions~=4.9 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from selenium) (4.12.2)

Requirement already satisfied: websocket-client~=1.8 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from selenium) (1.8.0)

Requirement already satisfied: attrs>=23.2.0 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from trio~=0.17->selenium) (24.3.0)

Requirement already satisfied: sortedcontainers in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from trio~=0.17->selenium) (2.4.0)

Requirement already satisfied: idna in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from trio~=0.17->selenium) (3.10)

Requirement already satisfied: outcome in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from trio~=0.17->selenium) (1.3.0.post0)

Requirement already satisfied: sniffio>=1.3.0 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from trio~=0.17->selenium) (1.3.0)

Requirement already satisfied: cffi>=1.14 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from trio~=0.17->selenium) (1.17.1)

Requirement already satisfied: wsproto>=0.14 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from trio-websocket~=0.9->selenium) (1.2.0)

Requirement already satisfied: pysocks!=1.5.7,<2.0,>=1.5.6 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from urllib3[socks]<3,>=1.26->selenium) (1.7.1)

Requirement already satisfied: pycparser in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from cffi>=1.14->trio~=0.17->selenium) (2.21)

Requirement already satisfied: h11<1,>=0.9.0 in c:\users\arnel bulambao\.conda\envs\cpe311_bulambao\lib\site-packages (from wsproto>=0.14->trio-websocket~=0.9->selenium) (0.14.0)

'apt-get' is not recognized as an internal or external command,
operable program or batch file.

'apt' is not recognized as an internal or external command,
operable program or batch file.

'cp' is not recognized as an internal or external command,
operable program or batch file.

ModuleNotFoundError

Traceback (most recent call last)

Cell In[13], line 16

```

14 import urllib.request
15 import io
---> 16 from PIL import Image
      18 user = getpass.getuser()
      19 chrome_options = webdriver.ChromeOptions()

```

ModuleNotFoundError: No module named 'PIL'

Web Scrapping of Movies Information using BeautifulSoup

We want to analyze the distributions of IMDB and Metacritic movie ratings to see if we find anything interesting. To do this, we'll first scrape data for over 2000 movies.

Identifying the URL structure

In the image above, you can see that the URL has several parameters after the question mark:

release_date — Shows only the movies released in a specific year.

sort — Sorts the movies on the page. sort=num_votes,desc translates to sort by number of votes in a descending order.

page — Specifies the page number.

ref_ — Takes us to the the next or the previous page. The reference is the page we are currently on. adv_nxt and adv_prv are two possible values. They translate to advance to the next page, and advance to the previous page, respectively

```
In [14]: from requests import get
url = 'https://www.imdb.com/search/title?release_date=2017&sort=num_votes,desc&page'
response = get(url)
print(response.text[:500])
```

```
<html>
<head><title>403 Forbidden</title></head>
<body>
<center><h1>403 Forbidden</h1></center>
</body>
</html>
```

Using BeautifulSoup to parse the HTML content

To parse our HTML document and extract the 50 div containers, we'll use a Python module called BeautifulSoup, the most common web scraping module for Python.

In the following code cell we will:

Import the BeautifulSoup class creator from the package bs4.

Parse response.text by creating a BeautifulSoup object, and assign this object to html_soup. The 'html.parser' argument indicates that we want to do the parsing using Python's built-in HTML parser.

```
In [15]: from bs4 import BeautifulSoup
html_soup = BeautifulSoup(response.text, 'html.parser')
headers = {'Accept-Language': 'en-US,en;q=0.8'}
type(html_soup)
```

Out[15]: bs4.BeautifulSoup

Before extracting the 50 div containers, we need to figure out what distinguishes them from other div elements on that page. Often, the distinctive mark resides in the class attribute. If you inspect the HTML lines of the containers of interest, you'll notice that the class attribute has two values: `lister-item` and `mode-advanced`. This combination is unique to these div containers. We can see that's true by doing a quick search (Ctrl + F). We have 50 such containers, so we expect to see only 50 matches:

Now let's use the `find_all()` method to extract all the div containers that have a class attribute of `lister-item mode-advanced`:

```
In [22]: movie_containers = html_soup.find_all('div', class_ = 'lister-item mode-advanced')
print(type(movie_containers))
print(len(movie_containers))
```

```
<class 'bs4.element.ResultSet'>
0
```

`find_all()` returned a `ResultSet` object which is a list containing all the 50 divs we are interested in.

Now we'll select only the first container, and extract, by turn, each item of interest: The name of the movie.

The year of release.

The IMDB rating.

The Metascore.

The number of votes.

Extracting the data for a single movie

We can access the first container, which contains information about a single movie, by using list notation on `movie_containers`.

```
In [21]: first_movie = movie_containers[0] # it doesn't contain anything
first_movie
```

```
-----
IndexError                                Traceback (most recent call last)
Cell In[21], line 1
----> 1 first_movie = movie_containers[0]
      2 first_movie

IndexError: list index out of range
```

```
In [19]: first_movie.div #it doesn't exist since nothing can be placed
```

```
-----
NameError                                Traceback (most recent call last)
Cell In[19], line 1
----> 1 first_movie.div

NameError: name 'first_movie' is not defined
```

In [23]: `first_movie.a`

```
-----
NameError                                Traceback (most recent call last)
Cell In[23], line 1
----> 1 first_movie.a

NameError: name 'first_movie' is not defined
```

In [24]: `first_movie.h3`

```
-----
NameError                                Traceback (most recent call last)
Cell In[24], line 1
----> 1 first_movie.h3

NameError: name 'first_movie' is not defined
```

In [25]: `first_movie.h3.a`

```
-----
NameError                                Traceback (most recent call last)
Cell In[25], line 1
----> 1 first_movie.h3.a

NameError: name 'first_movie' is not defined
```

In [26]: `first_name = first_movie.h3.a.text`
`first_name`

```
-----
NameError                                Traceback (most recent call last)
Cell In[26], line 1
----> 1 first_name = first_movie.h3.a.text
      2 first_name

NameError: name 'first_movie' is not defined
```

In [27]: `first_year = first_movie.h3.find('span', class_ = 'lister-item-year text-muted unbold')`
`first_year`

```
-----
NameError                                Traceback (most recent call last)
Cell In[27], line 1
----> 1 first_year = first_movie.h3.find('span', class_ = 'lister-item-year text-muted unbold')
      2 first_year

NameError: name 'first_movie' is not defined
```

```
In [28]: first_movie.strong
```

```
-----  
NameError                                Traceback (most recent call last)  
Cell In[28], line 1  
----> 1 first_movie.strong  
  
NameError: name 'first_movie' is not defined
```

```
In [29]: first_imdb = float(first_movie.strong.text)  
first_imdb
```

```
-----  
NameError                                Traceback (most recent call last)  
Cell In[29], line 1  
----> 1 first_imdb = float(first_movie.strong.text)  
      2 first_imdb  
  
NameError: name 'first_movie' is not defined
```

The Metascore

```
In [30]: first_mscore = first_movie.find('span', class_ = 'metascore favorable')  
first_mscore = int(first_mscore.text)  
print(first_mscore)
```

```
-----  
NameError                                Traceback (most recent call last)  
Cell In[30], line 1  
----> 1 first_mscore = first_movie.find('span', class_ = 'metascore favorable')  
      2 first_mscore = int(first_mscore.text)  
      3 print(first_mscore)  
  
NameError: name 'first_movie' is not defined
```

```
In [31]: first_votes = first_movie.find('span', attrs = {'name': 'nv'})  
first_votes
```

```
-----  
NameError                                Traceback (most recent call last)  
Cell In[31], line 1  
----> 1 first_votes = first_movie.find('span', attrs = {'name': 'nv'})  
      2 first_votes  
  
NameError: name 'first_movie' is not defined
```

```
In [32]: first_votes['data-value']
```

```
-----  
NameError                                Traceback (most recent call last)  
Cell In[32], line 1  
----> 1 first_votes['data-value']  
  
NameError: name 'first_votes' is not defined
```

```
In [33]: first_votes = int(first_votes['data-value'])
```

```
-----  
NameError                                Traceback (most recent call last)  
Cell In[33], line 1  
----> 1 first_votes = int(first_votes['data-value'])  
  
NameError: name 'first_votes' is not defined
```

```
In [34]: # Lists to store the scraped data in  
names = []  
years = []  
imdb_ratings = []  
metascores = []  
votes = []  
  
# Extract data from individual movie container  
for container in movie_containers:  
  
    # If the movie has Metascore, then extract:  
    if container.find('div', class_='ratings-metascore') is not None:  
        # The name  
        name = container.h3.a.text  
        names.append(name)  
        # The year  
        year = container.h3.find('span', class_='lister-item-year').text  
        years.append(year)  
        # The IMDB rating  
        imdb = float(container.strong.text)  
        imdb_ratings.append(imdb)  
        # The Metascore  
        m_score = container.find('span', class_='metascore').text  
        metascores.append(int(m_score))  
        # The number of votes  
        vote = container.find('span', attrs={'name': 'nv'})['data-value']  
        votes.append(int(vote))
```

```
In [35]: import pandas as pd  
test_df = pd.DataFrame({'movie': names,  
                        'year': years,  
                        'imdb': imdb_ratings,  
                        'metascore': metascores,  
                        'votes': votes  
                        })  
print(test_df.info())  
test_df
```

```

<class 'pandas.core.frame.DataFrame'>
RangeIndex: 0 entries
Data columns (total 5 columns):
#   Column      Non-Null Count  Dtype
---  -
0   movie        0 non-null      float64
1   year         0 non-null      float64
2   imdb         0 non-null      float64
3   metascore    0 non-null      float64
4   votes        0 non-null      float64
dtypes: float64(5)
memory usage: 132.0 bytes
None

```

Out[35]: **movie** **year** **imdb** **metascore** **votes**

```

In [111... from time import time
from time import sleep
from random import randint
from IPython.core.display import clear_output

pages = ['1', '2', '3', '4', '5']
years_url = ['2017', '2018', '2019', '2020']

# Redeclaring the lists to store data in
names = []
years = []
imdb_ratings = []
metascores = []
votes = []

# Preparing the monitoring of the loop
start_time = time()
requests = 0

# For every year in the interval 2000-2017
for year_url in years_url:
    # For every page in the interval 1-4
    for page in pages:
        # Make a get request
        response = get(
            'https://www.imdb.com/search/title?release_date=' + year_url +
            '&sort=num_votes,desc&page=' + page, headers=headers
        )

        # Pause the loop
        sleep(randint(8, 15))

        # Monitor the requests
        requests += 1
        elapsed_time = time() - start_time
        print('Request: {}; Frequency: {} requests/s'.format(requests, requests / el
        clear_output(wait=True)

# Throw a warning for non-200 status codes

```

```

if response.status_code != 200:
    warn('Request: {}; Status code: {}'.format(requests, response.status_code))

# Break the loop if the number of requests is greater than expected
if requests > 72:
    warn('Number of requests was greater than expected.')
    break

# Parse the content of the request with BeautifulSoup
page_html = BeautifulSoup(response.text, 'html.parser')

# Select all the 50 movie containers from a single page
mv_containers = page_html.find_all('div', class_='lister-item mode-advanced')

# For every movie of these 50
for container in mv_containers:
    # If the movie has a Metascore, then:
    if container.find('div', class_='ratings-metascore') is not None:
        # Scrape the name
        name = container.h3.a.text
        names.append(name)

        # Scrape the year
        year = container.h3.find('span', class_='lister-item-year').text
        years.append(year)

        # Scrape the IMDB rating
        imdb = float(container.strong.text)
        imdb_ratings.append(imdb)

        # Scrape the Metascore
        m_score = container.find('span', class_='metascore').text
        metascores.append(int(m_score))

        # Scrape the number of votes
        vote = container.find('span', attrs={'name': 'nv'})['data-value']
        votes.append(int(vote))

```

```

-----
NameError                                Traceback (most recent call last)
Cell In[111], line 41
    39 # Throw a warning for non-200 status codes
    40 if response.status_code != 200:
--> 41     warn('Request: {}; Status code: {}'.format(requests, response.status_code))
    43 # Break the loop if the number of requests is greater than expected
    44 if requests > 72:

NameError: name 'warn' is not defined

```

```

In [ ]: movie_ratings = pd.DataFrame({'movie': names,
    'year': years,
    'imdb': imdb_ratings,
    'metascore': metascores,
    'votes': votes
})

```



```
print(movie_ratings.info())  
movie_ratings.head(10)
```

Data Preparation

Collected data may not be compatible or formatted correctly

Data must be prepared before it can be added to a data set

Extract, Transform and Load (ETL)

process for collecting data from a variety of sources,
transforming the data, and then loading the data into a database

Data preprocessing

Data Processing is a process of cleaning the raw data i.e. the data is collected in the real world and is converted to a clean data set. In other words, whenever the data is gathered from different sources it is collected in a raw format and this data isn't feasible for the analysis. Therefore, certain steps are executed to convert the data into a small clean data set, this part of the process is called as data preprocessing

Most of the real-world data is messy, some of these types of data are: 1. Missing data: Missing data can be found when it is not continuously created or due to technical issues in the application (IOT system). 2. Noisy Data This type of data is also called outliers, this can occur due to human errors (human manually gathering the data) or some technical problem of the device at the time of collection of data. 3. Inconsistent data: This type of data might be collected due to human errors (mistakes with the name or values) or duplication of data

These are some of the basic pre processing techniques that can be used to convert raw data.

1. Conversion of data: As we know that Machine Learning models can only handle numeric features, hence categorical and ordinal data must be somehow converted into numeric features. 2. Ignoring the missing values: Whenever we encounter missing data in the data set then we can remove the row or column of data depending on our need. This method is known to be efficient but it shouldn't be performed if there are a lot of missing values in the dataset. 3. Filling the missing values: Whenever we encounter missing data in the data set then we can fill the missing data manually, most commonly the mean, median or highest frequency value is used.

1. Machine learning: If we have some missing data then we can predict what data shall be present at the empty position by using the existing data. 5. Outliers detection: There are some error data that might be present in our data set that deviates drastically from other observations in a data set. [Example: human weight = 800 Kg; due to mistyping of extra 0]

Example of Data Preparation of movie_rating.csv

```
In [ ]: movie_ratings['year'].unique()

In [ ]: movie_ratings.dtypes

In [ ]: movie_ratings['year'] = (movie_ratings.year.apply(lambda x: x.replace('(I)', '')))

In [ ]: movie_ratings['year'].unique()

In [ ]: movie_ratings['year'] = (movie_ratings.year.apply(lambda x: x.replace('(II)', '')))

In [ ]: movie_ratings['year'] = (movie_ratings.year.apply(lambda x: x.replace('(III)', '')))

In [ ]: movie_ratings['year'].unique()

In [ ]: movie_ratings['year'] = (movie_ratings.year.apply(lambda x: x.replace('(', '')))

In [ ]: movie_ratings['year'] = (movie_ratings.year.apply(lambda x: x.replace(')', '')))

In [ ]: movie_ratings['year'].unique()

In [ ]: movie_ratings['year'] = movie_ratings['year'].astype(int)

In [ ]: movie_ratings['year'].unique()

In [ ]: movie_ratings.dtypes

In [ ]: movie_ratings.head(10)

In [ ]: movie_ratings.tail(10)

In [ ]: movie_ratings

In [ ]:
```

The results were errors because the website access is forbidden

```
In [ ]:
```

Extraction of data

```
In [115... from bs4 import BeautifulSoup
import requests
```

```
import pandas as pd
```

```
In [122... url = 'https://starrail.honeyhunterworld.com/fam-light-cone/?lang=EN'
```

```
In [123... page = requests.get(url) #used the get() command from requests to see if it will ge  
#then it is placed on a variable  
soup = BeautifulSoup(page.text, 'html')
```

```
In [124... # this is call the whole html it commented  
# to remove the whole html code in this notebook  
# soup <----- the code
```

```
In [225... # this is call the table class in the whole html code  
soup.find_all('table')
```

Out[225...

```
[<table class="genshin_table sortable" id="943783337"><thead><tr><td><style>.sorta
ble tr td:nth-child(1) {width: 1%;}</style></td><td>Concepts</td><td class="hmb">R
arity</td><td>Path</td><td class="hmb">ATK</td><td class="hmb">DEF</td><td class
="hmb">HP</td><td>Skill</td><td>Character Materials</td></tr></thead><tbody><scrip
t> sortable_data.push([[<a href="\\"/arrows-item\\"/?lang=EN\\"><div class="\itempic_
cont rar_bg_3\\"></div></a>","<a href="\\"/arrows-item
\\"/?lang=EN\\">Arrows</a>","<span class="\rsh\\">3</span><div class="\nowrap_cont
\\"></div>","<span class="\rs
h\\">the-hunt-class</span><a href="\the-hunt-class\\"><img loading="\lazy\\" src
="\img/class/the-hunt-class_icon_35.webp\\"></a>","317.52","264.6","846.72","A
t the start of the battle, the wearer's CRIT Rate increases by <font color=f29e38>
<unbreak>12%</unbreak></font> > for <unbreak>3</unbreak> turn(s).","<a href=
"\arrow-of-the-starchaser-item\\"/?lang=EN\\"><div class="\itempic_cont rar_bg_4\\">
</div></a><a href=
"\conquerors-will-item\\"/?lang=EN\\"><div class="\itempic_cont rar_bg_4\\"></div></a>],[<a href="\cornucopia-ite
m\\"/?lang=EN\\"><div class="\itempic_cont rar_bg_3\\"></div></a>","<a href="\cornucopia-item\\"/?lang=EN\\">Cornucopia</a>","<s
pan class="\rsh\\">3</span><div class="\nowrap_cont\\"></div>","<span class="\rsh\\">abundance-class</span><a
href="\abundance-class\\"></a>","264.6","264.6","952.56","When the wearer uses their Sk
ill or Ultimate, their Outgoing Healing increases by <font color=f29e38><unbreak
>12%</unbreak></font> >."","<a href="\flower-of-eternity-item\\"/?lang=EN\\"><div
class="\itempic_cont rar_bg_4\\"><img loading="\lazy\\" alt="\Flower of Eternity\\" s
rc="\img/item/flower-of-eternity-item_icon_35.webp\\" width="\35\\" height="\35
\\"></div></a><a href="\silvermane-medal-item\\"/?lang=EN\\"><div class="\itempic_
cont rar_bg_4\\"></div></a>],[<a
href="\collapsing-sky-item\\"/?lang=EN\\"><div class="\itempic_cont rar_bg_3\\"><i
mg loading="\lazy\\" alt="\Collapsing Sky\\" src="\img/item/collapsing-sky-item_
icon_35.webp\\" width="\35\\" height="\35\\"></div></a>","<a href="\collapsing-sk
y-item\\"/?lang=EN\\">Collapsing Sky</a>","<span class="\rsh\\">3</span><div class=
"\nowrap_cont\\"><img loading="\lazy\\" class="\cur_icon emoji\\" alt="\Rarstr\\" src=
"\img/icons/star_35.webp\\" \/></div>","
<span class="\rsh\\">destruction-class</span><a href="\destruction-class\\"><im
g loading="\lazy\\" src="\img/class/destruction-class_icon_35.webp\\"></a>","37
0.44","198.45","846.72","The wearer's Basic ATK and Skill deal <font color=f29e38>
<unbreak>20%</unbreak></font> > more DMG."","<a href="\worldbreaker-blade-item
\\"/?lang=EN\\"><div class="\itempic_cont rar_bg_4\\"></div></a><a href="\conquerors-will-item\\"/?lang=EN\\"><div
class="\itempic_cont rar_bg_4\\"><img loading="\lazy\\" alt="\Conqueror's Will\\" src
="\img/item/conquerors-will-item_icon_35.webp\\" width="\35\\" height="\35\\"></
```

div>"],["<div class="itempic_cont rar_bg_3"></div>,"Amber,"3<div class="nowrap_cont"></div>,"preservation-class,"264.6","330.75","846.72","Increases the wearer's DEF by <unbreak>16%</unbreak> . If the wearer's current HP percentage is lower than <unbreak>50%</unbreak>, increases their DEF by a further <unbreak>16%</unbreak> .","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_3"></div>,"Void,"3<div class="nowrap_cont"></div>,"nihility-class,"317.52","264.6","846.72","At the start of the battle, the wearer's Effect Hit Rate increases by <unbreak>20%</unbreak> for <unbreak>3</unbreak> turn(s).","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_3"></div>,"Chorus,"3<div class="nowrap_cont"></div>,"harmony-class,"317.52","264.6","846.72","After entering battle, increases the ATK of all allies by <unbreak>8%</unbreak> . Abilities of the same type cannot stack.","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_3"></div>,"<a href="\data-bank-item/?l

ang=EN">Data Bank", "3<div class=\"nowrap_cont\">
<img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\
star_35.webp\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" sr
c=\"\\img\\icons\\star_35.webp\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\"
alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \\/></div>", "<span class=\"rsh
\">erudition-class<img loading=\"lazy\" sr
c=\"\\img\\class\\erudition-class_icon_35.webp\">", "370.44", "264.6", "740.8
8", "Increases DMG dealt by the wearer's Ultimate by <unbreak\\>
28%</unbreak>.", "<div class=
\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Key of Wisdom\" src=\"\\img
\\item\\key-of-wisdom-item_icon_35.webp\" width=\"35\" height=\"35\"></div><
a href=\"\\squirming-core-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><i
mg loading=\"lazy\" alt=\"Squirming Core\" src=\"\\img\\item\\squirming-core-item_
icon_35.webp\" width=\"35\" height=\"35\"></div>\", ["<a href=\"\\darting-arr
ow-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_3\"><img loading=\"lazy\" alt
=\"Darting Arrow\" src=\"\\img\\item\\darting-arrow-item_icon_35.webp\" width=\"35
\" height=\"35\"></div>", "Darting
Arrow", "3<div class=\"nowrap_cont\"><img loading=
\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp
\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\i
cons\\star_35.webp\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarst
r\" src=\"\\img\\icons\\star_35.webp\" \\/></div>", "the-hunt-c
lass<img loading=\"lazy\" src=\"\\img\\clas
s\\the-hunt-class_icon_35.webp\">", "370.44", "264.6", "740.88", "When the wearer
defeats an enemy, increases ATK by <unbreak\\>24%</unbreak></
font > for <unbreak\\>3</unbreak> turn(s).", "<a href=\"\\arrow-of-the-starchaser-
item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=
\"Arrow of the Starchaser\" src=\"\\img\\item\\arrow-of-the-starchaser-item_icon_3
5.webp\" width=\"35\" height=\"35\"></div><a href=\"\\silvermane-medal-item
\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Silv
ermane Medal\" src=\"\\img\\item\\silvermane-medal-item_icon_35.webp\" width=\"35
\" height=\"35\"></div>\", ["<div cla
ss=\"itempic_cont rar_bg_3\"><img loading=\"lazy\" alt=\"Fine Fruit\" src=\"\\img
\\item\\fine-fruit-item_icon_35.webp\" width=\"35\" height=\"35\"></div>", "<
a href=\"\\fine-fruit-item\\/?lang=EN\">Fine Fruit", "3</s
pan><div class=\"nowrap_cont\"><img loading=\"lazy\" class=\"cur_icon emoji\" alt=
\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \\/><img loading=\"lazy\" class=\"cur
_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \\/><img loading=
\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp
\" \\/></div>", "abundance-class<a href=\"\\abundance-c
lass\\\">
", "317.52", "198.45", "952.56", "At the start of the battle, immediately regener
ates <unbreak\\>6</unbreak> Energy for all allies.", "
<div class=\"itempic_cont rar_bg_4
\"><img loading=\"lazy\" alt=\"Flower of Eternity\" src=\"\\img\\item\\flower-of-e
ternity-item_icon_35.webp\" width=\"35\" height=\"35\"></div><a href=\"\\squ
irming-core-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"l
azy\" alt=\"Squirming Core\" src=\"\\img\\item\\squirming-core-item_icon_35.webp\"
width=\"35\" height=\"35\"></div>\", ["<a href=\"\\shattered-home-item\\/?lang
=EN\"><div class=\"itempic_cont rar_bg_3\"><img loading=\"lazy\" alt=\"Shattered H
ome\" src=\"\\img\\item\\shattered-home-item_icon_35.webp\" width=\"35\" height=
\"35\"></div>", "Shattered Home<
\\a>", "3<div class=\"nowrap_cont\"><img loading=\"lazy
\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \\/><
img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\s
tar_35.webp\" \\/><img loading=\"lazy\" class=\"cur icon emoji\" alt=\"Rarstr\" src

=[\img\icons\star_35.webp](#)"/></div>","destruction-class\destruction-class\</>\img\class\destruction-class_icon_35.webp>","370.44","198.45","846.72","The wearer deals <unbreak>20%</unbreak> more DMG to enemy targets whose HP percentage is greater than <unbreak>50%</unbreak>.", "\worldbreaker-blade-item\?lang=EN</><div class="itempic_cont rar_bg_4">\img\item\worldbreaker-blade-item_icon_35.webp width="35" height="35"></div>\squirming-core-item\?lang=EN</><div class="itempic_cont rar_bg_4">\img\item\squirming-core-item_icon_35.webp width="35" height="35"></div>"],["\defense-item\?lang=EN</><div class="itempic_cont rar_bg_3">\img\item\defense-item_icon_35.webp width="35" height="35"></div>","\defense-item\?lang=EN</>Defense","3<div class="nowrap_cont">\img\icons\star_35.webp"/>\img\icons\star_35.webp"/>\img\icons\star_35.webp"/></div>","preservation-class\preservation-class\</>\img\class\preservation-class_icon_35.webp>","264.6","264.6","952.56","When the wearer unleashes their Ultimate, they restore HP by <unbreak>18%</unbreak> of their Max HP.", "\safeguard-of-amber-item\?lang=EN</><div class="itempic_cont rar_bg_4">\img\item\safeguard-of-amber-item_icon_35.webp width="35" height="35"></div>\conquerors-will-item\?lang=EN</><div class="itempic_cont rar_bg_4">\img\item\conquerors-will-item_icon_35.webp width="35" height="35"></div>"],["\loop-item\?lang=EN</><div class="itempic_cont rar_bg_3">\img\item\loop-item_icon_35.webp width="35" height="35"></div>","\loop-item\?lang=EN</>Loop","3<div class="nowrap_cont">\img\icons\star_35.webp"/>\img\icons\star_35.webp"/>\img\icons\star_35.webp"/></div>","nihility-class\nihility-class\</>\img\class\nihility-class_icon_35.webp>","317.52","264.6","846.72","Increases DMG dealt from its wearer to Slowed enemies by <unbreak>24%</unbreak>.", "\obsidian-of-obsession-item\?lang=EN</><div class="itempic_cont rar_bg_4">\img\item\obsidian-of-obsession-item_icon_35.webp width="35" height="35"></div>\ancient-engine-item\?lang=EN</><div class="itempic_cont rar_bg_4">\img\item\ancient-engine-item_icon_35.webp width="35" height="35"></div>"],["\meshing-cogs-item\?lang=EN</><div class="itempic_cont rar_bg_3">\img\item\meshing-cogs-item_icon_35.webp width="35" height="35"></div>","\meshing-cogs-item\?lang=EN</>Meshing Cogs","3<div class="nowrap_cont">\img\icons\star_35.webp"/>\img\icons\star_35.webp"/>\img\icons\star_35.webp"/></div>","harmony-class\harmony-class\</>\img\class\harmony-class_icon_35.webp>","317.52","264.6","846.72","After the wearer uses attacks or gets hit, additionally regenerates <unbreak>4%</unbreak> Energy. This effect cannot be r

peatedly triggered in a single turn.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_3\"></div>\", \"Passkey\", \"3<div class=\"nowrap_cont\"></div>\", \"erudition-class\", \"370.44\", \"264.6\", \"740.88\", \"After the wearer uses their Skill, additionally regenerates <unbreak\">8</unbreak> Energy. This effect cannot be repeatedly triggered in a single turn.\"\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_3\"></div>\", \"Adversarial\", \"3<div class=\"nowrap_cont\"></div>\", \"the-hunt-class\", \"370.44\", \"264.6\", \"740.88\", \"When the wearer defeats an enemy, increases SPD by <unbreak\">10%</unbreak> for <unbreak\">2</unbreak> turn(s).\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_3\"></div>\", \"Multiplication\", \"3<div class=\"nowrap_cont\"></div>\", \"abundance-class\", \"317.52\", \"198.45\", \"952.56\", \"After the wearer uses their Basic ATK, their next action will be Advanced Forward by <unbreak\">12%</unbreak>\"\", \"<div class=\"itempic_cont rar_bg_4\"></div><a href=

[\img\item\immortal-lumintwig-item\?lang=EN\"><div class="itempic_cont rar_bg_4"></div>"\],\[<div class="itempic_cont rar_bg_3"></div>,">Mutual Demise,"3<div class="nowrap_cont"></div>,"des](#)
struction-class,"370.44","198.45","846.72",
"If the wearer's current HP percentage is lower than <unbreak">80%</unbreak>,"CRIT Rate increases by <unbreak">12%</unbreak>.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],[<div class="itempic_cont rar_bg_3"></div>,">Pioneering,"3<div class="nowrap_cont"></div>,"preservation-class,"264.6","264.6","952.56",
"When the wearer Breaks an enemy's Weakness, the wearer restores HP by <unbreak">12%</unbreak> of their Max HP.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],[<div class="itempic_cont rar_bg_3"></div>,">Hidden Shadow,"3<div class="nowrap_cont"></div>,"nihility-class,"317.52","264.6",
"846.72",
"After using Skill, the wearer's next Basic ATK deals Additional DMG equal to <unbreak">60%</unbreak> of ATK to the target enemy.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<a href=

[Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#)  [Mediation](#) 

Sleep Well\" src=\"\\img\\item\\good-night-and-sleep-well-item_icon_35.webp\" width=\\\"35\\\" height=\\\"35\\\"></div>\", \"Good Night and Sleep Well\", \"4<div class=\\\"nowrap_cont\\\"></div>\", \" nihility-class\", \"476.28\", \"330.75\", \"952.56\", \"For every debuff the target enemy has, the DMG dealt by the wearer increases by <unbreak\\\">12%</unbreak>, stacking up to <unbreak\\\">3</unbreak> time(s). This effect also applies to DoT.\"\", \"<div class=\\\"itempic_cont rar_bg_4\\\"></div><div class=\\\"itempic_cont rar_bg_4\\\"></div>\", [\"<div class=\\\"itempic_cont rar_bg_4\\\"></div>\", \"Day One of My New Life\", \"4<div class=\\\"nowrap_cont\\\"></div>\", \"preservation-class\", \"370.44\", \"463.05\", \"952.56\", \"Increases the wearer's DEF by <unbreak\\\">16%</unbreak>. After entering battle, increases All-Type RES of all allies by <unbreak\\\">8%</unbreak>. Abilities of the same type cannot stack.\"\", \"<div class=\\\"itempic_cont rar_bg_4\\\"></div><div class=\\\"itempic_cont rar_bg_4\\\"></div>\", [\"<div class=\\\"itempic_cont rar_bg_4\\\"></div>\", \"Only Silence Remains\", \"4<div class=\\\"nowrap_cont\\\"></div>\", \"the-hunt-class\", \"476.28\", \"330.75\", \"952.56\", \"Increases the wearer's ATK by <unbreak\\\">16%</unbreak>. If there are 2 or fewer enemies on the field, increases wearer's CRIT Rate by <unbreak\\\">12%</unbreak>.\"\", \"<div class=\\\"itempic_cont rar_bg_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Arrow of the Starchaser\\\" src=\\\"\\img\\item\\arrow

-of-the-starchaser-item_icon_35.webp\" width=\"35\" height=\"35\"></div><div class=\"itempic_cont rar_bg_4\"></div>],[<div class=\"itempic_cont rar_bg_4\"></div>\",\"Memories of the Past\",\"4><div class=\"nowrap_cont\"></div>\",\"harmony-class\",\"423.36\",\"396.9\",\"952.56\",\"Increases the wearer's Break Effect by <unbreak\">28%</unbreak> . When the wearer attacks, additionally regenerates <unbreak\">4</unbreak> Energy. This effect cannot be repeatedly triggered in a single turn.\",<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>],[<div class=\"itempic_cont rar_bg_4\"></div>\",\"The Moles Welcome You\",\"4><div class=\"nowrap_cont\"></div>\",\"destruction-class\",\"476.28\",\"264.6\",\"1058.4\",\"When the wearer uses Basic ATK, Skill, or Ultimate to attack enemies, the wearer gains one stack of Mischievous. Each stack increases the wearer's ATK by <unbreak\">12%</unbreak> .\",<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>],[<div class=\"itempic_cont rar_bg_4\"></div>\",\"The Birth of the Self\",\"4><div class=\"nowrap_cont\"></div>\",\"erudition-class

>","476.28","330.75","952.56","Increases DMG dealt by the wearer's Follow-up ATKs by <unbreak>">24%</unbreak> . If the current HP percentage of the target enemy is below or equal to <unbreak>">50%</unbreak>, increases DMG dealt by Follow-up ATKs by an extra <unbreak>">24%</unbreak> .", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>],[<div class=\"itempic_cont rar_bg_4\"></div>,Eyes of the Prey",4<div class=\"nowrap_cont\"></div>",nihiility-class","476.28","330.75","952.56","Increases the wearer's Effect Hit Rate by <unbreak>">20%</unbreak> and increases DoT by <unbreak>">24%</unbreak> .", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>],[<div class=\"itempic_cont rar_bg_4\"></div>,Landau's Choice",4<div class=\"nowrap_cont\"></div>",preservation-class","423.36","396.9","952.56","The wearer is more likely to be attacked, and DMG taken is reduced by <unbreak>">16%</unbreak> .", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>],[<div class=\"itempic_cont rar_bg_4\"></div>,Swordplay,4<div class=\"nowrap_cont\"></div>]

cons\star_35.webp\" \><\div>","the-hunt-class</div>","476.28","330.75","952.56","For each time the wearer hits the same target, DMG dealt increases by <unbreak\">8%</unbreak> , stacking up to <unbreak\">5</unbreak> time(s). This effect will be dispelled when the wearer changes targets.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>],[<div class=\"itempic_cont rar_bg_4\"></div>","Planetary Rendezvous","4<div class=\"nowrap_cont\"></div>","harmony-class","423.36","330.75","1058.4","After entering battle, if an ally deals the same DMG Type as the wearer, DMG dealt increases by <unbreak\">12%</unbreak> .", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>],[<div class=\"itempic_cont rar_bg_4\"></div>","A Secret Vow","4<div class=\"nowrap_cont\"></div>","destruction-class","476.28","264.6","1058.4","Increases DMG dealt by the wearer by <unbreak\">20%</unbreak> . The wearer also deals an extra <unbreak\">20%</unbreak> of DMG to enemies whose current HP percentage is equal to or higher than the wearer's current HP percentage.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>],[<div class=\"itempic_cont rar_bg_4\"></div>","Make the World Clamor","4<div class=\"nowrap_cont\"><img loading=\"lazy\" class=\"cu

r_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \\/><img loading=

\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp

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cons\\star_35.webp\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarst

r\" src=\"\\img\\icons\\star_35.webp\" \\/><\\div>\",erudition-

class<\\span><img loading=\"lazy\" src=\"\\img\\/cl

ass\\/erudition-class_icon_35.webp\"><\\a>\", \"476.28\", \"396.9\", \"846.72\", \"The wearer r

egenerates <unbreak\\>20<\\unbreak><\\font > Energy immediately

upon entering battle, and increases DMG dealt by the wearer's Ultimate by <font co

lor=f29e38><unbreak\\>32%<\\unbreak><\\font >.\", <a href=\"\\key-of-wisdom-item\\/?

lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Key of

Wisdom\" src=\"\\img\\/item\\/key-of-wisdom-item_icon_35.webp\" width=\"35\" height=

\"35\"><\\div><\\a><div class=\"itempi

c_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Ancient Engine\" src=\"\\img\\/item\\/

ancient-engine-item_icon_35.webp\" width=\"35\" height=\"35\"><\\div><\\a>\"], [<div class=\"itempic_cont rar_bg_4\"><img

loading=\"lazy\" alt=\"Perfect Timing\" src=\"\\img\\/item\\/perfect-timing-item_ico

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tem\\/?lang=EN\">Perfect Timing<\\a>\", 4<\\span><div class=\"no

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icons\\star_35.webp\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=

\"Rarstr\" src=\"\\img\\/icons\\star_35.webp\" \\/><img loading=\"lazy\" class=\"cur

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\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\/icons\\star_35.webp

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lass\\/\">

<\\a>\", \"423.36\", \"396.9\", \"952.56\", \"Increases the wearer's Effect RES by <font color

=f29e38><unbreak\\>16%<\\unbreak><\\font > and increases Outgoing Healing by an am

ount that is equal to <unbreak\\>33%<\\unbreak><\\font > of Eff

ect RES. Outgoing Healing can be increased this way by up to <u

nbreak\\>15%<\\unbreak><\\font >.\", <a href=\"\\flower-of-eternity-item\\/?lang=EN

\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Flower of Eter

nity\" src=\"\\img\\/item\\/flower-of-eternity-item_icon_35.webp\" width=\"35\" heig

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\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Artifex's Gyreheart\" src=

\"\\img\\/item\\/artifexs-gyreheart-item_icon_35.webp\" width=\"35\" height=\"35\"><

\\div><\\a>\"], [

<div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Resolution Shines

As Pearls of Sweat\" src=\"\\img\\/item\\/resolution-shines-as-pearls-of-sweat-item_

icon_35.webp\" width=\"35\" height=\"35\"><\\div><\\a>\", <a href=\"\\resolution-sh

ines-as-pearls-of-sweat-item\\/?lang=EN\">Resolution Shines As Pearls of Sweat<\\a

>\", 4<\\span><div class=\"nowrap_cont\"><img loading=\"lazy\"

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nihiility-class<\\span><img loading=\"lazy\" src=

\"\\img\\/class\\/nihiility-class_icon_35.webp\"><\\a>\", \"476.28\", \"330.75\", \"952.56\", \"W

hen the wearer hits an enemy and if the hit enemy is not already \"Ensnares,\" the

n there is a <unbreak\\>60%<\\unbreak><\\font > base chance to

\"Ensnares\" the hit enemy. \"Ensnares\" enemies' DEF decreases by <font color=f29e

38><unbreak\\>12%<\\unbreak><\\font > for <unbreak\\>1<\\unbreak> turn(s).\", <a hr

ef=\"\\obsidian-of-obsession-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4

\"><img loading=\"lazy\" alt=\"Obsidian of Obsession\" src=\"\\img\\/item\\/obsidian

-of-obsession-item_icon_35.webp\" width=\"35\" height=\"35\"><\\div><\\a><a href=

[Artifex's Gyreheart](#)  Trend of the Universal Market  Trend of the Universal Market                             

span>,"423.36","396.9","952.56","When the wearer uses the ir Ultimate, all allies' actions are Advanced Forward by <unbreak>16%</unbreak> .","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_4"></div>,"Under the Blue Sky,"4<div class="nowrap_cont"></div>,"destruction-class,"476.28","330.75","952.56","Increases the wearer's ATK by <unbreak>16%</unbreak> . When the wearer defeats an enemy, the wearer's CRIT Rate increases by <unbreak>12%</unbreak> for <unbreak>3</unbreak> turn(s).","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_4"></div>,"Geniuses' Repose,"4<div class="nowrap_cont"></div>,"erudition-class,"476.28","396.9","846.72","Increases the wearer's ATK by <unbreak>16%</unbreak> . When the wearer defeats an enemy, the wearer's CRIT DMG increases by <unbreak>24%</unbreak> for <unbreak>3</unbreak> turn(s).","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_4"></div>,"Quid Pro Quo,"4<div class="nowrap_cont"><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=

=\"\\img\\icons\\star_35.webp\" \/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=

\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \/></div>\",<span class=\"rsh

\">abundance-class<img loading=\"lazy\" sr

c=\"\\img\\class\\abundance-class_icon_35.webp\">\",423.36\",396.9\",952.5

6\",At the start of the wearer's turn, regenerates <unbreak>

</unbreak> > Energy for a randomly chosen ally (excluding the wearer) whos

e current Energy is lower than <unbreak>\">50%</unbreak>.\",<a href=\"\\flower-of-

eternity-item\\?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy

\" alt=\"Flower of Eternity\" src=\"\\img\\item\\flower-of-eternity-item_icon_35.w

ebp\" width=\\35\" height=\\35\"></div><a href=\"\\silvermane-medal-item\\?l

ang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\\Silverma

ne Medal\" src=\"\\img\\item\\silvermane-medal-item_icon_35.webp\" width=\\35\" he

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ata-item_icon_35.webp\" width=\\35\" height=\\35\"></div>\",<a href=\"\\ferm

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</div>\", nihility-class<a href=\"\\nihility-class\\

\">\",476.28\",330.75\",952.56\",Increases the wearer's Break Effect by <font color=

f29e38><unbreak>\">16%</unbreak> >, and increases their DMG to enemies affl

icted with Shock or Wind Shear by <unbreak>\">16%</unbreak></f

ont>. This also applies to DoT.\",<a href=\"\\obsidian-of-obsession-item\\?lang=E

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bsession\" src=\"\\img\\item\\obsidian-of-obsession-item_icon_35.webp\" width=\\35

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div>\"],[<div class=\\itempic_co

nt rar_bg_4\"><img loading=\"lazy\" alt=\\We Are Wildfire\" src=\\img\\item\\we-

are-wildfire-item_icon_35.webp\" width=\\35\" height=\\35\"></div>\",We Are Wildfire\",4

<div class=\\nowrap_cont\"><img loading=\"lazy\" class=\\cur_icon emoji\"

alt=\\Rarstr\" src=\\img\\icons\\star_35.webp\" \/><img loading=\\lazy\" class=

\\cur_icon emoji\" alt=\\Rarstr\" src=\\img\\icons\\star_35.webp\" \/><img loadi

ng=\\lazy\" class=\\cur_icon emoji\" alt=\\Rarstr\" src=\\img\\icons\\star_35.we

bp\" \/><img loading=\\lazy\" class=\\cur_icon emoji\" alt=\\Rarstr\" src=\\img

\\icons\\star_35.webp\" \/></div>\",preservation-class

<img loading=\\lazy\" src=\\img\\class\\pres

ervation-class_icon_35.webp\">\",476.28\",463.05\",740.88\",At the start of t

he battle, the DMG dealt to all allies decreases by <unbreak>

</unbreak> > for <unbreak>\">5</unbreak> turn(s). At the same time, imme

diately restores HP to all allies equal to <unbreak>\">30%</unb

reak> > of the respective HP difference between the characters' Max HP and

current HP.\",<div class=\\itempic

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mg loading=\\lazy\" alt=\\Ancient Engine\" src=\\img\\item\\ancient-engine-item

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zy\" alt=\"River Flows in Spring\" src=\"\\img\\item\\river-flows-in-spring-item_i
con_35.webp\" width=\"35\" height=\"35\"></div>\",<a href=\"\\river-flows-in
-spring-item\\/?lang=EN\">River Flows in Spring\",4</span
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star_35.webp\" \\/></div>\",the-hunt-class<a href=\"\\/
the-hunt-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\the-hunt-class_icon_3
5.webp\">\",<476.28\",<396.9\",<846.72\",<After entering battle, increases the we
arer's SPD by <unbreak\">8%</unbreak> > and DMG by <fon
t color=f29e38><unbreak\">12%</unbreak> >. When the wearer takes DMG, this
effect will disappear. This effect will resume after the end of the wearer's next
turn.\",<div class=\"itempic_
cont rar_bg_4\"><img loading=\"lazy\" alt=\"Arrow of the Starchaser\" src=\"\\img
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gine-item_icon_35.webp\" width=\"35\" height=\"35\"></div>\",[<a href=\"\\w
oof-walk-time-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=
\"lazy\" alt=\"Woof! Walk Time!\" src=\"\\img\\item\\woof-walk-time-item_icon_35.w
ebp\" width=\"35\" height=\"35\"></div>\",<a href=\"\\woof-walk-time-item\\/?
lang=EN\">Woof! Walk Time!\",4<div class=\"nowrap
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</div>\",destruction-class<a href=\"\\destruction-clas
s\\\"><
\\a>\",<476.28\",<330.75\",<952.56\",<Increases the wearer's ATK by <font color=f29e38
><unbreak\">10%</unbreak> >, and increases their DMG to enemies afflicted
with Burn or Bleed by <unbreak\">16%</unbreak> >. This
also applies to DoT.\",<div class=
\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Worldbreaker Blade\" src=
\"\\img\\item\\worldbreaker-blade-item_icon_35.webp\" width=\"35\" height=\"35\"><
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ar_bg_4\"><img loading=\"lazy\" alt=\"Squirming Core\" src=\"\\img\\item\\squirmin
g-core-item_icon_35.webp\" width=\"35\" height=\"35\"></div>\",[<a href=
\"\\the-seriousness-of-breakfast-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg
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\\the-seriousness-of-breakfast-item_icon_35.webp\" width=\"35\" height=\"35\"></d
iv>\",The Seriousne
ss of Breakfast\",4<div class=\"nowrap_cont\"><im
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\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \\/></div>\",
erudition-class<img lo
ading=\"lazy\" src=\"\\img\\class\\erudition-class_icon_35.webp\">\",<476.2
8\",<396.9\",<846.72\",<Increases the wearer's DMG by <unbreak\">1
2%</unbreak> >. For every enemy defeated by the wearer, the wearer's ATK i
ncreases by <unbreak\">4%</unbreak> >, stacking up to <
unbreak\">3</unbreak> time(s).\",<div

class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_4"></div>","Warmth Shortens Cold Nights","4<div class="nowrap_cont"></div>","abundance-class","370.44","396.9","1058.4","Increases the wearer's Max HP by <unbreak>16%</unbreak>. When using Basic ATK or Skill, restores all allies' HP by an amount equal to <unbreak>2%</unbreak> of their respective Max HP.", "<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_4"></div>","We Will Meet Again","4<div class="nowrap_cont"></div>","nihility-class","529.2","330.75","846.72","After the wearer uses Basic ATK or Skill, deals Additional DMG equal to <unbreak>48%</unbreak> of the wearer's ATK to a random enemy that has been attacked.", "<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_4"></div>","This Is Me!","4<div class="nowrap_cont"></div>","preservation-class","370.44","529.2","846.72","Increases the wearer's DEF by <unbreak>16%</unbreak> . Increases the DMG of the wearer when they use their Ultimate by <unbreak>60%</unbreak> of the wearer's DEF. This effect only applies 1 time per enemy target during each use of the wearer's Ultimate.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\"],[<div class=\"itempic_cont rar_bg_4\"></div>\",Return to Darkness\",4<div class=\"nowrap_cont\"></div>\",the-hunt-class\", \"529.2\", \"330.75\", \"846.72\", \"Increases the wearer's CRIT Rate by <unbreak>12%</unbreak> . After a CRIT Hit, there is a <unbreak>16%</unbreak> fixed chance to dispel 1 buff on the target enemy. This effect can only trigger 1 time per attack.\",<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\"],[<div class=\"itempic_cont rar_bg_4\"></div>\",Carve the Moon, Weave the Clouds\",4<div class=\"nowrap_cont\"></div>\",harmony-class\", \"476.28\", \"330.75\", \"952.56\", \"At the start of the battle and whenever the wearer's turn begins, one of the following effects is applied randomly: All allies' ATK increases by <unbreak>10%</unbreak> , all allies' CRIT DMG increases by <unbreak>12%</unbreak> , or all allies' Energy Regeneration Rate increases by <unbreak>6%</unbreak> . The applied effect cannot be identical to the last effect applied, and will replace the previous effect. The applied effect will be removed when the wearer has been knocked down. Effects of the same type cannot be stacked.\",<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Conqueror's Will\" src=\"\"/img/item/conquerors-will-item_icon_35.webp

 width="35" height="35"></div>"], ["<div class="itempic_cont rar_bg_4"></div>", "Nowhere to Run", "4<div class="nowrap_cont"></div>", "destruction-class", "529.2", "264.6", "952.56", "Increases the wearer's ATK by <unbreak>24%</unbreak>. Whenever the wearer defeats an enemy, they restore HP equal to <unbreak>12%</unbreak> of their ATK.", "<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"], ["<div class="itempic_cont rar_bg_4"></div>", "Today Is Another Peaceful Day", "4<div class="nowrap_cont"></div>", "erudition-class", "529.2", "330.75", "846.72", "After entering battle, increases the wearer's DMG based on their Max Energy. Each point of Energy increases DMG by <unbreak>0.2%</unbreak>. A max of <unbreak>160</unbreak> Energy will be taken into account for this.", "<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"], ["<div class="itempic_cont rar_bg_4"></div>", "Before the Tutorial Mission Starts", "4<div class="nowrap_cont"></div>", "nihility-class", "476.28", "330.75", "952.56", "Increases the wearer's Effect Hit Rate by <unbreak>20%</unbreak>. When the wearer attacks DEF-reduced enemies, regenerates <unbreak>20%</unbreak> of their Max Energy."], [{"text": "The wearer can equip up to 4 items from this category."}], [{"text": "The wearer can equip up to 4 items from this category."}]]

<unbreak>"></unbreak> > Energy.", "obsidian-of-obsessi
on-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt
=\"Obsidian of Obsession\" src=\"\"/img/item/obsidian-of-obsession-item_icon_35.w
ebp\" width=\"35\" height=\"35\"></div><a href=\"\"/squirming-core-item\\/?lan
g=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Squirming
Core\" src=\"\"/img/item/squirming-core-item_icon_35.webp\" width=\"35\" height=
\"35\"></div>\", [\"<div c
lass=\"itempic_cont rar_bg_5\"><img loading=\"lazy\" alt=\"Night on the Milky Way
\" src=\"\"/img/item/night-on-the-milky-way-item_icon_35.webp\" width=\"35\" heig
ht=\"35\"></div>\", \"Night
on the Milky Way\", \"5<div class=\"nowrap_cont\"><i
mg loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/st
ar_35.webp\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=
\"\"/img/icons/star_35.webp\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\" a
lt=\"Rarstr\" src=\"\"/img/icons/star_35.webp\" \\/><img loading=\"lazy\" class=
\"cur_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star_35.webp\" \\/><img loadi
ng=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star_35.we
bp\" \\/></div>\", \"erudition-class<a href=\"\"/erudition
-class\\/\">><img loading=\"lazy\" src=\"\"/img/class/erudition-class_icon_35.webp
\">\", "582.12", "396.9", "1164.24", "For every enemy on the field, increases the
wearer's ATK by <unbreak>">9%</unbreak> , up to 5 stac
ks. When an enemy is inflicted with Weakness Break, the DMG dealt by the wearer in
creases by <unbreak>">30%</unbreak> > for 1 turn.\", \"<div class=\"itempic_cont rar_bg_4\"><img
loading=\"lazy\" alt=\"Key of Wisdom\" src=\"\"/img/item/key-of-wisdom-item_icon_
35.webp\" width=\"35\" height=\"35\"></div><a href=\"\"/squirming-core-item
\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Squi
rmring Core\" src=\"\"/img/item/squirming-core-item_icon_35.webp\" width=\"35\" he
ight=\"35\"></div>\", [\"<div class=
\"itempic_cont rar_bg_5\"><img loading=\"lazy\" alt=\"In the Night\" src=\"\"/img/
item/in-the-night-item_icon_35.webp\" width=\"35\" height=\"35\"></div>\", \"<
a href=\"\"/in-the-night-item\\/?lang=EN\">In the Night\", \"5
<div class=\"nowrap_cont\"><img loading=\"lazy\" class=\"cur_icon emoji\"
alt=\"Rarstr\" src=\"\"/img/icons/star_35.webp\" \\/><img loading=\"lazy\" class=
\"cur_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star_35.webp\" \\/><img loadi
ng=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star_35.we
bp\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\"/img
/icons/star_35.webp\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Ra
rstr\" src=\"\"/img/icons/star_35.webp\" \\/></div>\", \"the-hun
t-class><img loading=\"lazy\" src=\"\"/img/c
lass/the-hunt-class_icon_35.webp\">\", "582.12", "463.05", "1058.4", "Increases t
he wearer's CRIT Rate by <unbreak>">18%</unbreak> . Wh
ile the wearer is in battle, for every <unbreak>">10</unbreak> SPD that exceeds <
unbreak>100</unbreak>, increases DMG dealt by Basic ATK and Skill by <font color=
f29e38><unbreak>">6%</unbreak> . At the same time, increases the CRIT DMG
of Ultimate by <unbreak>">12%</unbreak> . This effect
can stack up to <unbreak>">6</unbreak> time(s).\", \"<a href=\"\"/arrow-of-the-starch
aser-item\\/?lang=EN\"><div class=\"itempic_contrar_bg_4\"><img loading=\"lazy\" a
lt=\"Arrow of the Starchaser\" src=\"\"/img/item/arrow-of-the-starchaser-item_ico
n_35.webp\" width=\"35\" height=\"35\"></div><a href=\"\"/conquerors-will-ite
m\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Con
queror's Will\" src=\"\"/img/item/conquerors-will-item_icon_35.webp\" width=\"35
\" height=\"35\"></div>\", [\"<a href=\"\"/something-irreplaceable-item\\/?lang=
EN\"><div class=\"itempic_cont rar_bg_5\"><img loading=\"lazy\" alt=\"Something Ir
replaceable\" src=\"\"/img/item/something-irreplaceable-item_icon_35.webp\" width
=\"35\" height=\"35\"></div>\", \"<a href=\"\"/something-irreplaceable-item\\/?la

ng=EN">Something Irreplaceable","5<div class="nowrap_cont"></div>","destruction-class","582.12","396.9","1164.24","Increases the wearer's ATK by <unbreak">24%</unbreak>. When the wearer defeats an enemy or is hit, immediately restores HP equal to <unbreak">8%</unbreak> of the wearer's ATK. At the same time, the wearer's DMG is increased by <unbreak">24%</unbreak> until the end of their next turn. This effect cannot stack and can only trigger 1 time per turn.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>","But the Battle Isn't Over","5<div class="nowrap_cont"></div>","harmony-class","529.2","463.05","1164.24","Increases the wearer's Energy Regeneration Rate by <unbreak">10%</unbreak> and regenerates 1 Skill Point when the wearer uses their Ultimate on an ally. This effect can be triggered once after every 2 uses of the wearer's Ultimate. When the wearer uses their Skill, the next ally taking action (except the wearer) deals <unbreak">30%</unbreak> more DMG for <unbreak">1</unbreak> turn(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>","In the Name of the World","5<div class="nowrap_cont"></div></div></p></div>

</div>"," nihility-class
","58
2.12","463.05","1058.4","Increases the wearer's DMG to debuffed enemies by <font c
olor=f29e38><unbreak\">24%</unbreak>. When the wearer uses their Skill,
the Effect Hit Rate for this attack increases by <unbreak\">18%
</unbreak>, and ATK increases by <unbreak\">24%</unb
reak>.",<div class=
\"itempic_cont rar_bg_4\"><img loading="lazy" alt="Obsidian of Obsession" src=
"\img\/item\/obsidian-of-obsession-item_icon_35.webp\" width="35" height="35
\"></div><div class="itempic_
cont rar_bg_4\"></div>"],["<
a href="\moment-of-victory-item\/?lang=EN\"><div class="itempic_cont rar_bg_5
\"></div>",<a href="\mo
ment-of-victory-item\/?lang=EN\">Moment of Victory",5</
span><div class="nowrap_cont\"></div>",preservati
on-class","476.28","595.35","1058.4","In
creases the wearer's DEF by <unbreak\">24%</unbreak>
and Effect Hit Rate by <unbreak\">24%</unbreak>. Incr
eases the chance for the wearer to be attacked by enemies. When the wearer is atta
cked, increase their DEF by an extra <unbreak\">24%</unbreak><
\/font > until the end of the wearer's turn.",<a href="\safeguard-of-amber-item
\/?lang=EN\"><div class="itempic_cont rar_bg_4\"></div><di
v class="itempic_cont rar_bg_4\"><img loading="lazy" alt="Silvermane Medal\" s
rc="\img\/item\/silvermane-medal-item_icon_35.webp\" width="35" height="35\">
</div>"],["<div class=
"itempic_cont rar_bg_5\"><img loading="lazy" alt="Patience Is All You Need\" s
rc="\img\/item\/patience-is-all-you-need-item_icon_35.webp\" width="35" height
="35\"></div>",Patie
nce Is All You Need",5<div class="nowrap_cont
\"></div>", nihility-class<a href="\nihility
-class\/\">","582.12","463.05","1058.4","Increases DMG dealt by the wearer by <font c
olor=f29e38><unbreak\">24%</unbreak>. After every attack launched by wea
rer, their SPD increases by <unbreak\">4.8%</unbreak></font
>, stacking up to <unbreak\">3</unbreak> times.<br\/>If the wearer hits an enemy
target that is not afflicted by Erode, there is a <unbreak>100%</unbreak> base ch
ance to inflict Erode to the target. Enemies afflicted with Erode are also conside
red to be Shocked and will receive Lightning DoT at the start of each turn equal t
o <unbreak\">60%</unbreak> of the wearer's ATK, lasti

[\obsidian-of-obsession-item](#)


[\conquerors-will-item](#)


[\incessant-rain-item](#)


[\incessant-rain-item](#)
Incessant Rain








[\nihility-class](#)


582.12", "463.05", "1058.4", "Increases the wearer's Effect Hit Rate by 24%. When the wearer deals DMG to an enemy that currently has 3 or more debuffs, increases the wearer's CRIT Rate by 12%. After the wearer uses their Basic ATK, Skill, or Ultimate, there is a 100% base chance to implant Aether Code on a random hit target that does not yet have it. Targets with Aether Code receive 12% increased DMG for 1 turn."

[\obsidian-of-obsession-item](#)


[\ancient-engine-item](#)


[\echoes-of-the-coffin-item](#)


[\echoes-of-the-coffin-item](#)
Echoes of the Coffin





[\abundance-class](#)

582.12", "396.9", "1164.24", "Increases the wearer's ATK by 24%. After the wearer uses an attack, for each different enemy target the wearer hits, regenerates 3 Energy. Each attack can regenerate Energy up to 3 time(s) this way. After the wearer uses their Ultimate, all allies gain 12 SPD for 1 turn."

[\flower-of-eternity-item](#)

[\artifexs-gyreheart-item](#)

[Unreachable Side-Item](#)</?lang=EN"><div class="itempic_cont rar_bg_5"></div>", "The Unreachable Side", "5<div class="nowrap_cont"></div>","preservation-class","423.36","529.2","1270.08","Increases the wearer's Max HP by <unbreak">24%</unbreak> and Energy Regeneration Rate by <unbreak">12%</unbreak>. When the wearer's HP is reduced, all allies' DMG dealt increases by <unbreak">9%</unbreak>, lasting for <unbreak">2</unbreak> turn(s).
At the start of every wave, restores HP to all allies by an amount equal to <unbreak">80%</unbreak> of their respective lost HP.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>","Sleep Like the Dead","5<div class="nowrap_cont"></div>","the-hunt-class","582.12","463.05","1058.4","Increases the wearer's CRIT DMG by <unbreak">30%</unbreak>. When the wearer's Basic ATK or Skill DMG does not result in a CRIT Hit, increases their CRIT Rate by <unbreak">36%</unbreak>, lasting for <unbreak">1</unbreak> turn(s). This effect can only trigger once every <unbreak">3</unbreak> turn(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>","Time Waits for No One","5<div class="nowrap_cont"></div>","abundance-class","476.28","463.05","1270.08","Increases the wearer's Max HP by <unbreak">18%</unbreak> and Outgoing Healing by <unbreak">12%</unbreak>. When the wearer heals allies, record the amount of Outgoing Healing. When an ally launches an attack, a random attacked enemy takes Additional DMG equal to <

font color=f29e38><unbreak>">36%</unbreak> > of the recorded Outgoing Healing value. The type of this Additional DMG is of the same Type as the wearer's. This Additional DMG is not affected by other buffs, and can only occur 1 time per turn.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_5\"></div>\", \"I Shall Be My Own Sword\", \"5<div class=\"nowrap_cont\"></div>\", \"destructio<div class=\"destruction-class\"></div>\", \"582.12\", \"396.9\", \"1164.24\", \"Increases the wearer's CRIT DMG by <unbreak>\">20%</unbreak> >. When a teammate gets attacked or loses HP, the wearer gains 1 stack of Eclipse, up to a max of <unbreak>\">3</unbreak> stack(s). Each stack of Eclipse increases the DMG of the wearer's next attack by <unbreak>\">14%</unbreak> >. When <unbreak>\">3</unbreak> stack(s) are reached, additionally enables that attack to ignore <unbreak>\">12%</unbreak> > of the enemy's DEF. This effect will be removed after the wearer uses an attack.\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_5\"></div>\", \"Brighter Than the Sun\", \"5<div class=\"nowrap_cont\"></div>\", \"destructio<div class=\"destruction-class\"></div>\", \"635.04\", \"396.9\", \"1058.4\", \"Increases the wearer's CRIT Rate by <unbreak>\">18%</unbreak> >. When the wearer uses their Basic ATK, they will gain 1 stack of Dragon's Call, lasting for <unbreak>\">2</unbreak> turns. Each stack of Dragon's Call increases the wearer's ATK by <unbreak>\">18%</unbreak> > and Energy Regeneration Rate by <unbreak>\">6%</unbreak> >. Dragon's Call can be stacked up to <unbreak>\">2</unbreak> times.\", \"<div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Worldbreaker Blade\" src=\"\"/img/item/worldbreaker-blade-item_icon_35.webp\" width

h="35" height="35"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_5"></div>","Worrisome, Blissful","5<div class="nowrap_cont"></div>","the-hunt-class","582.12","463.05","1058.4","Increase the wearer's CRIT Rate by <unbreak>18%</unbreak> > and increases DMG dealt by Follow-up ATK by <unbreak>30%</unbreak> . After the wearer uses a Follow-up ATK, inflicts the target with the Tame state, stacking up to <unbreak>2</unbreak> time(s). When allies hit enemy targets under the Tame state, each Tame stack increases the CRIT DMG dealt by <unbreak>12%</unbreak> .","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_5"></div>","On the Fall of an Aeon","5<div class="nowrap_cont"></div>","destruction-class","529.2","396.9","1058.4","When the wearer attacks, increases their ATK by <unbreak>8%</unbreak> > in this battle. This effect can stack up to <unbreak>4</unbreak> time(s). After the wearer breaks an enemy's Weakness, increases DMG dealt by <unbreak>12%</unbreak> , lasting for <unbreak>2</unbreak> turn(s).","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_5"></div>","Cruising in the Stellar Sea","5<div class="nowrap_cont"></div>","the-hunt-class,"529.2","463.05","952.56","Increases the wearer's CRIT Rate by <unbreak>8%</unbreak> , and increases their CRIT Rate against enemies with HP percentage <unbreak>50%</unbreak> or less by an extra <unbreak>8%</unbreak> . When the wearer defeats an enemy, their ATK is increased by <unbreak>20%</unbreak> for <unbreak>2</unbreak> turn(s).","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>","Texture of Memories","5<div class="nowrap_cont"></div>","preservation-class,"423.36","529.2","1058.4","Increases the wearer's Effect RES by <unbreak>8%</unbreak> . If the wearer is attacked and has no Shield, they gain a Shield equal to <unbreak>16%</unbreak> of their Max HP for <unbreak>2</unbreak> turn(s). This effect can only be triggered once every <unbreak>3</unbreak> turn(s). If the wearer has a Shield when attacked, the DMG they receive decreases by <unbreak>12%</unbreak> .","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_4"></div>","Past and Future","4<div class="nowrap_cont"></div>","harmony-class,"423.36","396.9","952.56","When the wearer uses their Skill, the next ally taking action (except the wearer) dea

ls <unbreak>16%</unbreak> > increased DMG for <unbreak>1</unbreak> turn(s).", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_5\"></div>\", \"Night of Fright\", \"5<div class=\"nowrap_cont\"></div>\", \"abundance-class\", \"476.28\", \"529.2\", \"1164.24\", \"Increases the wearer's Energy Regeneration Rate by <unbreak>12%</unbreak> . When any ally uses their Ultimate, the wearer restores HP for the ally currently with the lowest HP percentage by an amount equal to <unbreak>10%</unbreak> > of the healed ally's Max HP. When the wearer provides healing for an ally, increases the healed ally's ATK by <unbreak>2.4%</unbreak> . This effect can stack up to <unbreak>5</unbreak> times and lasts for <unbreak>2</unbreak> turn(s).\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_5\"></div>\", \"An Instant Before A Gaze\", \"5<div class=\"nowrap_cont\"></div>\", \"erudition-class\", \"582.12\", \"463.05\", \"1058.4\", \"Increases the wearer's CRIT DMG by <unbreak>36%</unbreak> . When the wearer uses Ultimate, increases DMG dealt by the wearer's Ultimate based on their Max Energy. Each point of Energy increases DMG dealt by Ultimate by <unbreak>0.36%</unbreak> . A max of <unbreak>180</unbreak> points of Energy will be taken into account for this.\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<a href=\"\"/past

-self-in-mirror-item/?lang=EN"><div class="itempic_cont rar_bg_5"></div>,"Past Self in Mirror,"5<div class="nowrap_cont"></div>,"harmony-class,"529.2","529.2","1058.4","Increases the wearer's Break Effect by <unbreak">60%</unbreak>. When the wearer uses their Ultimate, increases all allies' DMG by <unbreak">24%</unbreak>, lasting for <unbreak">3</unbreak> turn(s). Should the wearer's Break Effect exceed or equal <unbreak">150%</unbreak>, 1 Skill Point will be recovered.
At the start of each wave, all allies regenerate <unbreak">10</unbreak> Energy immediately. Abilities of the same type cannot stack.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>,"Earthly Escapade,"5<div class="nowrap_cont"></div>,"harmony-class,"529.2","463.05","1164.24","Increases the wearer's CRIT DMG by <unbreak">32%</unbreak>. At the start of the battle, the wearer gains Mask, lasting for <unbreak">3</unbreak> turn(s). While the wearer has Mask, the wearer's teammates have their CRIT Rate increased by <unbreak">10%</unbreak> and their CRIT DMG increased by <unbreak">28%</unbreak>. For every 1 Skill Point the wearer recovers (including Skill Points that exceed the limit), they gain 1 stack of Radiant Flame. And when the wearer has <unbreak">4</unbreak> stacks of Radiant Flame, all the stacks are removed, and they gain Mask, lasting for <unbreak">4</unbreak> turn(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>,"Inherently Unjust Destiny,"<s

pan class="rsh">5<div class="nowrap_cont"></div>,"preservation-class,"423.36","661.5","1058.4","Increases the wearer's DEF by <unbreak">40%</unbreak> . When the wearer provides a Shield to an ally, the wearer's CRIT DMG increases by <unbreak">40%</unbreak> , lasting for <unbreak">2</unbreak> turn(s). When the wearer's Follow-up ATK hits an enemy target, there is a <unbreak">100%</unbreak> base chance to increase the DMG taken by the attacked enemy target by <unbreak">10%</unbreak> , lasting for <unbreak">2</unbreak> turn(s).","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>,"Baptism of Pure Thought,"5<div class="nowrap_cont"></div>,"the-hunt-class,"582.12","529.2","952.56","Increases the wearer's CRIT DMG by <unbreak">20%</unbreak> . For every debuff on the enemy target, the wearer's CRIT DMG dealt against this target additionally increases by <unbreak">8%</unbreak> , stacking up to <unbreak">3</unbreak> times. When using Ultimate to attack the enemy target, the wearer receives the Disputation effect, which increases DMG dealt by <unbreak">36%</unbreak> and enables their Follow-up ATKs to ignore <unbreak">24%</unbreak> of the target's DEF. This effect lasts for <unbreak">2</unbreak> turns.","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>,"Solitary Healing,"5<div class="nowrap_cont"></div>

=\\"/img/icons/star_35.webp\\" /></div>\",
nihility-class<img load
ing=\"lazy\" src=\"\\"/img/class/nihility-class_icon_35.webp\">\", \"529.2\", \"39
6.9\", \"1058.4\", \"Increases the wearer's Break Effect by <unbreak
\\>20%</unbreak>. When the wearer uses their Ultimate, increases DoT dea
lt by the wearer by <unbreak\\>24%</unbreak>, lasting
for <unbreak\\>2</unbreak> turn(s). When a target enemy suffering from DoT impose
d by the wearer is defeated, regenerates <unbreak\\>4</unbreak
> Energy for the wearer.\"\", \"<a href=\"\\"/obsidian-of-obsession-item/?lang=
EN\\><div class=\"itempic_cont rar_bg_4\\><img loading=\"lazy\" alt=\"Obsidian of
Obsession\" src=\"\\"/img/item/obsidian-of-obsession-item_icon_35.webp\" width=\"3
5\" height=\"35\\></div><div cla
ss=\"itempic_cont rar_bg_4\\><img loading=\"lazy\" alt=\"Squirming Core\" src=\"\\"/
img/item/squirming-core-item_icon_35.webp\" width=\"35\" height=\"35\\></div><
/a>\"], [\"<div class=\"itempic_cont rar_b
g_4\\><img loading=\"lazy\" alt=\"What Is Real?\" src=\"\\"/img/item/what-is-real-
item_icon_35.webp\" width=\"35\" height=\"35\\></div>\", \"<a href=\"\\"/what-is-
real-item/?lang=EN\\>What Is Real?\", \"4<div class
=\"nowrap_cont\\><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src
=\"\\"/img/icons/star_35.webp\" /><img loading=\"lazy\" class=\"cur_icon emoji\"
alt=\"Rarstr\" src=\"\\"/img/icons/star_35.webp\" /><img loading=\"lazy\" class=
\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\"/img/icons/star_35.webp\" /><img loadi
ng=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\"/img/icons/star_35.we
bp\" /></div>\", \"abundance-class<a href=\"\\"/abundance
-class/\\"><img loading=\"lazy\" src=\"\\"/img/class/abundance-class_icon_35.webp
\\>\", \"423.36\", \"330.75\", \"1058.4\", \"Increases the wearer's Break Effect by <font
color=f29e38><unbreak\\>24%</unbreak>. After using Basic ATK, restores H
P for the wearer by an amount equal to <unbreak\\>2%</unbreak>
 of Max HP plus <unbreak\\>800</unbreak>\", \"<a href=\"\\"/flower-of-eterni
ty-item/?lang=EN\\><div class=\"itempic_cont rar_bg_4\\><img loading=\"lazy\" alt
=\"Flower of Eternity\" src=\"\\"/img/item/flower-of-eternity-item_icon_35.webp\"
width=\"35\" height=\"35\\></div><a href=\"\\"/dream-making-engine-item/?lang
=EN\\><div class=\"itempic_cont rar_bg_4\\><img loading=\"lazy\" alt=\"Dream Makin
g Engine\" src=\"\\"/img/item/dream-making-engine-item_icon_35.webp\" width=\"35\"
height=\"35\\></div>\"], [\"<
div class=\"itempic_cont rar_bg_4\\><img loading=\"lazy\" alt=\"Dreamville Adventu
re\" src=\"\\"/img/item/dreamville-adventure-item_icon_35.webp\" width=\"35\" heig
ht=\"35\\></div>\", \"Dreamvi
lle Adventure\", \"4<div class=\"nowrap_cont\\><img
loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\"/img/icons/star_
35.webp\" /><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=
\"\\"/img/icons/star_35.webp\" /><img loading=\"lazy\" class=\"cur_icon emoji\" a
lt=\"Rarstr\" src=\"\\"/img/icons/star_35.webp\" /><img loading=\"lazy\" class=
\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\"/img/icons/star_35.webp\" /></div>\", \"
harmony-class<img loadin
g=\"lazy\" src=\"\\"/img/class/harmony-class_icon_35.webp\">\", \"423.36\", \"396.
9\", \"952.56\", \"After the wearer uses a certain type of ability such as Basic ATK, Sk
ill, or Ultimate, all allies gain Childishness, which increases allies' DMG for th
e same type of ability as used by the wearer by <unbreak\\>12%<
/unbreak>. Childishness only takes effect for the most recent type of ab
ility the wearer used and cannot be stacked.\"\", \"<a href=\"\\"/heavenly-melody-item/?
lang=EN\\><div class=\"itempic_cont rar_bg_4\\><img loading=\"lazy\" alt=\"Heavenl
y Melody\" src=\"\\"/img/item/heavenly-melody-item_icon_35.webp\" width=\"35\" hei
ght=\"35\\></div><div class







































































</div>","preservation-class","370.44","463.05","952.56","Increases the wearer's Effect RES by <unbreak">12%</unbreak> . For every <unbreak">100</unbreak> of DEF the wearer has, increases the wearer's DMG dealt by <unbreak">0.8%</unbreak> , up to a maximum DMG increase of <unbreak">32%</unbreak> .","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_4"></div>","The Day The Cosmos Fell","4<div class="nowrap_cont"></div>","erudition-class","476.28","330.75","952.56","Increases the wearer's ATK by <unbreak">16%</unbreak> . When the wearer uses an attack and at least 2 attacked enemies have the corresponding Weakness, the wearer's CRIT DMG increases by <unbreak">20%</unbreak> , lasting for <unbreak">2</unbreak> turn(s).","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_4"></div>","It's Showtime","4<div class="nowrap_cont"></div>","nihility-class","476.28","264.6","1058.4","When the wearer inflicts a debuff on an enemy, gains a stack of Trick. Every stack of Trick increases the wearer's DMG dealt by <unbreak">6%</unbreak> , stacking up to <unbreak">3</unbreak> time(s). This effect lasts for <unbreak">1</unbreak> turn(s). When the wearer's Effect Hit Rate is <unbreak">80%</unbreak> or higher, increases ATK by <unbreak">20%</unbreak> .","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>\", \"erudition-class\", \"529.2\", \"396.9\", \"105 8.4\", \"Increases the wearer's ATK by <unbreak\\\">8%</unbreak> . After using an attack, for each enemy target hit, additionally increases A TK by <unbreak\\\">4%</unbreak> . This effect can stack up to 5 times and last until the next attack. If there are <unbreak\\\">3</unbreak> or more enemy targets hit, this unit's SPD increases by <unbreak\\\">8%</unbreak> , lasting for <unbreak\\\">1</unbreak> turn(s).\", \"<div class=\\\"itempic_cont rar_bg_4\\\"></div><div class=\\\"itempic_cont rar_bg_4\\\"></div>\", [\"<div class=\\\"itempic_cont rar_bg_4\\\"></div>\", \"Hey, Over Here\", \"4<div class=\\\"nowrap_cont\\\"></div>\", \"abundance-class\", \"423.36\", \"396.9\", \"95 2.56\", \"Increases the wearer's Max HP by <unbreak\\\">8%</unbreak> . When the wearer uses their Skill, increases Outgoing Healing by <unbreak\\\">16%</unbreak> , lasting for <unbreak\\\">2</unbreak> turn(s).\", \"<div class=\\\"itempic_cont rar_bg_4\\\"></div><div class=\\\"itempic_cont rar_bg_4\\\"></div>\", [\"<div class=\\\"itempic_cont rar_bg_5\\\"></div>\", \"Along the Passing Shore\", \"5<div class=\\\"nowrap_cont\\\"></div>\", \"nihility-class\", \"635.04\", \"396.9\", \"105 8.4\", \"Increases the wearer's CRIT DMG by <unbreak\\\">36%</unbreak> . When the wearer hits an enemy target, inflicts Mirage Fizzle on the enemy, lasting for 1 turn. Each time the wearer attacks, this effect can only trigger 1 time on each target. The wearer deals <unbreak\\\">24%</unbreak> increased DMG to targets afflicted with Mirage Fizzle, and the DMG dealt by Ultimate additionally increases by <unbreak\\\">24%</unbreak> .\", \"<div class=\\\"itempic_cont rar_bg_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Heaven Incinerator\\\" src=\\\"\\img

[\item\heaven-incinerator-item_icon_35.webp](#)" width="35" height="35"></div>\dream-making-engine-item\?lang=EN<<div class="itempic_cont rar_bg_4">\img\item\dream-making-engine-item_icon_35.webp" width="35" height="35"></div>],["\whereabouts-should-dreams-rest-item\?lang=EN<<div class="itempic_cont rar_bg_5">\img\item\whereabouts-should-dreams-rest-item_icon_35.webp" width="35" height="35"></div>","\whereabouts-should-dreams-rest-item\?lang=EN<>Whereabouts Should Dreams Rest","5<div class="nowrap_cont">\img\icons\star_35.webp" \>\img\icons\star_35.webp" \>\img\icons\star_35.webp" \>\img\icons\star_35.webp" \>\img\icons\star_35.webp" \>\img\icons\star_35.webp" \></div>","destruction-class\destruction-class\<\img\class\destruction-class_icon_35.webp" >","476.28","529.2","1164.24","Increases the wearer's Break Effect by <unbreak>60%</unbreak>. When the wearer deals Break DMG to an enemy target, inflicts Routed on the enemy, lasting for <unbreak>2</unbreak> turn(s). Targets afflicted with Routed receive <unbreak>24%</unbreak> increased Break DMG from the wearer, and their SPD is lowered by <unbreak>20%</unbreak>. Effects of the same type cannot be stacked.",\moon-rage-fang-item\?lang=EN<<div class="itempic_cont rar_bg_4">\img\item\moon-rage-fang-item_icon_35.webp" width="35" height="35"></div>\shards-of-desires-item\?lang=EN<<div class="itempic_cont rar_bg_4">\img\item\shards-of-desires-item_icon_35.webp" width="35" height="35"></div>],["\indelible-promise-item\?lang=EN<<div class="itempic_cont rar_bg_4">\img\item\indelible-promise-item_icon_35.webp" width="35" height="35"></div>","\indelible-promise-item\?lang=EN<>Indelible Promise","4<div class="nowrap_cont">\img\icons\star_35.webp" \>\img\icons\star_35.webp" \>\img\icons\star_35.webp" \>\img\icons\star_35.webp" \>\img\icons\star_35.webp" \>\img\icons\star_35.webp" \></div>","destruction-class\destruction-class\<\img\class\destruction-class_icon_35.webp" >","476.28","330.75","952.56","Increases the wearer's Break Effect by <unbreak>28%</unbreak>. When the wearer uses their Ultimate, increases CRIT Rate by <unbreak>15%</unbreak>, lasting for <unbreak>2</unbreak> turn(s).",\moon-rage-fang-item\?lang=EN<<div class="itempic_cont rar_bg_4">\img\item\moon-rage-fang-item_icon_35.webp" width="35" height="35"></div>\dream-making-engine-item\?lang=EN<<div class="itempic_cont rar_bg_4">\img\item\dream-making-engine-item_icon_35.webp" width="35" height="35"></div>],["\concert-for-two-item\?lang=EN<<div class="itempic_cont rar_bg_4">\img\item\concert-for-two-item_icon_35.webp" width="35" height="35"></div>","\concert-for-two-item\?lang=EN<>Concert for Two","4<div class="nowrap_cont">\img\icons\star_35.webp" \>\img\icons\star_35.webp" \><img lo

ading="lazy" class="cur_icon emoji" alt="Rarstr" src="//img/icons/star_35.webp" /></div>","preservation-class,"370.44","463.05","952.56","Increases the wearer's DEF by <unbreak>16%</unbreak> . For every on-field character that has a Shield, the DMG dealt by the wearer increases by <unbreak>4%</unbreak> .",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_5"></div>,Yet Hope Is Priceless,"5<div class="nowrap_cont"></div>","erudition-class,"582.12","529.2","952.56","Increases the wearer's CRIT Rate by <unbreak>16%</unbreak> . While the wearer is in battle, for every <unbreak>20%</unbreak> CRIT DMG that exceeds <unbreak>120%</unbreak>, the DMG dealt by Follow-up ATK increases by <unbreak>12%</unbreak> . This effect can stack up to <unbreak>4</unbreak> time(s). When the battle starts or after the wearer uses their Basic ATK, enables the DMG dealt by Ultimate or Follow-up ATK to ignore <unbreak>20%</unbreak> of the target's DEF, lasting for <unbreak>2</unbreak> turn(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_5"></div>,Sailing Towards a Second Life,"5<div class="nowrap_cont"></div>","the-hunt-class,"582.12","463.05","1058.4","Increases the wearer's Break Effect by <unbreak>60%</unbreak> . The Break DMG dealt by the wearer ignores <unbreak>20%</unbreak> of the target's DEF. When the wear

er's Break Effect in battle is at <unbreak>">150%</unbreak> or greater, increases their SPD by <unbreak>">12%</unbreak>.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [<div class=\"itempic_cont rar_bg_4\"></div>, "Boundless Choreo", "4<div class=\"nowrap_cont\"></div>", "nihility-class", "476.28", "330.75", "952.56", "Increase the wearer's CRIT Rate by <unbreak>">8%</unbreak>. The wearer deals <unbreak>">24%</unbreak> more CRIT DMG to enemies that are currently Slowed or have reduced DEF.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [<div class=\"itempic_cont rar_bg_4\"></div>, "After the Charmony Fall", "4<div class=\"nowrap_cont\"></div>", "erudition-class", "476.28", "396.9", "846.72", "Increases the wearer's Break Effect by <unbreak>">28%</unbreak>. After the wearer uses Ultimate, increases SPD by <unbreak>">8%</unbreak>, lasting for <unbreak>">2</unbreak> turn(s).", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [<div class=\"itempic_cont rar_bg_4\"></div>, "Poised to Bloom", "4<div class=\"nowrap_cont\"></div>", "harmony-class", "423.36", "396.9", "952.56", "Increases the wearer's ATK by <unbreak\">16%</unbreak>. Upon entering battle, if two or more characters follow the same Path, then these c haracters' CRIT DMG increases by <unbreak\">16%</unbreak></fo nt >. Abilities of the same type cannot stack.", "<div class="\"itempic_cont rar_bg_4\"></div><div cl ass="\"itempic_cont rar_bg_4\"></div>\"], [<div class="\"it empic_cont rar_bg_4\"></div>< \"/a>", "Shadowed by Night", "<sp an class="\"rsh\">4<div class="\"nowrap_cont\"></div>", "the-hun t-class", "476.28", "396.9", "846.72", "Increases th e wearer's Break Effect by <unbreak\">28%</unbreak>. When entering battle or after dealing Break DMG, increases SPD by <unbreak\">8%</unbreak>, lasting for <unbreak\">2</unbreak> turn(s). This effect can only trigger once per turn.", "<div class="\"itempic_cont rar_bg_4\"></div><div class="\"itempic_cont rar_bg_4\"></div>\"], [<div class =\"itempic_cont rar_bg_4\"></div></ a>", "Dream's Montage", "4<div class="\"nowrap_cont\"> </div>", "abundance-class< \"/span>", "423.36", "396.9", "952.56", "Increases the wear er's SPD by <unbreak\">8%</unbreak>. After attacking enemy targets that are Weakness Broken, regenerates <unbreak\"> 3</unbreak> Energy. This effect can trigger up to <unbreak\">2</unbreak > time(s) per turn.", "<div class="\"itemp ic_cont rar_bg_4\"></div><div class="\"itempic_cont rar_bg_4\"></div>\"], [<div class="\"itempic cont rar_bg_4\"></div>,"<a href="//for-to
morrow's-journey-item/?lang=EN">For Tomorrow's Journey,"<span class="rsh
>4<div class="nowrap_cont"></div>,"harmony-class<
a href="//harmony-class/">,"476.28","330.75","952.56","Increases the wearer's ATK by
<unbreak>16%</unbreak> . After the wearer uses their
Ultimate, increases their DMG dealt by <unbreak>18%</unbreak
> , lasting for <unbreak>1</unbreak> turn(s).,"<a href="//heavenly-me
lody-item/?lang=EN"><div class="itempic_cont rar_bg_4"></div><a href="//dream-making-engine-item/?lang=EN
><div class="itempic_cont rar_bg_4"></div>],[<div c
lass="itempic_cont rar_bg_5"><img loading="lazy" alt="Flowing Nightglow" src
="//img/item/flowing-nightglow-item_icon_35.webp" width="35" height="35"><
</div>,"Flowing Nightglow,"5<div class="nowrap_cont"><img loading="lazy" class="cur_icon emoji" alt="Rarstr" src=
="//img/icons/star_35.webp" /></div>,"
harmony-class,"635.04","463.0
5","952.56","Every time an ally attacks, the wearer gains 1 stack of Cantillation.
Each stack of Cantillation increases the wearer's Energy Regeneration Rate by <fon
t color=f29e38><unbreak>3%</unbreak> , stacking up to <unbreak>5</un
break> time(s). When the wearer uses their Ultimate, removes Cantillation and gain
s Cadenza. Cadenza increases the Wearer's ATK by <unbreak>48%
</unbreak> and increases all allies' DMG dealt by <un
break>24%</unbreak> , lasting for <unbreak>1</unbreak> turn(s).,"<div class="itempic_cont rar_bg_4"><im
g loading="lazy" alt="Heavenly Melody" src="//img/item/heavenly-melody-item
_icon_35.webp" width="35" height="35"></div><a href="//dream-making-en
gine-item/?lang=EN"><div class="itempic_cont rar_bg_4"></div>],[<a href="//dance-at-sunset-item
/?lang=EN"><div class="itempic_cont rar_bg_5"></div>,"Dance at
Sunset,"5<div class="nowrap_cont"></d
iv>,"destruction-class<a href="//destruction-class/

,"582.12","463.05","1058.4","Greatly increases the wearer's chance of getting attacked and increases CRIT DMG by <unbreak>36%</unbreak>. After the wearer uses Ultimate, receives 1 stack of Firedance, lasting for 2 turns and stacking up to <unbreak>2</unbreak> time(s). Each stack of Firedance increases the DMG dealt by the wearer's Follow-up ATK by <unbreak>36%</unbreak>.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_5"></div>,Those Many Springs,5<div class="nowrap_cont"></div>,nihility-class,"582.12","529.2","952.56","Increases the wearer's Effect Hit Rate by <unbreak>60%</unbreak>. After the wearer uses Basic ATK, Skill, or Ultimate to attack an enemy target, there is a <unbreak>60%</unbreak> base chance to inflict "Unarmored" on the target. While in the Unarmored state, the enemy target receives <unbreak>10%</unbreak> increased DMG, lasting for <unbreak>2</unbreak> turn(s). If the target is under a DoT state inflicted by the wearer, there is a <unbreak>60%</unbreak> base chance to upgrade the "Unarmored" state inflicted by the wearer to the "Cornered" state, which additionally increases the DMG the enemy target receives by <unbreak>14%</unbreak>, lasting for <unbreak>2</unbreak> turn(s). During this period, the wearer cannot inflict "Unarmored" on the target.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_5"></div>,I Venture Forth to Hunt,5<div class="nowrap_cont"></div>,the-hunt-class,"635.04","463.05","952.56","Increases the wearer's CRIT Rate by <unbreak>15%</unbreak>. When the wearer launches a Follow-up AT

K, gains 1 stack of "Luminflux,\" stacking up to <unbreak\">2</unbreak> time(s). Each stack of "Luminflux\" enables the Ultimate DMG dealt by the wearer to ignore <unbreak\">27%</unbreak> of the target's DEF. When the wearer's turn ends, removes 1 stack of "Luminflux.\"\",<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>],[<div class=\"itempic_cont rar_bg_5\"></div>,Scent Alone Stays True,5<div class=\"nowrap_cont\"></div>,abundance-class,529.2,529.2,1058.4,Increases the wearer's Break Effect by <unbreak\">60%</unbreak>. After the wearer uses Ultimate to attack enemy targets, inflicts the targets with the "Woefree\" state, lasting for <unbreak\">2</unbreak> turn(s). While in "Woefree,\" enemy targets take <unbreak\">10%</unbreak> increased DMG. The effect of increasing DMG taken is additionally boosted by <unbreak\">8%</unbreak> if the wearer's current Break Effect is <unbreak\">150%</unbreak> or higher.\",<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>],[<div class=\"itempic_cont rar_bg_5\"></div>,Ninjutsu Inscription: Dazzling Evilbreaker,5<div class=\"nowrap_cont\"></div>,erudition-class,582.12,529.2,952.56,Increases the wearer's Break Effect by <unbreak\">60%</unbreak>. When entering battle, immediately regenerates <unbreak\">30</unbreak> Energy. After the wearer uses Ultimate, obtains "Raiton.\" After using 2 Basic ATKs, advances the wearer's action by <unbreak\">50%</unbreak> and removes "Raiton.\" After the wearer uses Ultimate, resets "Raiton.\"\",<div class=\"itempic_cont rar_bg_4\"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_4"></div>,"Ninja Record: Sound Hunt,"4<div class="nowrap_cont"></div>,"destruction-class,"476.28","264.6","1058.4","Increases the wearer's Max HP by <unbreak">12%</unbreak> . When losing or restoring this unit's HP, increases CRIT DMG by <unbreak">18%</unbreak> , lasting for <unbreak">2</unbreak> turn(s). This effect can only trigger once per turn.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>,"Long Road Leads Home,"5<div class="nowrap_cont"></div>,"nihility-class,"476.28","661.5","952.56","Increases the wearer's Break Effect by <unbreak">60%</unbreak> . When an enemy target's Weakness gets broken, there is a <unbreak">100%</unbreak> base chance to inflict the "Charring" state on it, which increases its Break DMG taken by <unbreak">18%</unbreak> , lasting for <unbreak">2</unbreak> turn(s). This effect can stack <unbreak">2</unbreak> time(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>,"A Grounded Ascent,"5<div class="nowrap_cont"></div>","harmony-class","476.28","529.2","1164.24","After the wearer uses Skill or Ultimate on one ally character, the wearer regenerates <unbreak\">6</unbreak> Energy and the ability's target receives 1 stack of \"Hymn\" for <unbreak\">3</unbreak> turn(s), stacking up to <unbreak\">3</unbreak> time(s). Each stack of \"Hymn\" increases its holder's DMG dealt by <unbreak\">15%</unbreak>. After every <unbreak\">2</unbreak> instance(s) of Skill or Ultimate the wearer uses on one ally character, recovers 1 Skill Point.",<div class="itempic_cont rar_bg_4\"></div><div class="itempic_cont rar_bg_4\"></div>],[<div class="itempic_cont rar_bg_4\"></div>,Victory In a Blink,4<div class="nowrap_cont\"></div>","remembrance-class","476.28","396.9","846.72","Increases the wearer's CRIT DMG by <unbreak\">12%</unbreak>. When the wearer's memosprite uses an ability on an ally target, increases the DMG dealt by all ally targets by <unbreak\">8%</unbreak>, lasting for <unbreak\">3</unbreak> turn(s).,<div class="itempic_cont rar_bg_4\"></div><div class="itempic_cont rar_bg_4\"></div>],[<div class="itempic_cont rar_bg_5\"></div>,Into the Unreachable Veil,5<div class="nowrap_cont\"></div>","erudition-class","635.04","463.05","952.56","Increases the wearer's CRIT Rate by <unbreak\">12%</unbreak>. When the wearer uses their Ultimate, increases the wearer's Skill DMG and Ultimate DMG dealt by <unbreak\">60%</unbreak>, lasting for <unbreak

<3> turn(s). After the wearer uses their Ultimate, if this Ultimate consumed <140> or more Energy, recovers 1 Skill Point.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_3\"></div>\", \"Shadowburn\", \"<3><div class=\"nowrap_cont\"></div>\", \"remembrance-class\", \"317.52\", \"264.6\", \"846.72\", \"When the wearer summons memosprite for the first time, recovers <1> Skill Point(s) and regenerates <12> Energy for this unit.\"\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_3\"></div>\", \"Reminiscence\", \"<3><div class=\"nowrap_cont\"></div>\", \"remembrance-class\", \"423.36\", \"264.6\", \"635.04\", \"When memosprite's turn starts, the wearer and memosprite each gain 1 stack of \"Commemoration.\" Each stack increases DMG dealt by <8%>, stacking up to <4> time(s). When memosprite disappears, remove \"Commemoration\" from the wearer and memosprite.\"\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_4\"></div>\", \"Geniuses' Greetings\", \"<4><div class=\"nowrap_cont\"></div>\", \"remembrance-class,"476.28","330.75","952.56","Increases the wearer's ATK by <unbreak>16%</unbreak> . After the wearer uses Ultimate, increases the Basic ATK DMG dealt by the wearer and their memosprite by <unbreak>20%</unbreak> , lasting for <unbreak>3</unbreak> turn(s).","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_4"></div>,"Sweat Now, Cry Less,"4<div class="nowrap_cont"></div>,"remembrance-class,"529.2","198.45","1058.4","Increases the wearer's CRIT Rate by <unbreak>12%</unbreak> . When the wearer's memosprite is on the field, increases the DMG dealt by the wearer and their memosprite by <unbreak>24%</unbreak> .","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_5"></div>,"Time Woven Into Gold,"5<div class="nowrap_cont"></div>,"remembrance-class,"635.04","396.9","1058.4","Increases the wearer's base SPD by <unbreak>12%</unbreak> . After the wearer and the wearer's memosprite attacks, the wearer gains 1 stack of "Brocade." Each stack of "Brocade" increases the wearer's and their memosprite's CRIT DMG by <unbreak>9%</unbreak> , stacking up to <unbreak>6</unbreak> time(s). When reaching maximum stacks, each "Brocade" stack additionally increases Basic ATK DMG dealt by <unbreak>9%</unbreak> .","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>

<div class="itempic_cont rar_bg_5"></div>,"If Time Were a Flower,"5<div class="nowrap_cont"></div>,"harmony-class,"529.2","396.9","1270.08","Increases the wearer's CRIT DMG by <unbreak>36%</unbreak>. After the wearer launches Follow-up ATK, additionally regenerates <unbreak>12</unbreak> Energy and gains "Presage," lasting for <unbreak>2</unbreak> turn(s). While the wearer has "Presage," all ally targets' CRIT DMG increases by <unbreak>48%</unbreak>. When entering battle, the wearer regenerates <unbreak>21</unbreak> Energy and gains "Presage," lasting for <unbreak>2</unbreak> turn(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>,"<div class="itempic_cont rar_bg_5"></div>,Memory's Curtain Never Falls,"5<div class="nowrap_cont"></div>,"remembrance-class,"529.2","396.9","1058.4","Increases the wearer's SPD by <unbreak>6%</unbreak>. After the wearer uses Skill, increases the DMG dealt by all allies by <unbreak>8%</unbreak>, lasting for <unbreak>3</unbreak> turn(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>,"<div class="itempic_cont rar_bg_5"></div>,Flame of Blood, Blaze My Path,"5<div class="nowrap_cont"></div>,"erudition-class,"582.12","529.2","952.56","When the wearer's turn starts, regenerate s <unbreak">10</unbreak> Energy. If the enemy target has a Weakness implanted by the wearer, increases the wearer's DMG dealt to it by <unbreak ">60%</unbreak>.
When an enemy target gets attacked by the wearer, the wearer decreases the target's DEF by <unbreak">12%</unbreak>, lasting for <unbreak">2</unbreak> turn(s). The same types of effects cannot stack.", "<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>,"Make Farewells More Beautiful,"5<div class="nowrap_cont"></div>,"remembrance-class,"529.2","396.9","1270.08","Increases the wearer's Max HP by <unbreak">30%</unbreak>. When the wearer or their memosprite loses HP during their own turn, the wearer gains "Death Flower." "Death Flower" allows the wearer and their memosprite to ignore <unbreak">30%</unbreak> of the target's DEF when dealing DMG, lasting for <unbreak">2</unbreak> turn(s).
When the wearer's memosprite disappears, advances the wearer's action by <unbreak">12%</unbreak>. This effect can only trigger up to 1 time, and the trigger count resets every time the wearer uses Ultimate.", "<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_4"></div>,"The Great Cosmic Enterprise,"4<div class="nowrap_cont"></div>,"erudition-class,"476.28","330.75","952.56","Increases the wearer's ATK by <unbreak">8%</unbreak>.

nt >. For every 1 different Weakness Type an enemy target has, increases the DMG dealt to it by the wearer by <unbreak>">4%</unbreak> >. Up to a max of 7 Weakness Types can be taken into account for this effect.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_5\"></div>\", \"Lies, Aflutter in the Wind\", \"5<div class=\"nowrap_cont\"></div>\", \"nihility-class\", \"582.12\", \"529.2\", \"952.56\", \"Increases the wearer's SPD by <unbreak>">18%</unbreak> >. After the wearer uses an attack, there is a <unbreak>">120%</unbreak> base chance to inflict the \"Bamboozle\" state on every enemy target. Decreases Bamboozled enemy target's DEF by <unbreak>">16%</unbreak> >, lasting for <unbreak>">2</unbreak> turn(s). If Wearer's SPD is higher than or equal to <unbreak>">170</unbreak>, there is a <unbreak>">120%</unbreak> base chance to inflict \"Theft\" state on it. Under the \"Theft\" state, enemy targets have their DEF decreased by <unbreak>">8%</unbreak> >, lasting for <unbreak>">2</unbreak> turn(s). When \"Bamboozle\" or \"Theft\" is applied repeatedly, only the most recent application takes effect.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\"]];

sortable_cur_page.push(1);

</script><tr><td><div class=\"itempic_cont rar_bg_3\"></div></td><td>Arrows</td><td>3<div class=\"nowrap_cont\"></div></td><td>the-hunt-class</td><td>317.52</td><td>264.6</td><td>846.72</td><td>At the start of the battle, the wearer's CRIT Rate increases by <unbreak>12%</unbreak> for <unbreak>3</unbreak> turn(s).</td><td><div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div></td></tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Cornucopia</td><td>3<div class="nowrap_cont"></div></td><td>abundance-class</td><td>264.6</td><td>264.6</td><td>952.56</td><td>When the wearer uses their Skill or Ultimate, their Outgoing Healing increases by <unbreak>12%</unbreak>.</td><td><div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Collapsing Sky</td><td>3<div class="nowrap_cont"></div></td><td>destruction-class</td><td>370.44</td><td>198.45</td><td>846.72</td><td>The wearer's Basic ATK and Skill deal <unbreak>20%</unbreak> more DMG.</td><td><div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td></tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Amber</td><td>3<div class="nowrap_cont"></div></td><td>preservation-class</td><td>264.6</td><td>330.75</td><td>846.72</td><td>Increases the wearer's DEF by <unbreak>16%</unbreak>. If the wearer's current HP percentage is lower than <unbreak>50%</unbreak>, increases their DEF by a further <unbreak>16%</unbreak>.</td><td><div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td></tr></table>

a></td></tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Void</td><td>3<div class="nowrap_cont"></div></td><td>nihility-class</td><td>317.52</td><td>264.6</td><td>846.72</td><td>At the start of the battle, the wearer's Effect Hit Rate increases by <unbreak>20%</unbreak> for <unbreak>3</unbreak> turn(s).</td><td><div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td></tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Chorus</td><td>3<div class="nowrap_cont"></div></td><td>harmony-class</td><td>317.52</td><td>264.6</td><td>846.72</td><td>After entering battle, increases the ATK of all allies by <unbreak>8%</unbreak>. Abilities of the same type cannot stack.</td><td><div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td></tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Data Bank</td><td>3<div class="nowrap_cont"></div></td><td>erudition-class</td><td>370.44</td><td>264.6</td><td>740.88</td><td>Increases DMG dealt by the wearer's Ultimate by <unbreak>28%</unbreak>.</td><td><div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td></tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td> Darting Arrow</td><td>3<div class="nowrap_cont"></div></td><td>the-hunt-class</td><td>370.44</td><td>264.6</td><td>740.88</td><td>When the wearer defeats an enemy, increases ATK by <unbreak>24%</unbreak> for <unbreak>3</unbreak> turn(s).</td><td><div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td></tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Fine Fruit</td><td>3<div class="nowrap_cont"></div></td><td>abundance-class</td><td>317.52</td><td>198.45</td><td>952.56</td><td>At the start of the battle, immediately regenerates <unbreak>6</unbreak> Energy for all allies.</td><td><div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td></tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Shattered Home</td><td>3<div class="nowrap_cont"></div></td><td>destruction-class</td><td>370.44</td><td>198.45</td><td>846.72</td><td>The wearer deals <unbreak>20%</unbreak> more DMG to enemy targets whose HP percentage is greater than <unbreak>50%</unbreak>.</td><td><div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td></tr></tbody></table>,
<table class="sorttable_page_wrap"><tr><td><select class="sorttable_per_page"><option>10</option><option>15</option><option>20</option><option>25</option><option>50</option><option>100</option></select> Per Page</td><td><table class="sorttable_page_table"><tr><td>Prev</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></td></tr></table>

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In [226... #this part finds the first table in all the html
table = soup.find_all('table')[0]
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In [227... # this part prints the first table
# I also used this to see
# if I got the right one
print(table)
```

[illegible]

\Amber\" src=\"\\img\item\amber-item_icon_35.webp\" width=\"35\" height=\"35\"></div>\", \"Amber\", \"3<div class=\"nowrap_cont\"></div>\", \"preservation-class\", \"264.6\", \"330.75\", \"846.72\", \"Increases the wearer's DEF by <unbreak>16%</unbreak> . If the wearer's current HP percentage is lower than <unbreak>50%</unbreak>, increases their DEF by a further <unbreak>16%</unbreak> .\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_3\"></div>\", \"Void\", \"3<div class=\"nowrap_cont\"></div>\", \"nihility-class\", \"317.52\", \"264.6\", \"846.72\", \"At the start of the battle, the wearer's Effect Hit Rate increases by <unbreak>20%</unbreak> for <unbreak>3</unbreak> turn(s).\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_3\"></div>\", \"Chorus\", \"3<div class=\"nowrap_cont\"></div>\", \"harmony-class\", \"317.52\", \"264.6\", \"846.72\", \"After entering battle, increases the ATK of all allies by <unbreak>8%</unbreak> . Abilities of the same type cannot stack.\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_3\"></div>\", \"Data Bank\", \"3<div class=\"nowrap_cont\"></div>,"erudition-class,"370.44","264.6","740.88","Increases DMG dealt by the wearer's Ultimate by <unbreak>28%</unbreak> .",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_3"></div>,"Darting Arrow,"3<div class="nowrap_cont"></div>,"the-hunt-class,"370.44","264.6","740.88","When the wearer defeats an enemy, increases ATK by <unbreak>24%</unbreak> for <unbreak>3</unbreak> turn(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_3"></div>,"Fine Fruit,"3<div class="nowrap_cont"></div>,"abundance-class,"317.52","198.45","952.56","At the start of the battle, immediately regenerates <unbreak>6</unbreak> Energy for all allies.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_3"></div>,"Shattered Home,"3<div class="nowrap_cont"></div>,"destruction-class,"370.44","198.45","846.72","The wearer deals <unbreak>20%</unbreak> more DMG to enemy targets whose HP percent

tage is greater than <unbreak\>50%</unbreak>.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_3\"></div>\", \"Defense\", \"3<div class=\"nowrap_cont\"></div>\", \"preservation-class\", \"264.6\", \"264.6\", \"952.56\", \"When the wearer unleashes their Ultimate, they restore HP by <unbreak\>18%</unbreak> of their Max HP.\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_3\"></div>\", \"Loop\", \"3<div class=\"nowrap_cont\"></div>\", \"nihility-class\", \"317.52\", \"264.6\", \"846.72\", \"Increases DMG dealt from its wearer to Slowed enemies by <unbreak\>24%</unbreak>.\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_3\"></div>\", \"Meshing Cogs\", \"3<div class=\"nowrap_cont\"></div>\", \"harmony-class\", \"317.52\", \"264.6\", \"846.72\", \"After the wearer uses attacks or gets hit, additionally regenerates <unbreak\>4</unbreak> Energy. This effect cannot be repeatedly triggered in a single turn.\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Silvermane Medal\" src=\"\"/img/item/silvermane-medal-item_icon_35.webp

" width="35" height="35"></div>"],["<div class="itempic_cont rar_bg_3"></div>","Passkey","3<div class="nowrap_cont"></div>","erudition-class","370.44","264.6","740.88","After the wearer uses their Skill, additionally regenerates <unbreak">8</unbreak> Energy. This effect cannot be repeatedly triggered in a single turn.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_3"></div>","Adversarial","3<div class="nowrap_cont"></div>","the-hunt-class","370.44","264.6","740.88","When the wearer defeats an enemy, increases SPD by <unbreak">10%</unbreak> for <unbreak">2</unbreak> turn(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_3"></div>","Multiplication","3<div class="nowrap_cont"></div>","abundance-class","317.52","198.45","952.56","After the wearer uses their Basic ATK, their next action will be Advanced Forward by <unbreak">12%</unbreak> .",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_3"></div>","Mutual Demise","3<div class="nowrap_cont"><im

g loading="lazy" class="cur_icon emoji" alt="Rarstr" src="//img/icons/star_35.webp" \></div>","destruction-class","370.44","198.45","846.72","If the wearer's current HP percentage is lower than <unbreak">80%</unbreak>, CRIT Rate increases by <unbreak">12%</unbreak>.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_3"></div>","Pioneering","3<div class="nowrap_cont"></div>","preservation-class","264.6","264.6","952.56","When the wearer Breaks an enemy's Weakness, the wearer restores HP by <unbreak">12%</unbreak> of their Max HP.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_3"></div>","Hidden Shadow","3<div class="nowrap_cont"></div>","nihility-class","317.52","264.6","846.72","After using Skill, the wearer's next Basic ATK deals Additional DMG equal to <unbreak">60%</unbreak> of ATK to the target enemy.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_3"></div>","Mediation","3<div class="nowrap_cont"></div>","harmony-class<a href="//harmony-clas

s\\\"><\\a>\", \"317.52\", \"264.6\", \"846.72\", \"Upon entering battle, increases SPD of all allies by <unbreak\\\">12<\\unbreak><\\font> > points for <unbreak\\\">1<\\unbreak> turn(s).\", \"<div class=\"itempic_cont rar_bg_4\\\"><\\div><\\a><div class=\"itempic_cont rar_bg_4\\\"><\\div><\\a>\", [\"<div class=\"itempic_cont rar_bg_3\\\"><\\div><\\a>\", \"Sagacity<\\a>\", \"3<\\span><div class=\"nowrap_cont\\\"><\\div>\", \"erudition-class<\\span><\\a>\", \"370.44\", \"264.6\", \"740.88\", \"When the wearer uses their Ultimate, increases ATK by <unbreak\\\">24%<\\unbreak><\\font> > for <unbreak\\\">2<\\unbreak> turn(s).\", \"<div class=\"itempic_cont rar_bg_4\\\"><\\div><\\a><div class=\"itempic_cont rar_bg_4\\\"><\\div><\\a>\", [\"<div class=\"itempic_cont rar_bg_4\\\"><\\div><\\a>\", \"Post-Op Conversation<\\a>\", \"4<\\span><div class=\"nowrap_cont\\\"><\\div>\", \"abundance-class<\\span><\\a>\", \"423.36\", \"330.75\", \"1058.4\", \"Increases the wearer's Energy Regeneration Rate by <unbreak\\\">8%<\\unbreak><\\font> > and increases Outgoing Healing when they use their Ultimate by <unbreak\\\">12%<\\unbreak><\\font> >.\", \"<div class=\"itempic_cont rar_bg_4\\\"><\\div><\\a><div class=\"itempic_cont rar_bg_4\\\"><\\div><\\a>\", [\"<div class=\"itempic_cont rar_bg_4\\\"><\\div><\\a>\", \"Good Night and Sleep Well<\\a>\", \"4<\\span><div class=\"nowrap_cont\\\"><\\div>\", \"nihility-class<\\span><img loading=\"lazy\" src=\"\\img\\class\\ni

preservation-class[\<\a>](#), "476.28", "330.75", "952.56", "For every debuff the target enemy has, the DMG dealt by the wearer increases by <unbreak>12%</unbreak><\font>, stacking up to <unbreak>3</unbreak> time(s). This effect also applies to DoT.", "<div class=\\\"itempic_cont rar_bg_4\\\"></div><div class=\\\"itempic_cont rar_bg_4\\\"></div>\", [<div class=\\\"itempic_cont rar_bg_4\\\"></div>

Day One of My New Life

4<div class=\\\"nowrap_cont\\\"></div>

preservation-class

"370.44", "463.05", "952.56", "Increases the wearer's DEF by <unbreak>16%</unbreak><\font>. After entering battle, increases All-Type RES of all allies by <unbreak>8%</unbreak><\font>. Abilities of the same type cannot stack.

<div class=\\\"itempic_cont rar_bg_4\\\"></div><div class=\\\"itempic_cont rar_bg_4\\\"></div>

<div class=\\\"itempic_cont rar_bg_4\\\"></div>

Only Silence Remains

4<div class=\\\"nowrap_cont\\\"></div>

the-hunt-class

"476.28", "330.75", "952.56", "Increases the wearer's ATK by <unbreak>16%</unbreak><\font>. If there are 2 or fewer enemies on the field, increases wearer's CRIT Rate by <unbreak>12%</unbreak><\font>.

<div class=\\\"itempic_cont rar_bg_4\\\"></div><div class=\\\"itempic_cont rar_bg_4\\\"></div>

<div class=\\\"itempic_cont rar_bg_4\\\"></div>

Memories of the Past

4<div class=\\\"nowrap_cont\\\"></div>

=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \\/><img loading=

g=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp

\" \\/><\\div>\", \"harmony-class<\\span><a href=\"\\harmony-class\\

\"><\\a>\", \"42

3.36\", \"396.9\", \"952.56\", \"Increases the wearer's Break Effect by <u

nbreak\\>28%<\\unbreak><\\font >. When the wearer attacks, additionally regenerates

<unbreak\\>4<\\unbreak><\\font > Energy. This effect cannot be re

peatedly triggered in a single turn.\", \"<a href=\"\\stellaris-symphony-item\\/?lang=EN

\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Stellaris Sympho

ny\" src=\"\\img\\item\\stellaris-symphony-item_icon_35.webp\" width=\"35\" height=

\"35\"><\\div><\\a><div class=\"itempic

c_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Silvermane Medal\" src=\"\\img\\item\\

silvermane-medal-item_icon_35.webp\" width=\"35\" height=\"35\"><\\div><\\a>\", [\"<div class=\"itempic_cont rar_bg_4

\"><img loading=\"lazy\" alt=\"The Moles Welcome You\" src=\"\\img\\item\\the-moles-

welcome-you-item_icon_35.webp\" width=\"35\" height=\"35\"><\\div><\\a>\", \"<a href=

\"\\the-moles-welcome-you-item\\/?lang=EN\">The Moles Welcome You<\\a>\", \"<span class=

\"rsh\">4<\\span><div class=\"nowrap_cont\"><img loading=\"lazy\" class=\"cur_icon e

moji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \\/><img loading=\"lazy\" cl

ass=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \\/><img loa

ding=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.we

bp\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\i

cons\\star_35.webp\" \\/><\\div>\", \"destruction-class<\\span><a hr

ef=\"\\destruction-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\destruction-c

lass_icon_35.webp\"><\\a>\", \"476.28\", \"264.6\", \"1058.4\", \"When the wearer uses Basic AT

K, Skill, or Ultimate to attack enemies, the wearer gains one stack of Mischievous.

Each stack increases the wearer's ATK by <unbreak\\>12%<\\unbreak

><\\font >.\", \"<div class=\"itempic_c

ont rar_bg_4\"><img loading=\"lazy\" alt=\"Worldbreaker Blade\" src=\"\\img\\item\\w

orldbreaker-blade-item_icon_35.webp\" width=\"35\" height=\"35\"><\\div><\\a><div class=\"itempic_cont rar_bg_4\"><img load

ing=\"lazy\" alt=\"Conqueror's Will\" src=\"\\img\\item\\conquerors-will-item_icon_3

5.webp\" width=\"35\" height=\"35\"><\\div><\\a>\", [\"<a href=\"\\the-birth-of-the-se

lf-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=

\"The Birth of the Self\" src=\"\\img\\item\\the-birth-of-the-self-item_icon_35.webp

\" width=\"35\" height=\"35\"><\\div><\\a>\", \"<a href=\"\\the-birth-of-the-self-item

\\/?lang=EN\">The Birth of the Self<\\a>\", \"4<\\span><div class=

\"nowrap_cont\"><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=

\"\\img\\icons\\star_35.webp\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\" alt

=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \\/><img loading=\"lazy\" class=\"cur_

icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \\/><img loading=\"laz

y\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \\/><

\\div>\", \"erudition-class<\\span>

<\\a>\", \"47

6.28\", \"330.75\", \"952.56\", \"Increases DMG dealt by the wearer's Follow-up ATKs by <font

color=f29e38><unbreak\\>24%<\\unbreak><\\font >. If the current HP percentage of the

target enemy is below or equal to <unbreak\\>50%<\\unbreak>, increases DMG dealt by

Follow-up ATKs by an extra <unbreak\\>24%<\\unbreak><\\font >.\",

\"<div class=\"itempic_cont rar_bg_4\"><img

loading=\"lazy\" alt=\"Key of Wisdom\" src=\"\\img\\item\\key-of-wisdom-item_icon_3

5.webp\" width=\"35\" height=\"35\"><\\div><\\a><a href=\"\\ancient-engine-item\\/?la

ng=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Ancient Eng

ine\" src=\"\\img\\item\\ancient-engine-item_icon_35.webp\" width=\"35\" height=\"35

\"><\\div><\\a>\", [\"<div class=\"itempic

ic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Eyes of the Prey\" src=\"\\img\\item

\\eyes-of-the-prey-item_icon_35.webp\" width=\"35\" height=\"35\"><\\div><\\a>\", \"Eyes of the Prey","4<div class="nowrap_cont"></div>","nihility-class","476.28","330.75","952.56","Increases the wearer's Effect Hit Rate by <unbreak>20%</unbreak> and increases DoT by <unbreak>24%</unbreak>.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_4"></div>","Landau's Choice","4<div class="nowrap_cont"></div>","preservation-class","423.36","396.9","952.56","The wearer is more likely to be attacked, and DMG taken is reduced by <unbreak>16%</unbreak>.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_4"></div>","Swordplay","4<div class="nowrap_cont"></div>","the-hunt-class","476.28","330.75","952.56","For each time the wearer hits the same target, DMG dealt increases by <unbreak>8%</unbreak>, stacking up to <unbreak>5</unbreak> time(s). This effect will be dispelled when the wearer changes targets.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_4"></div>","Planetary Rendezvous","4<div class="nowrap_cont"></div>","harmony-class","423.36","330.75","1058.4","After entering battle, if an ally deals the same DMG Type as the wearer, DMG dealt increases by <unbreak">12%</unbreak> .","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_4"></div>","A Secret Vow","4<div class="nowrap_cont"></div>","destruction-class","476.28","264.6","1058.4","Increases DMG dealt by the wearer by <unbreak">20%</unbreak> . The wearer also deals an extra <unbreak">20%</unbreak> of DMG to enemies whose current HP percentage is equal to or higher than the wearer's current HP percentage .","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_4"></div>","Make the World Clamor","4<div class="nowrap_cont"></div>","erudition-class","476.28","396.9","846.72","The wearer regenerates <unbreak">20</unbreak> Energy immediately upon entering battle, and increases DMG dealt by the wearer's Ultimate by <unbreak">32%</unbreak> .","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>

>"],["<div class="itempic_cont rar_bg_4"></div>","Perfect Timing","4<div class="nowrap_cont"></div>","abundance-class,"423.36","396.9","952.56","Increases the wearer's Effect RES by <unbreak>16%</unbreak> and increases Outgoing Healing by an amount that is equal to <unbreak>33%</unbreak> of Effect RES. Outgoing Healing can be increased this way by up to <unbreak>15%</unbreak>.",["<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_4"></div>","Resolution Shines As Pearls of Sweat","4<div class="nowrap_cont"></div>","nihility-class,"476.28","330.75","952.56","When the wearer hits an enemy and if the hit enemy is not already "Ensnared," then there is a <unbreak>60%</unbreak> base chance to "Ensnare" the hit enemy. "Ensnared" enemies' DEF decreases by <unbreak>12%</unbreak> for <unbreak>1</unbreak> turn(s).",["<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_4"></div>","Trend of the Universal Market","4<div class="nowrap_cont"></div>","preservation-class,"370.44","396.9","1058.4","Increases the wearer's DEF by <unbreak>16%</unbreak>. When

The wearer is attacked, there is a [font color=f29e38>unbreak\>100%</unbreak>](#) base chance to Burn the enemy. For each turn, the wearer deals DoT that is equal to [font color=f29e38>unbreak\>40%</unbreak>](#) of the wearer's DEF for [unbreak\>2</unbreak>](#) turn(s).", "[a href=\\"/safeguard-of-amber-item/?lang=EN\">div class=\\"itempic_cont rar_bg_4\\">img loading=\\"lazy\\" alt=\\"Safeguard of Amber\\" src=\\"/img/item/safeguard-of-amber-item_icon_35.webp\\" width=\\"35\\" height=\\"35\\"></div>div class=\\"itempic_cont rar_bg_4\\">img loading=\\"lazy\\" alt=\\"Immortal Lumintwig\\" src=\\"/img/item/immortal-lumintwig-item_icon_35.webp\\" width=\\"35\\" height=\\"35\\"></div>"\], \[\[a href=\\"/subscribe-for-more-item/?lang=EN\">div class=\\"itempic_cont rar_bg_4\\">img loading=\\"lazy\\" alt=\\"Subscribe for More!\\" src=\\"/img/item/subscribe-for-more-item_icon_35.webp\\" width=\\"35\\" height=\\"35\\"></div>\]\(#\)\], "\[a href=\\"/subscribe-for-more-item/?lang=EN\">Subscribe for More!\]\(#\)", "", "", "476.28", "330.75", "952.56", "The wearer's Basic ATK and Skill deals \[font color=f29e38>unbreak\>24%</unbreak>\]\(#\) more DMG. This effect increases by an extra \[font color=f29e38>unbreak\>24%</unbreak>\]\(#\) when the wearer's current Energy reaches its max level.", "\[a href=\\"/arrow-of-the-starchaser-item/?lang=EN\">div class=\\"itempic_cont rar_bg_4\\">img loading=\\"lazy\\" alt=\\"Arrow of the Starchaser\\" src=\\"/img/item/arrow-of-the-starchaser-item_icon_35.webp\\" width=\\"35\\" height=\\"35\\"></div>div class=\\"itempic_cont rar_bg_4\\">img loading=\\"lazy\\" alt=\\"Artifex's Gyreheart\\" src=\\"/img/item/artifexs-gyreheart-item_icon_35.webp\\" width=\\"35\\" height=\\"35\\"></div>\]\(#\)"\], \[\[a href=\\"/dance-dance-dance-item/?lang=EN\">div class=\\"itempic_cont rar_bg_4\\">img loading=\\"lazy\\" alt=\\"Dance! Dance! Dance!\\" src=\\"/img/item/dance-dance-dance-item_icon_35.webp\\" width=\\"35\\" height=\\"35\\"></div>\]\(#\)\], "\[a href=\\"/dance-dance-dance-item/?lang=EN\">Dance! Dance! Dance!\]\(#\)", "", "", "423.36", "396.9", "952.56", "When the wearer uses their Ultimate, all allies' actions are Advanced Forward by \[font color=f29e38>unbreak\>16%</unbreak>\]\(#\).", "\[a href=\\"/stellaris-symphony-item/?lang=EN\">div class=\\"itempic_cont rar_bg_4\\">img loading=\\"lazy\\" alt=\\"Stellaris Symphony\\" src=\\"/img/item/stellaris-symphony-item_icon_35.webp\\" width=\\"35\\" height=\\"35\\"></div>div class=\\"itempic_cont rar_bg_4\\">img loading=\\"lazy\\" alt=\\"Artifex's Gyreheart\\" src=\\"/img/item/artifexs-gyreheart-item_icon_35.webp\\" width=\\"35\\" height=\\"35\\"></div>\]\(#\)"\], \[\[a href=\\"/under-the-blue-sky-item/?lang=EN\">div class=\\"itempic_cont rar_bg_4\\">img loading=\\"lazy\\" alt=\\"Under the Blue Sky\\" src=\\"/img/item/under-the-blue-sky-item_icon_35.webp\\" width=\\"35\\" height=\\"35\\"></div>\]\(#\)\], "\[a href=\\"/under-the-blue-sky-item/?lang=EN\">Under the Blue Sky\]\(#\)", "](#)

r_icon emoji" alt="Rarstr" src="//img/icons/star_35.webp" /></div>","destruction-class,"476.28","330.75","952.56","Increases the wearer's ATK by <unbreak">16%</unbreak> . When the wearer defeats an enemy, the wearer's CRIT Rate increases by <unbreak"&>12%</unbreak> for <unbreak"&>3</unbreak> turn(s).","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_4"></div>,"Geniuses' Repose","4<div class="nowrap_cont"></div>","erudition-class,"476.28","396.9","846.72","Increases the wearer's ATK by <unbreak">16%</unbreak> . When the wearer defeats an enemy, the wearer's CRIT DMG increases by <unbreak"&>24%</unbreak> for <unbreak"&>3</unbreak> turn(s).","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_4"></div>,"Quid Pro Quo","4<div class="nowrap_cont"></div>","abundance-class,"423.36","396.9","952.56","At the start of the wearer's turn, regenerates <unbreak">8</unbreak> Energy for a randomly chosen ally (excluding the wearer) whose current Energy is lower than <unbreak">50%</unbreak>.","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_4"></div>,"Fermata","4<div class="nowrap_cont"><img loading="lazy" class="cur_icon emoji" alt="Rar

str\" src=\"\\img\\icons\\star_35.webp\" \\/></div>\", nihility-class\", \"476.28\", \"330.75\", \"952.56\", \"Increases the wearer's Break Effect by <unbreak\\>16%</unbreak> \", and increases their DMG to enemies afflicted with Shock or Wind Shear by <unbreak\\>16%</unbreak> \". This also applies to DoT.\",<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\"], [<div class=\"itempic_cont rar_bg_4\"></div>\",We Are Wildfire\",4<div class=\"nowrap_cont\"></div>\",preservation-class\", \"476.28\", \"463.05\", \"740.88\", \"At the start of the battle, the DMG dealt to all allies decreases by <unbreak\\>8%</unbreak> > for <unbreak\\>5</unbreak> turn(s). At the same time, immediately restores HP to all allies equal to <unbreak\\>30%</unbreak> > of the respective HP difference between the characters' Max HP and current HP.\",<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\"], [<div class=\"itempic_cont rar_bg_4\"></div>\",River Flows in Spring\",4<div class=\"nowrap_cont\"></div>\",the-hunt-class\", \"476.28\", \"396.9\", \"846.72\", \"After entering battle, increases the wearer's SPD by <unbreak\\>8%</unbreak> > and DMG by <unbreak\\>12%</unbreak> >. When the wearer takes DMG, this effect will disappear. This effect will resume after the end of the wearer's next turn.\",<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\"], [<a href=\"\\woof-walk-time-item\\/\"?lan

g=EN"><div class="itempic_cont rar_bg_4"></div>,"Woof! Walk Time!,"4<div class="nowrap_cont"></div>,"destruction-class,"476.28","330.75","952.56","Increases the wearer's ATK by <unbreak">10%</unbreak> , and increases their DMG to enemies afflicted with Burn or Bleed by <unbreak">16%</unbreak> . This also applies to DoT.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_4"></div>,"The Seriousness of Breakfast,"4<div class="nowrap_cont"></div>,"erudition-class,"476.28","396.9","846.72","Increases the wearer's DMG by <unbreak">12%</unbreak> . For every enemy defeated by the wearer, the wearer's ATK increases by <unbreak">4%</unbreak> , stacking up to <unbreak">3</unbreak> time(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_4"></div>,"Warmth Shortens Cold Nights,"4<div class="nowrap_cont"></div>,"abundance-class,"370.44","396.9","1058.4","Increases the wearer's Max HP by <unbreak">16%</unbreak> . When using Basic ATK or Skill, restores all allies' HP by an amount equal to <unbreak">2%</unbreak> of their respective Max HP.",<div class="itempic_cont rar_bg_4"><img loading="lazy" alt="Flower of Eternity" src=

 [Flower-of-eternity-item_35.webp](#) width="35" height="35"></div><div class="itempic_cont rar_bg_4"></div>"], [

re is a [**16%**](#) fixed chance to dispel 1 buff on the target enemy. This effect can only trigger 1 time per attack.", "[!\[\]\(125d701e9425b54c764340b5671b38cd_img.jpg\)](#) [!\[\]\(34c5d6a15de5cee4fef2fa4252527f03_img.jpg\)](#) [!\[\]\(5b11d5c5e33a434b0685002e20a1170c_img.jpg\)](#) [!\[\]\(10f6aa8ae083baccdee37269dc116db7_img.jpg\)](#) [!\[\]\(67f65dd05d2670f2db9b01bfccacc360_img.jpg\)](#) [!\[\]\(0d43ed44fe7910f081e2ca410dc8c6a3_img.jpg\)](#) [!\[\]\(b5a5d544dd3fa74fe581b2f50f1e97a6_img.jpg\)](#) [!\[\]\(84e9c3392ab46b796a898d3e980aa0f8_img.jpg\)](#) [!\[\]\(9fd8209b0e7a75e0123e6bf882276d23_img.jpg\)](#) [!\[\]\(749baf437dfde6d0704674c46c5d91a2_img.jpg\)](#) [!\[\]\(0a2909de659d1182e9916844727dc59b_img.jpg\)](#) [!\[\]\(a0bb66f3111d8fe8db0b4ebe35cc05ad_img.jpg\)](#) [!\[\]\(e0b93fc72ce4a3e853957ba39f8f7696_img.jpg\)](#) [!\[\]\(ec6b859b2422a58c3a502fc0d1c3b7c3_img.jpg\)](#) [!\[\]\(4c21c0771c2c76e9392d6876aa252b06_img.jpg\)](#) [!\[\]\(d9b2520a724c1775f0511422bed86681_img.jpg\)](#) [!\[\]\(8d7e7c04718b56d51e9c564b4a37155b_img.jpg\)](#) 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[!\[\]\(f57da48e150e49490e1dd5ab72214393_img.jpg\)](#) [!\[\]\(8bd36a75d91bf528e93035e45df89657_img.jpg\)](#) [!\[\]\(c36f2490c24d020d549ca3727ea44939_img.jpg\)](#) [!\[\]\(74156fe0256aa1f12a4c221de11e6d51_img.jpg\)](#) [!\[\]\(a744a043772691c796db0ca1a45b6064_img.jpg\)](#) [!\[\]\(f81a31aaae932e3403664e7ce95dc1d2_img.jpg\)](#) [!\[\]\(2b1348047461ef7d4a69072c6605afd0_img.jpg\)](#) [!\[\]\(8e3c3aa10cb9cb08522be1e70006cf66_img.jpg\)](#) [!\[\]\(21ce6671350d45bbb964d937ecc388aa_img.jpg\)](#) [!\[\]\(66bda63d84cb420496f3b59e0829c378_img.jpg\)](#) [!\[\]\(3b6747d3bfa8541a30a2ce3421a6f608_img.jpg\)](#) [!\[\]\(d1ae376b4bcc9d1ea4c1fbaa52ab70f8_img.jpg\)](#) [!\[\]\(4e3e48a918c87b5286b012dab9e53fe4_img.jpg\)](#) [!\[\]\(d230bd75bc019642e32827d7212515a9_img.jpg\)](#) [!\[\]\(7b2a568dcd8903734e946eb3b42f2a4a_img.jpg\)](#) [!\[\]\(a008076f1796b0167ed28a8c3b8eae49_img.jpg\)](#) [!\[\]\(b026a0cd3ef8890d8986e872307502da_img.jpg\)](#) [!\[\]\(b076a9babe6fd139940fb5d35a007859_img.jpg\)](#) [!\[\]\(a9a6d6c568944664c2bc2daaf952b377_img.jpg\)](#) [!\[\]\(589349bdba604c5b6390ae947e5b37fa_img.jpg\)](#) [!\[\]\(77290083954637d0ca26d6ab3bc307fc_img.jpg\)](#) [!\[\]\(af96a6d380467f78a5b8a294c46e0093_img.jpg\)](#) [!\[\]\(052341d9d7ce93c827af3f180e4eb294_img.jpg\)](#) [!\[\]\(54089556fd138dacfcd5eb074cae3338_img.jpg\)](#) [!\[\]\(7b25f13a5060bce0aa0a3560fabd23ac_img.jpg\)](#) [!\[\]\(8b8da78f3b2749090ea72353fac4fcd6_img.jpg\)](#) [!\[\]\(1b1b4ff19a3cdd834b5ba431f1258863_img.jpg\)](#) [!\[\]\(c4b908824e42c71ee3ae4ae5cac45f17_img.jpg\)](#) [!\[\]\(47dbd856ef04b11c5684900e32d4391c_img.jpg\)](#) [!\[\]\(307532738da6444ab012ef50434868da_img.jpg\)](#) [!\[\]\(470eba412a03c854ab42d948ed76aaa2_img.jpg\)](#) [!\[\]\(2d414fc8915422a50ca5ca8a4a087ce4_img.jpg\)](#) [!\[\]\(d897559c66081d9c5fe3236850035da1_img.jpg\)](#) [!\[\]\(c09dc5d6263c094b5b456016c1fa15ed_img.jpg\)](#) [!\[\]\(058187b9b7829c1a5bdc8c5eea68e044_img.jpg\)](#) [!\[\]\(87d4990bf48ff784397e414546e5d33a_img.jpg\)](#) [!\[\]\(a5aa4bab1216fe307df63303e8843281_img.jpg\)](#) [!\[\]\(b16f6950c3741f8ec0a122943618e221_img.jpg\)](#) [!\[\]\(b6d850a98243329417bf003633bf071a_img.jpg\)](#) [!\[\]\(7cdcc9526f43f1b7007566d0ae4fc2fb_img.jpg\)](#) [!\[\]\(9189d6f132c510783c66adf4663e107f_img.jpg\)](#) [!\[\]\(ea92ab079eca81e6d03d95fa55c5fdc4_img.jpg\)](#) [!\[\]\(12acb0fb889a40955af41ebec503ef89_img.jpg\)](#) [!\[\]\(d55ee2794e821fa5e69f277e8451d91d_img.jpg\)](#) [!\[\]\(4746b6d126c580c314c422bdf9f8f660_img.jpg\)](#) [!\[\]\(b6b449874a85fa2e5c22ef78f7deb36b_img.jpg\)](#) [!\[\]\(37a0b260309c7b00c527cf04eb0648cf_img.jpg\)](#) [!\[\]\(46e47e280469e6d42290ed7f8444ec7e_img.jpg\)](#) [!\[\]\(e1094c91caec0f200bea3af73ba48397_img.jpg\)](#) [!\[\]\(ba3eb809468f6f7223346944df613ab5_img.jpg\)](#) [!\[\]\(7ce2d43493b0c619c2f0a9c589208715_img.jpg\)](#) [!\[\]\(2646d00365dd98183d1b8b3f15a34469_img.jpg\)](#) [!\[\]\(3f381b81f753e7af85b8398af259c336_img.jpg\)](#) [!\[\]\(eb40c5ed261c7b4b9b9a05258bfd5777_img.jpg\)](#) [!\[\]\(d42ea6729a03461a80fe8b1e9d8244e9_img.jpg\)](#) [!\[\]\(48ea52035a832a407b6f766aae6a011f_img.jpg\)](#) [!\[\]\(bf2a9afe621dd696271dc0af5145d1b2_img.jpg\)](#) [!\[\]\(107d541f0109341129a865444ce30a2c_img.jpg\)](#) [!\[\]\(bea194873d1153d2054393369ded1df9_img.jpg\)](#) [!\[\]\(a2bd47f6f0089f309ae14c8ef2078bf4_img.jpg\)](#) [!\[\]\(9f6d46e51b79a7ee8759f7e5e43cc947_img.jpg\)](#) [!\[\]\(72f3e3d595339348277e5ea7300b1c99_img.jpg\)](#) [!\[\]\(50bfd073860d85320049e0b4ab80b4ec_img.jpg\)](#) [!\[\]\(513c5a26efbaa18207619b6710c012f1_img.jpg\)](#) [!\[\]\(6f99e04e9968531aaf9fc4e6f97c20e0_img.jpg\)](#) [!\[\]\(505f53d81b963298a43afd4dcebe9599_img.jpg\)](#) [!\[\]\(1d5ee4106a5e0aa6bd0a043c845caddc_img.jpg\)](#) [!\[\]\(88bea11283de2af6a402cd0b84d4a561_img.jpg\)](#) [!\[\]\(2ec1cd941c51555253475b4f8646ff24_img.jpg\)](#) [!\[\]\(8b301cbbe3f94f5083bd96ec27582872_img.jpg\)](#) [!\[\]\(6f4c73e3b764f3394bcfb7d4f9c8c967_img.jpg\)](#) [!\[\]\(2c5dc51d398ce42586180c0fb129af1e_img.jpg\)](#) [!\[\]\(31ff415e31d07f3ed76c1e4e4f1276e3_img.jpg\)](#) [!\[\]\(2aaf0585bfa1689f8a092d8356c18bc3_img.jpg\)](#) [!\[\]\(b81a85f199b61544dc32e0f7f96cc4f2_img.jpg\)](#) [!\[\]\(e703b40fe52d6ef1881461526c8d9624_img.jpg\)](#) [!\[\]\(6d5ce896c902de08710966774da11d00_img.jpg\)](#) [!\[\]\(2262e4f389a2ae22bcf6f81c3a2f5be5_img.jpg\)](#) [!\[\]\(4f0bab891bb8279d9b9faac674aac598_img.jpg\)](#) [!\[\]\(6c6bd4f4cab5ddc0ddcd54e72d1feb00_img.jpg\)](#) [!\[\]\(7f6adeae1aeffe14dbb18328e8e4fb99_img.jpg\)](#) [!\[\]\(b3cb3ce7caa288be2ac49ad3ba02287f_img.jpg\)](#) [!\[\]\(160b8ef0f453de9db47dd57f527363bd_img.jpg\)](#) [!\[\]\(4f441c887b04eac450dc891202158517_img.jpg\)](#) [!\[\]\(4a5d38f2fb9c0b7f5f95a430e3a641df_img.jpg\)](#) [!\[\]\(39ee1ce887225ed2268a74820fc01fac_img.jpg\)](#) [!\[\]\(ad62bbbcb79fbf0c66a03fafa89c3f56_img.jpg\)](#) [!\[\]\(0e17d764546f9583d012897391e770bb_img.jpg\)](#) [!\[\]\(08772bf90d946818e7dd57c4e01d4619_img.jpg\)](#) [!\[\]\(49742b336d92d3c850783f408bd19bff_img.jpg\)](#) [!\[\]\(81f56fa91ab4965215fda03316a311e9_img.jpg\)](#) [!\[\]\(e2aea4639b8af5e6b60c8bf179132f06_img.jpg\)](#) [!\[\]\(c26d5aff8f271c05247c01afc1adfaf2_img.jpg\)](#) [!\[\]\(1d3fc47218b8f6c7d69962f05ab805e2_img.jpg\)](#) [!\[\]\(faddd9524779a46e0c7b17396520e0d9_img.jpg\)](#) [!\[\]\(938bcaba35e80a5e741bb60520cb4dc8_img.jpg\)](#) [!\[\]\(8c697707eb00d6dbd65c15a7df978aa0_img.jpg\)](#) [!\[\]\(e6cd204f6fb3a73251f4b4241763bc58_img.jpg\)](#) [!\[\]\(024c99a907c6ca75d6fc63251d5011b3_img.jpg\)](#) [!\[\]\(8ccd934f06d2b5c13c559f1c8c8d8be4_img.jpg\)](#) [!\[\]\(2c6d4c69066f7017d0fb35ac01bba8f7_img.jpg\)](#) [!\[\]\(09cf8b21587cec4bbcb04cead3d6b097_img.jpg\)](#) [!\[\]\(cf25d771e8996057c60ad8b98b6e1acb_img.jpg\)](#) [!\[\]\(85fd1bd8563661b1d1f27bc461d92a8f_img.jpg\)](#) [!\[\]\(c5e435194a1b975887c77872323cba82_img.jpg\)](#) [!\[\]\(328e0550f2a66a376655ceb7741df8f1_img.jpg\)](#) [!\[\]\(04f9873f86ec4098268441d06c30af57_img.jpg\)](#) [!\[\]\(08031b4de4cc86da9818ad86bc33850e_img.jpg\)](#) [!\[\]\(d2a6a06c57ed9f0650c5f5eb7e373349_img.jpg\)](#) [!\[\]\(ca11686d7b7ceec093bc596ef18886b3_img.jpg\)](#) [!\[\]\(e1b22e06b43ef68f7baa2abce43af2b9_img.jpg\)](#) [!\[\]\(766a302743cca2b75afed8380bce1d7c_img.jpg\)](#) [!\[\]\(bef1f6c7843b386c558ff8a5bd85e641_img.jpg\)](#) [!\[\]\(d21d61e6188f688012e9c93c18154b4e_img.jpg\)](#)

her Peaceful Day","4<div class="nowrap_cont"></div>","erudition-class,"529.2","330.75","846.72","After entering battle, increases the wearer's DMG based on their Max Energy. Each point of Energy increases DMG by <unbreak">0.2%</unbreak>. A max of <unbreak">160</unbreak> Energy will be taken into account for this.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_4"></div>,Before the Tutorial Mission Starts","4<div class="nowrap_cont"></div>","nihility-class,"476.28","330.75","952.56","Increases the wearer's Effect Hit Rate by <unbreak">20%</unbreak>. When the wearer attacks DEF-reduced enemies, regenerates <unbreak">4</unbreak> Energy.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_5"></div>,Night on the Milky Way","5<div class="nowrap_cont"></div>","erudition-class,"582.12","396.9","1164.24","For every enemy on the field, increases the wearer's ATK by <unbreak">9%</unbreak>, up to 5 stacks. When an enemy is inflicted with Weakness Break, the DMG dealt by the wearer increases by <unbreak">30%</unbreak> for 1 turn.",<div class="itempic_cont rar_bg_4"></div><a href="//squirming-core

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=\ "Rarstr" src="\img\icons\star_35.webp" \></div>","harmony-class","529.2","463.05","1164.24","Increases the wearer's Energy Regeneration Rate by <unbreak>10%</unbreak> and regenerates 1 Skill Point when the wearer uses their Ultimate on an ally. This effect can be triggered once after every 2 uses of the wearer's Ultimate. When the wearer uses their Skill, the next ally taking action (except the wearer) deals <unbreak>30%</unbreak> more DMG for <unbreak>1</unbreak> turn(s).","<div class=\ "itempic_cont rar_bg_4"></div><div class=\ "itempic_cont rar_bg_4"></div>"],["<div class=\ "itempic_cont rar_bg_5"></div>","In the Name of the World","5<div class=\ "nowrap_cont"></div>","nihility-class","582.12","463.05","1058.4","Increases the wearer's DMG to debuffed enemies by <unbreak>24%</unbreak>. When the wearer uses their Skill, the Effect Hit Rate for this attack increases by <unbreak>18%</unbreak>, and ATK increases by <unbreak>24%</unbreak>.",<div class=\ "itempic_cont rar_bg_4"></div><div class=\ "itempic_cont rar_bg_4"></div>"],["<div class=\ "itempic_cont rar_bg_5"></div>","Moment of Victory","5<div class=\ "nowrap_cont"></div>","preservation-class","476.28","595.35","1058.4","Increases the wearer's DEF by <unbreak>24%</unbreak> and Effect Hit Rate by <unbreak>24%</unbreak>. Increases the chance for the wearer to be attacked by enemies. When the wearer is attacked, increase their DEF by an extra <unbreak>24%</unbreak>.

unbreak\ ">24%\unbreak> > until the end of the wearer's turn.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_5\"></div>\", \"Patience Is All You Need\", \"5<div class=\"nowrap_cont\"></div>\", \"5\", \"582.12\", \"463.05\", \"1058.4\", \"Increases DMG dealt by the wearer by <unbreak\">24%\unbreak> >. After every attack launched by wearer, their SPD increases by <unbreak\">4.8%\unbreak> >, stacking up to <unbreak\">3</unbreak> times.
If the wearer hits an enemy target that is not afflicted by Erode, there is a <unbreak>100%\unbreak> base chance to inflict Erode to the target. Enemies afflicted with Erode are also considered to be Shocked and will receive Lightning DoT at the start of each turn equal to <unbreak\">60%\unbreak> > of the wearer's ATK, lasting for <unbreak\">1</unbreak> turn(s).\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_5\"></div>\", \"Incessant Rain\", \"5<div class=\"nowrap_cont\"></div>\", \"5\", \"582.12\", \"463.05\", \"1058.4\", \"Increases the wearer's Effect Hit Rate by <unbreak\">24%\unbreak> >. When the wearer deals DMG to an enemy that currently has <unbreak\">3</unbreak> or more debuffs, increases the wearer's CRIT Rate by <unbreak\">12%\unbreak> >. After the wearer uses their Basic ATK, Skill 1, or Ultimate, there is a <unbreak\">100%\unbreak> base chance to implant Aether Code on a random hit target that does not yet have it. Targets with Aether Code receive <unbreak\">12%\unbreak> > increased DMG for 1 turn.\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"><img loadi

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 src="\img\icons\star_35.webp" \> class="cur_icon emoji" alt="Rarstr" data-bbox="113 134 145 150"/> src="\img\icons\star_35.webp" \></div>,"erudition-class src="\img\class\erudition-class_icon_35.webp">,"582.12","463.05","1058.4","Increases the wearer's CRIT DMG by <unbreak">36%</unbreak> . Increases DMG dealt by the wearer's Skill and Ultimate by <unbreak">18%</unbreak> . After the wearer uses Skill or Ultimate, gains Somnus Corpus. Upon triggering a Follow-up ATK, consumes Somnus Corpus, and increases DMG dealt by Follow-up ATK by <unbreak">48%</unbreak> .","<div class="itempic_cont rar_bg_4"> alt="Key of Wisdom" data-bbox="113 182 145 198"/> src="\img\item\key-of-wisdom-item_icon_35.webp" data-bbox="113 198 145 214"/> width="35" height="35"></div><div class="itempic_cont rar_bg_4"> alt="Immortal Lumintwig" data-bbox="113 230 145 246"/> src="\img\item\immortal-lumintwig-item_icon_35.webp" data-bbox="113 246 145 262"/> width="35" height="35"></div>],[<div class="itempic_cont rar_bg_5"> alt="She Already Shut Her Eyes" data-bbox="113 278 145 294"/> src="\img\item\she-already-shut-her-eyes-item_icon_35.webp" data-bbox="113 294 145 310"/> width="35" height="35"></div>,"She Already Shut Her Eyes,"5<div class="nowrap_cont"> class="cur_icon emoji" alt="Rarstr" data-bbox="113 326 145 342"/> src="\img\icons\star_35.webp" \> class="cur_icon emoji" alt="Rarstr" data-bbox="113 358 145 374"/> src="\img\icons\star_35.webp" \> class="cur_icon emoji" alt="Rarstr" data-bbox="113 390 145 406"/> src="\img\icons\star_35.webp" \> class="cur_icon emoji" alt="Rarstr" data-bbox="113 422 145 438"/> src="\img\icons\star_35.webp" \> class="cur_icon emoji" alt="Rarstr" data-bbox="113 454 145 470"/> src="\img\icons\star_35.webp" \></div>,"preservation-class src="\img\class\preservation-class_icon_35.webp">,"423.36","529.2","1270.08","Increases the wearer's Max HP by <unbreak">24%</unbreak> and Energy Regeneration Rate by <unbreak">12%</unbreak> . When the wearer's HP is reduced, all allies' DMG dealt increases by <unbreak">9%</unbreak> , lasting for <unbreak">2</unbreak> turn(s).
At the start of every wave, restores HP to all allies by an amount equal to <unbreak">80%</unbreak> of their respective lost HP.","<div class="itempic_cont rar_bg_4"> alt="Safeguard of Amber" data-bbox="113 502 145 518"/> src="\img\item\safeguard-of-amber-item_icon_35.webp" data-bbox="113 518 145 534"/> width="35" height="35"></div><div class="itempic_cont rar_bg_4"> alt="Artifex's Gyreheart" data-bbox="113 550 145 566"/> src="\img\item\artifexs-gyreheart-item_icon_35.webp" data-bbox="113 566 145 582"/> width="35" height="35"></div>],[<div class="itempic_cont rar_bg_5"> alt="Sleep Like the Dead" data-bbox="113 598 145 614"/> src="\img\item\sleep-like-the-dead-item_icon_35.webp" data-bbox="113 614 145 630"/> width="35" height="35"></div>,"Sleep Like the Dead,"5<div class="nowrap_cont"> class="cur_icon emoji" alt="Rarstr" data-bbox="113 646 145 662"/> src="\img\icons\star_35.webp" \> class="cur_icon emoji" alt="Rarstr" data-bbox="113 678 145 694"/> src="\img\icons\star_35.webp" \> class="cur_icon emoji" alt="Rarstr" data-bbox="113 710 145 726"/> src="\img\icons\star_35.webp" \> class="cur_icon emoji" alt="Rarstr" data-bbox="113 742 145 758"/> src="\img\icons\star_35.webp" \> class="cur_icon emoji" alt="Rarstr" data-bbox="113 774 145 790"/> src="\img\icons\star_35.webp" \> class="cur_icon emoji" alt="Rarstr" data-bbox="113 806 145 822"/> src="\img\icons\star_35.webp" \></div>,"the-hunt-class src="\img\class\the-hunt-class_icon_35.webp">,"582.12","463.05","1058.4","Increases the wearer's CRIT DMG by <unbreak">30%</unbreak> . When the wearer's Basic ATK or Skill DMG does not result in a CRIT Hit, increases their CRIT Rate by <unbreak">36%</unbreak> , lasting for <unbreak">1</unbreak> turn(s). This effect can only trigger once every

<unbreak\>3</unbreak> turn(s).", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\"], [<div class=\"itempic_cont rar_bg_5\"></div>\", "Time Waits for No One\", "5<div class=\"nowrap_cont\"></div>\", "abundance\", "476.28", "463.05", "1270.08", "Increases the wearer's Max HP by <unbreak\>18%</unbreak> > and Outgoing Healing by <unbreak\>12%</unbreak> >. When the wearer heals allies, record the amount of Outgoing Healing. When any ally launches an attack, a random attacked enemy takes Additional DMG equal to <unbreak\>36%</unbreak> > of the recorded Outgoing Healing value. The type of this Additional DMG is of the same Type as the wearer's. This Additional DMG is not affected by other buffs, and can only occur 1 time per turn.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\"], [<div class=\"itempic_cont rar_bg_5\"></div>\", "I Shall Be My Own Sword\", "5<div class=\"nowrap_cont\"></div>\", "destruction-class\", "582.12", "396.9", "1164.24", "Increases the wearer's CRIT DMG by <unbreak\>20%</unbreak> >. When a teammate gets attacked or loses HP, the wearer gains 1 stack of Eclipse, up to a max of <unbreak\>3</unbreak> stack(s). Each stack of Eclipse increases the DMG of the wearer's next attack by <unbreak\>14%</unbreak> >. When <unbreak\>3</unbreak> stack(s) are reached, additionally enables that attack to ignore <unbreak\>12%</unbreak> > of the enemy's DEF. This effect will be removed after the wearer uses an attack.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Immortal Lumintwig\" src=\"\"/img/item/immortal-lumintwig-item_icon_35.webp\" wid

th="35" height="35"></div>"],[<div class="itempic_cont rar_bg_5"></div>,"Brighter Than the Sun,"5<div class="nowrap_cont"></div>,"destruction-class,"635.04","396.9","1058.4","Increases the wearer's CRIT Rate by <unbreak>18%</unbreak>. When the wearer uses their Basic ATK, they will gain 1 stack of Dragon's Call, lasting for <unbreak>2</unbreak> turns. Each stack of Dragon's Call increases the wearer's ATK by <unbreak>18%</unbreak> and Energy Regeneration Rate by <unbreak>6%</unbreak>. Dragon's Call can be stacked up to <unbreak>2</unbreak> times.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_5"></div>,"Worrisome, Blissful,"5<div class="nowrap_cont"></div>,"the-hunt-class,"582.12","463.05","1058.4","Increase the wearer's CRIT Rate by <unbreak>18%</unbreak> and increases DMG dealt by Follow-up ATK by <unbreak>30%</unbreak>. After the wearer uses a Follow-up ATK, inflicts the target with the Tame state, stacking up to <unbreak>2</unbreak> times (s). When allies hit enemy targets under the Tame state, each Tame stack increases the CRIT DMG dealt by <unbreak>12%</unbreak>.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],[<div class="itempic_cont rar_bg_5"></div>,"On the Fall of an Aeon,"5<div class="nowrap_cont"><img loading="lazy" class="cur_



















































attacked, the DMG they receive decreases by <unbreak>12%</unbreak>.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_4\"></div>\", \"Past and Future\", \"4<div class=\"nowrap_cont\"></div>\", \"harmony-class\", \"423.36\", \"396.9\", \"952.56\", \"When the wearer uses their Skill, the next ally taking action (except the wearer) deals <unbreak>16%</unbreak> increased DMG for <unbreak>1</unbreak> turn(s).\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_5\"></div>\", \"Night of Fright\", \"5<div class=\"nowrap_cont\"></div>\", \"abundance-class\", \"476.28\", \"529.2\", \"1164.24\", \"Increases the wearer's Energy Regeneration Rate by <unbreak>12%</unbreak>. When any ally uses their Ultimate, the wearer restores HP for the ally currently with the lowest HP percentage by an amount equal to <unbreak>10%</unbreak> of the healed ally's Max HP. When the wearer provides healing for an ally, increases the healed ally's ATK by <unbreak>2.4%</unbreak>. This effect can stack up to <unbreak>5</unbreak> times and lasts for <unbreak>2</unbreak> turn(s).\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_5\"></div>\", \"An Instant Before A Gaze\", \"5<div class=\"nowrap_cont\"><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/sta

r_35.webp\" \/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=

\"\\img\\icons\\star_35.webp\" \/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=

\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \/><img loading=\"lazy\" class=\"cur_

icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \/><img loading=\"laz

y\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \/><

\\div>\",erudition-class

\",

58

2.12\",

463.05\",

1058.4\",

Increases the wearer's CRIT DMG by <unbreak>

36%</unbreak> . When the wearer uses Ultimate, increases DMG dealt by

the wearer's Ultimate based on their Max Energy. Each point of Energy increases DMG

dealt by Ultimate by <unbreak>

0.36%</unbreak> . A max

of <unbreak>

180</unbreak> points of Energy will be taken into account for thi

s.\",<div class=\"itempic_cont rar_bg_4

\"><img loading=\"lazy\" alt=\"Key of Wisdom\" src=\"\\img\\item\\key-of-wisdom-item

_icon_35.webp\" width=\"35\" height=\"35\"></div><a href=\"\\squirming-core-it

em\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Squi

rming Core\" src=\"\\img\\item\\squirming-core-item_icon_35.webp\" width=\"35\" heig

ht=\"35\"></div>],[<div cla

ss=\"itempic_cont rar_bg_5\"><img loading=\"lazy\" alt=\"Past Self in Mirror\" src=

\"\\img\\item\\past-self-in-mirror-item_icon_35.webp\" width=\"35\" height=\"35\"><

\\div>\",Past Self in Mirror<

\\a>\",5<div class=\"nowrap_cont\"><img loading=\"lazy\"

class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \/><img l

oading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.

webp\" \/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img

\\icons\\star_35.webp\" \/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rars

tr\" src=\"\\img\\icons\\star_35.webp\" \/><img loading=\"lazy\" class=\"cur_icon em

oji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \/></div>\",<span class=\"r

sh\">harmony-class<img loading=\"lazy\" src=

\"\\img\\class\\harmony-class_icon_35.webp\">\",

529.2\",

529.2\",

1058.4\",

Increa

ses the wearer's Break Effect by <unbreak>

60%</unbreak>

> . When the wearer uses their Ultimate, increases all allies' DMG by <font color=f29

e38><unbreak>

24%</unbreak> , lasting for <unbreak>

3</unbreak> turn(s).

Should the wearer's Break Effect exceed or equal <unbreak>

150%</unbreak>, 1 Skill

Point will be recovered.
At the start of each wave, all allies regenerate <font

color=f29e38><unbreak>

10</unbreak> Energy immediately. Abilities of the

same type cannot stack.\",<div class

=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Stellaris Symphony\" src=\"\\

img\\item\\stellaris-symphony-item_icon_35.webp\" width=\"35\" height=\"35\"></div>

<div class=\"itempic_cont rar_b

g_4\"><img loading=\"lazy\" alt=\"Immortal Lumintwig\" src=\"\\img\\item\\immortal-l

umintwig-item_icon_35.webp\" width=\"35\" height=\"35\"></div>],[<a href=

\"\\earthly-escapade-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_5\"><img load

ing=\"lazy\" alt=\"Earthly Escapade\" src=\"\\img\\item\\earthly-escapade-item_icon_

35.webp\" width=\"35\" height=\"35\"></div>\",<a href=\"\\earthly-escapade-ite

m\\/?lang=EN\">Earthly Escapade\",5<div class=\"nowr

ap_cont\"><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img

\\icons\\star_35.webp\" \/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rars

tr\" src=\"\\img\\icons\\star_35.webp\" \/><img loading=\"lazy\" class=\"cur_icon em

oji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \/><img loading=\"lazy\" cla

ss=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \/><img load

ing=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.web

p\" \/></div>\",harmony-class<a href=\"\\harmony-class

\\\">

>\",

529.2\",

463.05\",

1164.24\",

Increases the wearer's CRIT DMG by

<unbreak>

32%</unbreak> . At the start of the battle, the wearer gains Ma

sk, lasting for <unbreak>3</unbreak> turn(s). While the wearer has Mask, the wearer's teammates have their CRIT Rate increased by <unbreak>10%</unbreak> and their CRIT DMG increased by <unbreak>28%</unbreak>. For every 1 Skill Point the wearer recovers (including Skill Points that exceed the limit), they gain 1 stack of Radiant Flame. And when the wearer has <unbreak>4</unbreak> stacks of Radiant Flame, all the stacks are removed, and they gain Mask, lasting for <unbreak>4</unbreak> turn(s).", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", "<div class=\"itempic_cont rar_bg_5\"></div>", "Inherently Unjust Destiny", "5<div class=\"nowrap_cont\"></div>", "preservation-class", "423.36", "661.5", "1058.4", "Increases the wearer's DEF by <unbreak>40%</unbreak>. When the wearer provides a Shield to an ally, the wearer's CRIT DMG increases by <unbreak>40%</unbreak>, lasting for <unbreak>2</unbreak> turn(s). When the wearer's Follow-up ATK hits an enemy target, there is a <unbreak>100%</unbreak> base chance to increase the DMG taken by the attacked enemy target by <unbreak>10%</unbreak>, lasting for <unbreak>2</unbreak> turn(s).", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", "<div class=\"itempic_cont rar_bg_5\"></div>", "Baptism of Pure Thought", "5<div class=\"nowrap_cont\"></div>", "the-hunt-class", "582.12", "529.2", "952.56", "Increases the wearer's CRIT DMG by <unbreak>20%</unbreak>. For every debuff on the enemy target, the wearer's CRIT DMG dealt against this target additionally increases by <unbreak>8%</unbreak>, stacking up to <unbreak>3</unbreak> times. When using Ultimate to attack the enemy target, the wearer receives the Disputation effect, which increases DMG dealt by <unbreak>36%</unbreak> and enables t

heir Follow-up ATKs to ignore **<unbreak>24%</unbreak>** of the target's DEF. This effect lasts for **<unbreak>2</unbreak>** turns.", "[<unbreak>20%</unbreak> of Max HP plus **<unbreak>800</unbreak>**. When the wearer uses their Ultimate, increases DoT dealt by the wearer by **<unbreak>24%</unbreak>**, lasting for **<unbreak>2</unbreak>** turn\(s\). When a target enemy suffering from DoT imposed by the wearer is defeated, regenerates **<unbreak>4</unbreak>** Energy for the wearer.", "\[<unbreak>24%</unbreak> of Max HP plus **<unbreak>800</unbreak>**. After using Basic ATK, restores HP for the wearer by an amount equal to **<unbreak>2%</unbreak>** of Max HP plus **<unbreak>800</unbreak>**.", "\]\(\"/abundance-class\/\"><img\)](\"/nihility-class\/\"><img)

5.webp\" /></div>\",harmony-class\",423.36\",396.9\",952.56\",After the wearer uses a certain type of ability such as Basic ATK, Skill, or Ultimate, all allies gain Childishness, which increases allies' DMG for the same type of ability as used by the wearer by <unbreak>12%</unbreak>. Childishness only takes effect for the most recent type of ability the wearer used and cannot be stacked.\",<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>],[<div class=\"itempic_cont rar_bg_4\"></div>,Final Victor,4<div class=\"nowrap_cont\"></div>\",the-hunt-class\",476.28\",330.75\",952.56\",Increases the wearer's ATK by <unbreak>12%</unbreak>. When the wearer lands a CRIT hit on enemies, gains 1 stack of Good Fortune. This can stack up to <unbreak>4</unbreak> time(s). Every stack of Good Fortune increases the wearer's CRIT DMG by <unbreak>8%</unbreak>. Good Fortune will be removed at the end of the wearer's turn.\",<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>],[<div class=\"itempic_cont rar_bg_4\"></div>,Flames Afar,4<div class=\"nowrap_cont\"></div>\",destruction-class\",476.28\",264.6\",1058.4\",When the wearer's cumulative HP loss during one attack exceeds <unbreak>25%</unbreak> of their Max HP, or if the amount of their own HP consumed at one time is greater than <unbreak>25%</unbreak> of their Max HP, immediately heals the wearer for <unbreak>15%</unbreak> of their Max HP, and at the same time, increases the DMG they deal by <unbreak>25%</unbreak> for <unbreak>2</unbreak> turn(s). This effect can only be triggered once every <unbreak>3</unbreak> turn(s).\",<div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Moon Rage Fang\" src=\"\"/i

mg\item\moon-rage-fang-item_icon_35.webp\" width=\"35\" height=\"35\"></div>
<div class=\"itempic_cont rar_bg_4\"></div>], [\"<div class=\"itempic_cont rar_bg_4\"></div>\", \"Destiny's Threads Forewoven\", \"4<div class=\"nowrap_cont\"></div>\", \"preservation-class\", \"370.44\", \"463.05\", \"952.56\", \"Increases the wearer's Effect RES by <unbreak\">12%</unbreak> . For every <unbreak\">100</unbreak> of DEF the wearer has, increases the wearer's DMG dealt by <unbreak\">0.8%</unbreak> , up to a maximum DMG increase of <unbreak\">32%</unbreak> .\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>], [\"<div class=\"itempic_cont rar_bg_4\"></div>\", \"The Day The Cosmos Fell\", \"4<div class=\"nowrap_cont\"></div>\", \"erudition-class\", \"476.28\", \"330.75\", \"952.56\", \"Increases the wearer's ATK by <unbreak\">16%</unbreak> . When the wearer uses an attack and at least 2 attacked enemies have the corresponding Weakness, the wearer's CRIT DMG increases by <unbreak\">20%</unbreak> , lasting for <unbreak\">2</unbreak> turn(s).\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>], [\"<div class=\"itempic_cont rar_bg_4\"></div>\", \"It's Showtime\", \"4<div class=\"nowrap_cont\"></div>\", \"nihility-class<a href=\"\"/nihility-clas

s\\>,"476.28","264.6","1058.4","When the wearer inflicts a debuff on an enemy, gains a stack of Trick. Every stack of Trick increases the wearer's DMG dealt by <unbreak>">6%</unbreak> , stacking up to <unbreak>">3</unbreak> time(s). This effect lasts for <unbreak>">1</unbreak> turn(s). When the wearer's Effect Hit Rate is <unbreak>">80%</unbreak> or higher, increases ATK by <unbreak>">20%</unbreak> .", "<div class=\\\"itempic_cont rar_bg_4\\\"></div><div class=\\\"itempic_cont rar_bg_4\\\"></div>],[<div class=\\\"itempic_cont rar_bg_5\\\"></div>,Reforged Remembrance,5<div class=\\\"nowrap_cont\\\"></div>,nihility-class,"582.12","463.05","1058.4","Increases the wearer's Effect Hit Rate by <unbreak>">40%</unbreak> . When the wearer deals DMG to an enemy inflicted with Wind Shear, Burn, Shock, or Bleed, each respectively grants 1 stack of Prophet, stacking up to <unbreak>">4</unbreak> time(s). In a single battle, only 1 stack of Prophet can be granted for each type of DoT. Every stack of Prophet increases wearer's ATK by <unbreak>">5%</unbreak> and enables the DoT dealt to ignore <unbreak>">7.2%</unbreak> of the target's DEF.", "<div class=\\\"itempic_cont rar_bg_4\\\"></div><div class=\\\"itempic_cont rar_bg_4\\\"></div>],[<div class=\\\"itempic_cont rar_bg_4\\\"></div>,Shared Feeling,4<div class=\\\"nowrap_cont\\\"></div>,abundance-class,"423.36","396.9","952.56","Increases the wearer's Outgoing Healing by <unbreak>">10%</unbreak> . When using Skill, regenerates <unbreak>">2</unbreak> Energy for all allies.", "<div class=\\\"itempic_cont rar_bg_4\\\"></div><div class=\\\"itempic_cont rar_bg_4\\\"></div>],

[<div class="itempic_cont rar_bg_5"></div>,"Eternal Calculus,"5<div class="nowrap_cont"></div>,"erudition-class,"529.2","396.9","1058.4","Increases the wearer's ATK by <unbreak">8%</unbreak> . After using an attack, for each enemy target hit, additionally increases ATK by <unbreak">4%</unbreak> . This effect can stack up to 5 times and last until the next attack. If there are <unbreak">3</unbreak> or more enemy targets hit, this unit's SPD increases by <unbreak">8%</unbreak> , lasting for <unbreak">1</unbreak> turn(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_4"></div>,"Hey, Over Here,"4<div class="nowrap_cont"></div>,"abundance-class,"423.36","396.9","952.56","Increases the wearer's Max HP by <unbreak">8%</unbreak> . When the wearer uses their Skill, increases Outgoing Healing by <unbreak">16%</unbreak> , lasting for <unbreak">2</unbreak> turn(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>,"Along the Passing Shore,"5<div class="nowrap_cont"></div>,"nihility-class

<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>","Whereabouts Should Dreams Rest","5<div class="nowrap_cont"></div>","destruction-class","476.28","529.2","1164.24","Increases the wearer's Break Effect by <unbreak">60%</unbreak>. When the wearer deals Break DMG to an enemy target, inflicts Routed on the enemy, lasting for <unbreak">2</unbreak> turn(s). Targets afflicted with Routed receive <unbreak">24%</unbreak> increased Break DMG from the wearer, and their SPD is lowered by <unbreak">20%</unbreak>. Effects of the same type cannot be stacked.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_4"></div>","Indelible Promise","4<div class="nowrap_cont"></div>","destruction-class","476.28","330.75","952.56","Increases the wearer's Break Effect by <unbreak">28%</unbreak>. When the wearer uses their Ultimate, increases CRIT Rate by <unbreak">15%</unbreak>, lasting for <unbreak">2</unbreak> turn(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>

[<div class="itempic_cont rar_bg_4"></div>,Concert for Two,4<div class="nowrap_cont"></div>,"preservation-class,"370.44","463.05","952.56","Increases the wearer's DEF by <unbreak>16%</unbreak>. For every on-field character that has a Shield, the DMG dealt by the wearer increases by <unbreak>4%</unbreak>.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>,Yet Hope Is Priceless,5<div class="nowrap_cont"></div>,"erudition-class,"582.12","529.2","952.56","Increases the wearer's CRIT Rate by <unbreak>16%</unbreak>. While the wearer is in battle, for every <unbreak>20%</unbreak> CRIT DMG that exceeds <unbreak>120%</unbreak>, the DMG dealt by Follow-up ATK increases by <unbreak>12%</unbreak>. This effect can stack up to <unbreak>4</unbreak> time(s). When the battle starts or after the wearer uses their Basic ATK, enables the DMG dealt by Ultimate or Follow-up ATK to ignore <unbreak>20%</unbreak> of the target's DEF, lasting for <unbreak>2</unbreak> turn(s).",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_5"></div>,Sailing Towards a Second Life,5<div class="nowrap_cont"></div>

ns\star_35.webp\" \><\div>", "the-hunt-class<a href=

\"\\the-hunt-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\the-hunt-class_icon

_35.webp\">", "582.12", "463.05", "1058.4", "Increases the wearer's Break Effect by

<unbreak\">60%</unbreak> . The Break DMG dealt by the we

arer ignores <unbreak\">20%</unbreak> > of the target's D

EF. When the wearer's Break Effect in battle is at <unbreak\">150%</unbreak> or gre

ater, increases their SPD by <unbreak\">12%</unbreak></font

>.", "<div class=\"itempic_cont rar

_bg_4\"><img loading=\"lazy\" alt=\"Countertemporal Shot\" src=\"\\img\\item\\counte

rtemporal-shot-item_icon_35.webp\" width=\"35\" height=\"35\"></div><a href=

\"\\shards-of-desires-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loa

ding=\"lazy\" alt=\"Shards of Desires\" src=\"\\img\\item\\shards-of-desires-item_ic

on_35.webp\" width=\"35\" height=\"35\"></div>\"], [<a href=\"\\boundless-chore

o-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=

\"Boundless Choreo\" src=\"\\img\\item\\boundless-choreo-item_icon_35.webp\" width=

\"35\" height=\"35\"></div>\", "Bo

undless Choreo\", "4<div class=\"nowrap_cont\"><img l

oading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.

webp\" \><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img

\\icons\\star_35.webp\" \><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rars

tr\" src=\"\\img\\icons\\star_35.webp\" \><img loading=\"lazy\" class=\"cur_icon em

oji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \></div>\", "<span class=\"r

sh\">nihility-class<img loading=\"lazy\" src=

\"\\img\\class\\nihility-class_icon_35.webp\">\", "476.28", "330.75", "952.56", "Inc

rease the wearer's CRIT Rate by <unbreak\">8%</unbreak></font

>. The wearer deals <unbreak\">24%</unbreak> > more CRIT

DMG to enemies that are currently Slowed or have reduced DEF.", "<a href=\"\\heaven-i

ncinerator-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy

\" alt=\"Heaven Incinerator\" src=\"\\img\\item\\heaven-incinerator-item_icon_35.web

p\" width=\"35\" height=\"35\"></div><a href=\"\\shards-of-desires-item\\/?lang

=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Shards of Des

ires\" src=\"\\img\\item\\shards-of-desires-item_icon_35.webp\" width=\"35\" height=

\"35\"></div>\"], [<div cl

ass=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"After the Charmony Fall\"

src=\"\\img\\item\\after-the-charmony-fall-item_icon_35.webp\" width=\"35\" height=

\"35\"></div>\", "After the

Charmony Fall\", "4<div class=\"nowrap_cont\"><img lo

ading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.w

ebp\" \><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\img\\

icons\\star_35.webp\" \><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr

\" src=\"\\img\\icons\\star_35.webp\" \><img loading=\"lazy\" class=\"cur_icon emoj

i\" alt=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \></div>\", "<span class=\"rsh

\">erudition-class<img loading=\"lazy\" src=

\"\\img\\class\\erudition-class_icon_35.webp\">\", "476.28", "396.9", "846.72", "Inc

reases the wearer's Break Effect by <unbreak\">28%</unbreak></f

ont> . After the wearer uses Ultimate, increases SPD by <unbreak

\">8%</unbreak> >, lasting for <unbreak\">2</unbreak> turn(s).\", "<a href=

\"\\exquisite-colored-draft-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><i

mg loading=\"lazy\" alt=\"Exquisite Colored Draft\" src=\"\\img\\item\\exquisite-col

ored-draft-item_icon_35.webp\" width=\"35\" height=\"35\"></div><a href=\"\\sh

ards-of-desires-item\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=

\"lazy\" alt=\"Shards of Desires\" src=\"\\img\\item\\shards-of-desires-item_icon_3

5.webp\" width=\"35\" height=\"35\"></div>\"], [<a href=\"\\poised-to-bloom-ite

m\\/?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Poise

d to Bloom\" src=\"\\img\\item\\poised-to-bloom-item_icon_35.webp\" width=\"35\" hei

ght=\"35\"></div>\", "Poised to Blo

om","4<div class="nowrap_cont"></div>","harmony-class","423.36","396.9","952.56","Increases the wearer's ATK by <unbreak>16%</unbreak>. Upon entering battle, if two or more characters follow the same Path, then these characters' CRIT DMG increases by <unbreak>16%</unbreak>. Abilities of the same type cannot stack.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_4"></div>","Shadowed by Night","4<div class="nowrap_cont"></div>","the-hunt-class","476.28","396.9","846.72","Increases the wearer's Break Effect by <unbreak>28%</unbreak>. When entering battle or after dealing Break DMG, increases SPD by <unbreak>8%</unbreak>, lasting for <unbreak>2</unbreak> turn(s). This effect can only trigger once per turn.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>],["<div class="itempic_cont rar_bg_4"></div>","Dream's Montage","4<div class="nowrap_cont"></div>","abundance-class","423.36","396.9","952.56","Increases the wearer's SPD by <unbreak>8%</unbreak>. After attacking enemy targets that are Weakness Broken, regenerates <unbreak>3</unbreak> Energy. This effect can trigger up to <unbreak>2</unbreak> time(s) per turn.",<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"><img loading="lazy" alt="Drea

m Making Engine\" src=\"\\img\\item\\dream-making-engine-item_icon_35.webp\" width=

\"35\" height=\"35\"></div>\"], [\"<a href=\\\"\\for-tomorrows-journey-item\\/?lang=

EN\\\"><div class=\\\"itempic_cont rar_bg_4\\\"><img loading=\\\"lazy\\\" alt=\\\"For Tomorrow's

Journey\\\" src=\\\"\\img\\item\\for-tomorrows-journey-item_icon_35.webp\\\" width=\\\"35\\

height=\\\"35\\\"></div>\", \"For

Tomorrow's Journey\", \"4<div class=\\\"nowrap_cont\\\"><i

mg loading=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star

_35.webp\\\" \\\><img loading=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\

img\\icons\\star_35.webp\\\" \\\><img loading=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"R

arstr\\\" src=\\\"\\img\\icons\\star_35.webp\\\" \\\><img loading=\\\"lazy\\\" class=\\\"cur_icon

emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star_35.webp\\\" \\\></div>\", \"<span class=

\\\"rsh\\\">harmony-class<img loading=\\\"lazy\\\" src

=\\\"\\img\\class\\harmony-class_icon_35.webp\\\">\", \"476.28\", \"330.75\", \"952.56\", \"Inc

reases the wearer's ATK by <unbreak\\\">16%</unbreak> . Af

ter the wearer uses their Ultimate, increases their DMG dealt by

<unbreak\\\">18%</unbreak> , lasting for <unbreak\\\">1</unbreak> turn(s).\", \"<

a href=\\\"\\heavenly-melody-item\\/?lang=EN\\\"><div class=\\\"itempic_cont rar_bg_4\\\"><im

g loading=\\\"lazy\\\" alt=\\\"Heavenly Melody\\\" src=\\\"\\img\\item\\heavenly-melody-item_i

con_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div><a href=\\\"\\dream-making-engine

-item\\/?lang=EN\\\"><div class=\\\"itempic_cont rar_bg_4\\\"><img loading=\\\"lazy\\\" alt=\\\"D

ream Making Engine\\\" src=\\\"\\img\\item\\dream-making-engine-item_icon_35.webp\\\" widt

h=\\\"35\\\" height=\\\"35\\\"></div>\"], [\"<a href=\\\"\\flowing-nightglow-item\\/?lang=EN

\\\"><div class=\\\"itempic_cont rar_bg_5\\\"><img loading=\\\"lazy\\\" alt=\\\"Flowing Nightglo

w\\\" src=\\\"\\img\\item\\flowing-nightglow-item_icon_35.webp\\\" width=\\\"35\\\" height=\\\"3

5\\\"></div>\", \"Flowing Nightglow<

\\a>\", \"5<div class=\\\"nowrap_cont\\\"><img loading=\\\"lazy\\

class=\\\"cur_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star_35.webp\\\" \\\><img l

oading=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star_35.

webp\\\" \\\><img loading=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img

\\icons\\star_35.webp\\\" \\\><img loading=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"Rars

tr\\\" src=\\\"\\img\\icons\\star_35.webp\\\" \\\><img loading=\\\"lazy\\\" class=\\\"cur_icon em

oji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star_35.webp\\\" \\\></div>\", \"<span class=\\\"r

sh\\\">harmony-class<img loading=\\\"lazy\\\" src=

\\\"\\img\\class\\harmony-class_icon_35.webp\\\">\", \"635.04\", \"463.05\", \"952.56\", \"Ever

y time an ally attacks, the wearer gains 1 stack of Cantillation. Each stack of Cant

illation increases the wearer's Energy Regeneration Rate by <unbr

eak\\\">3%</unbreak> , stacking up to <unbreak\\\">5</unbreak> time(s). When t

he wearer uses their Ultimate, removes Cantillation and gains Cadenza. Cadenza incre

ases the Wearer's ATK by <unbreak\\\">48%</unbreak> > and i

ncreases all allies' DMG dealt by <unbreak\\\">24%</unbreak></fon

t>, lasting for <unbreak\\\">1</unbreak> turn(s).\", \"<a href=\\\"\\heavenly-melody-item

\\/?lang=EN\\\"><div class=\\\"itempic_cont rar_bg_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Heaven

ly Melody\\\" src=\\\"\\img\\item\\heavenly-melody-item_icon_35.webp\\\" width=\\\"35\\\" heig

ht=\\\"35\\\"></div><div class=

\\\"itempic_cont rar_bg_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Dream Making Engine\\\" src=\\\"\\

img\\item\\dream-making-engine-item_icon_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div

>\"], [\"<div class=\\\"itempic_cont ra

r_bg_5\\\"><img loading=\\\"lazy\\\" alt=\\\"Dance at Sunset\\\" src=\\\"\\img\\item\\dance-at-s

unset-item_icon_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div>\", \"<a href=\\\"\\danc

e-at-sunset-item\\/?lang=EN\\\">Dance at Sunset\", \"5<di

v class=\\\"nowrap_cont\\\"><img loading=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"Rarstr

\\\" src=\\\"\\img\\icons\\star_35.webp\\\" \\\><img loading=\\\"lazy\\\" class=\\\"cur_icon emoj

i\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star_35.webp\\\" \\\><img loading=\\\"lazy\\\" class

=\\\"cur_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star_35.webp\\\" \\\><img loadin


g=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star_35.webp

\\\" \\\><img loading=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\ico

ns\star_35.webp\" \/></div>", "destruction-class", "582.12", "463.05", "1058.4", "Greatly increases the wearer's chance of getting attacked and increases CRIT DMG by <unbreak\">3 6%</unbreak> . After the wearer uses Ultimate, receives 1 stack of Firedanc e, lasting for 2 turns and stacking up to <unbreak\">2</unbreak> time(s). Each stac k of Firedance increases the DMG dealt by the wearer's Follow-up ATK by <unbreak\">36%</unbreak> .", "<div class=\"itempic_cont rar_bg_4\"> </div><div class=\"itempic_con t rar_bg_4\"></div>\"], [<div class=\"itempic_cont rar_bg_5\"><i mg loading=\"lazy\" alt=\"Those Many Springs\" src=\"\"/img/item/those-many-springs -item_icon_35.webp\" width=\"35\" height=\"35\"></div>", "Those Many Springs", "5<d iv class=\"nowrap_cont\"></div>", "nihility-class", "582.12", "529.2", "952.56", "Increases the wearer's Effect Hit Rate by <unbreak\">60%</unbreak> . After the wearer uses Basi c ATK, Skill, or Ultimate to attack an enemy target, there is a <unbreak\">60%</unb reak> base chance to inflict \"Unarmored\" on the target. While in the Unarmored sta te, the enemy target receives <unbreak\">10%</unbreak> increased DMG, lasting for <unbreak\">2</unbreak> turn(s). If the target is under a DoT state inflicted by the wearer, there is a <unbreak\">60%</unbreak> base chance to upgrade the \"Unarmored\" state inflicted by the wearer to the \"Cornered\" stat e, which additionally increases the DMG the enemy target receives by <unbreak\">14%</unbreak> , lasting for <unbreak\">2</unbreak> turn(s). During this period, the wearer cannot inflict \"Unarmored\" on the target.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\"], [<div class=\"itempic_cont rar_bg_5\"></div>", "I Venture Forth to Hunt", "5<div class=\"nowra p_cont\"></div>", "the-hunt-class", "635.04", "463.05", "952.56", "Increases the wearer's CRIT Rate by <unbreak\">15%</unbreak> . When the wearer launches a Follow-up ATK, gain

s 1 stack of \"Luminflux,\" stacking up to <unbreak\\>2</unbreak> time(s). Each sta
ck of \"Luminflux\" enables the Ultimate DMG dealt by the wearer to ignore <font col
or=f29e38><unbreak\\>27%</unbreak> of the target's DEF. When the wearer's
turn ends, removes 1 stack of \"Luminflux.\"\",<a href=\\\"\\/countertemporal-shot-item
\\/?lang=EN\\\"><div class=\\\"itempic_cont rar_bg_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Counte
rtemporal Shot\\\" src=\\\"\\/img\\/item\\/countertemporal-shot-item_icon_35.webp\\\" width=
\\\"35\\\" height=\\\"35\\\"></div><di
v class=\\\"itempic_cont rar_bg_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Artifex's Gyreheart\\\"
src=\\\"\\/img\\/item\\/artifexs-gyreheart-item_icon_35.webp\\\" width=\\\"35\\\" height=\\\"35
\\\"></div>\"],<div class=
\\\"itempic_cont rar_bg_5\\\"><img loading=\\\"lazy\\\" alt=\\\"Scent Alone Stays True\\\" src=
\\\"\\/img\\/item\\/scent-alone-stays-true-item_icon_35.webp\\\" width=\\\"35\\\" height=\\\"35
\\\"></div>\",Scent Alone St
ays True\",5<div class=\\\"nowrap_cont\\\"><img loading
=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star_35.webp\\\"
\\/><img loading=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons
\\/star_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"Rarstr\\\" sr
c=\\\"\\/img\\/icons\\/star_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" a
lt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cu
r_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cu
r_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star_35.webp\\\" \\/></div>\",<span
class=\\\"rsh\\\">abundance-class<img loading=
\\\"lazy\\\" src=\\\"\\/img\\/class\\/abundance-class_icon_35.webp\\\">\",529.2\",529.
2\",1058.4\",Increases the wearer's Break Effect by <unbreak\\>6
0%</unbreak>. After the wearer uses Ultimate to attack enemy targets, infl
icts the targets with the \"Woefree\" state, lasting for <unbreak\\>2</unbreak> tur
n(s). While in \"Woefree,\" enemy targets take <unbreak\\>10%</u
nbreak> increased DMG. The effect of increasing DMG taken is additionally b
oosted by <unbreak\\>8%</unbreak> if the wearer's curre
nt Break Effect is <unbreak\\>150%</unbreak> or higher.\",<a href=\\\"\\/myriad-fruit-
item\\/?lang=EN\\\"><div class=\\\"itempic_cont rar_bg_4\\\"><img loading=\\\"lazy\\\" alt=\\\"My
riad Fruit\\\" src=\\\"\\/img\\/item\\/myriad-fruit-item_icon_35.webp\\\" width=\\\"35\\\" height
=\\\"35\\\"></div><div class=\\\"ite
mpic_cont rar_bg_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Immortal Lumintwig\\\" src=\\\"\\/img\\/i
tem\\/immortal-lumintwig-item_icon_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div>],[<div cl
ass=\\\"itempic_cont rar_bg_5\\\"><img loading=\\\"lazy\\\" alt=\\\"Ninjutsu Inscription: Dazz
ling Evilbreaker\\\" src=\\\"\\/img\\/item\\/ninjutsu-inscription-dazzling-evilbreaker-item
_icon_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div>\",<a href=\\\"\\/ninjutsu-inscr
ption-dazzling-evilbreaker-item\\/?lang=EN\\\">Ninjutsu Inscription: Dazzling Evilbrea
ker\",5<div class=\\\"nowrap_cont\\\"><img loading=\\\"la
zy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star_35.webp\\\" \\/>
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r_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt=\\\"Rarstr\\\" src=
\\\"\\/img\\/icons\\/star_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur_icon emoji\\\" alt
=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur_
icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur_
icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star_35.webp\\\" \\/></div>\",<span cl
ass=\\\"rsh\\\">erudition-class<img loading=\\\"la
zy\\\" src=\\\"\\/img\\/class\\/erudition-class_icon_35.webp\\\">\",582.12\",529.2\",95
2.56\",Increases the wearer's Break Effect by <unbreak\\>60%</un
break>. When entering battle, immediately regenerates <u
nbreak\\>30</unbreak> Energy. After the wearer uses Ultimate, obtains \"Ra
iton.\" After using 2 Basic ATKs, advances the wearer's action by <font color=f29e38
><unbreak\\>50%</unbreak> and removes \"Raiton.\" After the wearer uses Ul
timate, resets \"Raiton.\"\",<d
iv class=\\\"itempic_cont rar_bg_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Exquisite Colored Dra
ft\\\" src=\\\"\\/img\\/item\\/exquisite-colored-draft-item icon 35.webp\\\" width=\\\"35\\\" hei

[\dream-making-engine-item-?lang=EN](#)</div><div class=\"itempic_cont rar_bg_4\"></div>], [<div class=\"itempic_cont rar_bg_4\"></div>, Ninja Record: Sound Hunt, 4<div class=\"nowrap_cont\"></div>, destruction-class, 476.28, 264.6, 1058.4. Increases the wearer's Max HP by 12%. When losing or restoring this unit's HP, increases CRIT DMG by 18%, lasting for <unbreak>2</unbreak> turn(s). This effect can only trigger once per turn., <div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>], [<div class=\"itempic_cont rar_bg_5\"></div>, Long Road Leads Home, 5<div class=\"nowrap_cont\"></div>, nihility-class, 476.28, 661.5, 952.56. Increases the wearer's Break Effect by 60%. When an enemy target's Weakness gets broken, there is a <unbreak>100%</unbreak> base chance to inflict the \"Charring\" state on it, which increases its Break DMG taken by 18%, lasting for <unbreak>2</unbreak> turn(s). This effect can stack <unbreak>2</unbreak> time(s)., <div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>], [<div class=\"itempic_cont rar_bg_5\"></div>, A Grounded Ascent, 5<div class=\"nowrap_cont\"></div>


















































 Squirming Core

 Shadowburn

Rarstr

remembrance-class

317.52, 264.6, 846.72, When the wearer summons memosprite for the first time, recovers <unbreak>1</unbreak> Skill Point(s) and regenerates <unbreak>12</unbreak> Energy for this unit.

 Flower of Laya

 Squirming Core

 Reminiscence

Rarstr

remembrance-class

423.36, 264.6, 635.04, When memosprite's turn starts, the wearer and memosprite each gain 1 stack of "Commemoration." Each stack increases DMG dealt by <unbreak>8%</unbreak>, stacking up to <unbreak>4</unbreak> time(s). When memosprite disappears, removes "Commemoration" from the wearer and memosprite.

 Flower of Laya

 Glory-Aspersed Torso

 Geniuses' Greetings

Rarstr

remembrance-class

476.28, 330.75, 952.56, Increases the wearer's ATK by <unbreak>16%</unbreak>. After the wearer uses Ultimate, increases the Basic ATK DMG dealt by the wearer and their memosprite by <unbreak>20%</unbreak>, lasting for <unbreak>3</unbreak> turn(s).

\itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_4"></div>","Sweat Now, Cry Less","4<div class="nowrap_cont"></div>","remembrance-class","529.2","198.45","1058.4","Increases the wearer's CRIT Rate by <unbreak>">12</unbreak> . When the wearer's memosprite is on the field, increases the DMG dealt by the wearer and their memosprite by <unbreak>">24</unbreak> .","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_5"></div>","Time Woven Into Gold","5<div class="nowrap_cont"></div>","remembrance-class","635.04","396.9","1058.4","Increases the wearer's base SPD by <unbreak>">12</unbreak> . After the wearer and the wearer's memosprite attacks, the wearer gains 1 stack of "Brocade." Each stack of "Brocade" increases the wearer's and their memosprite's CRIT DMG by <unbreak>">9</unbreak> , stacking up to <unbreak>">6</unbreak> time(s). When reaching maximum stacks, each "Brocade" stack additionally increases Basic ATK DMG dealt by <unbreak>">9</unbreak> .","<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div>"],["<div class="itempic_cont rar_bg_5"></div>","If Time Were a Flower","5<div class="nowrap_cont"></div>","remembrance-class","635.04","396.9","1058.4","Increases the wearer's base SPD by <unbreak>">12</unbreak> . After the wearer and the wearer's memosprite attacks, the wearer gains 1 stack of "Brocade." Each stack of "Brocade" increases the wearer's and their memosprite's CRIT DMG by <unbreak>">9</unbreak> , stacking up to <unbreak>">6</unbreak> time(s). When reaching maximum stacks, each "Brocade" stack additionally increases Basic ATK DMG dealt by <unbreak>">9</unbreak> .

=\"Rarstr\" src=\"\\img\\icons\\star_35.webp\" \\/></div>\",harmony-class\", \"529.2\", \"396.9\", \"1270.08\", \"Increases the wearer's CRIT DMG by <unbreak\\\">36%</unbreak> . After the wearer launches Follow-up ATK, additionally regenerates <unbreak\\\">12</unbreak> Energy and gains \"Presage,\" lasting for <unbreak\\\">2</unbreak> turn(s). While the wearer has \"Presage,\" all ally targets' CRIT DMG increases by <unbreak\\\">48%</unbreak> . When entering battle, the wearer regenerates <unbreak\\\">21</unbreak> Energy and gains \"Presage,\" lasting for <unbreak\\\">2</unbreak> turn(s).\",<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\",<div class=\"itempic_cont rar_bg_5\"></div>\",Memory's Curtain Never Falls\",5<div class=\"nowrap_cont\"></div>\",remembrance-class\", \"529.2\", \"396.9\", \"1058.4\", \"Increases the wearer's SPD by <unbreak\\\">6%</unbreak> . After the wearer uses Skill, increases the DMG dealt by all allies by <unbreak\\\">8%</unbreak> , lasting for <unbreak\\\">3</unbreak> turn(s).\",<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\",<div class=\"itempic_cont rar_bg_5\"></div>\",Flame of Blood, Blaze My Path\",5<div class=\"nowrap_cont\"></div>\",destruction-class\", \"476.28\", \"396.9\", \"1375.92\", \"Increases the wearer's Max HP by <unbreak\\\">18%</unbreak> and Incoming Healing by <unbreak\\\">20%</unbreak> . When using Skill or Ultimate, consumes HP equal to <unbreak\\\">

k\ ">6%\</unbreak><\ > of the wearer's Max HP and increases the DMG dealt by this attack by <unbreak\ ">30%\</unbreak><\ >. If this effect's consumed HP is greater than <unbreak\ ">500<\</unbreak>, the DMG additionally increases by <unbreak\ ">30%\</unbreak><\ >.<br\>/>If the current HP is not sufficient, this effect reduces the wearer's current HP down to 1.", "<a href=\</moon-rage-fang-item\</?lang=EN\</><div class=\</itempic_cont rar_bg_4\</><img loading=\</lazy\</> alt=\</Moon Rage Fang\</> src=\</img\</item\</moon-rage-fang-item_icon_35.webp\</> width=\</35\</> height=\</35\</><\</div><\<a href=\</glory-aspersed-torso-item\</?lang=EN\</><div class=\</itempic_cont rar_bg_4\</><img loading=\</lazy\</> alt=\</Glory-Aspersed Torso\</> src=\</img\</item\</glory-aspersed-torso-item_icon_35.webp\</> width=\</35\</> height=\</35\</><\</div><\], [<a href=\</may-rainbows-remain-in-the-sky-item\</?lang=EN\</><div class=\</itempic_cont rar_bg_5\</><img loading=\</lazy\</> alt=\</May Rainbows Remain in the Sky\</> src=\</img\</item\</may-rainbows-remain-in-the-sky-item_icon_35.webp\</> width=\</35\</> height=\</35\</><\</div><\], "<a href=\</may-rainbows-remain-in-the-sky-item\</?lang=EN\</>May Rainbows Remain in the Sky<\", "<span class=\</rsh\</><\<div class=\</nowrap_cont\</><img loading=\</lazy\</> class=\</cur_icon emoji\</> alt=\</Rarstr\</> src=\</img\</icons\</star_35.webp\</> \</><img loading=\</lazy\</> class=\</cur_icon emoji\</> alt=\</Rarstr\</> src=\</img\</icons\</star_35.webp\</> \</><img loading=\</lazy\</> class=\</cur_icon emoji\</> alt=\</Rarstr\</> src=\</img\</icons\</star_35.webp\</> \</><img loading=\</lazy\</> class=\</cur_icon emoji\</> alt=\</Rarstr\</> src=\</img\</icons\</star_35.webp\</> \</><img loading=\</lazy\</> class=\</cur_icon emoji\</> alt=\</Rarstr\</> src=\</img\</icons\</star_35.webp\</> \</><\</div>", "<span class=\</rsh\</></remembrance-class\<a href=\</remembrance-class\</><\<img loading=\</lazy\</> src=\</img\</class\</remembrance-class_icon_35.webp\</>><\", "476.28", "529.2", "1164.24", "Increases the wearer's SPD by <unbreak\ ">18%\</unbreak><\ >. When the wearer uses Basic ATK, Skill, or Ultimate, consumes all allies' HP equal to <unbreak\ ">1%\</unbreak><\ > of the current HP. And after the next attack of the wearer's memosprite, enables it to additionally deal 1 instance of Additional DMG equal to <unbreak\ ">250%\</unbreak><\ > of the total consumed HP to the attacked target. The total HP consumed is then reset. When the wearer's memosprite uses Memosprite Skill, increases the DMG received by all enemies by <unbreak\ ">18%\</unbreak><\ >, lasting for <unbreak\ ">2<\</unbreak> turn(s).", "<a href=\</flower-of-laya-item\</?lang=EN\</><div class=\</itempic_cont rar_bg_4\</><img loading=\</lazy\</> alt=\</Flower of \u0100laya\</> src=\</img\</item\</flower-of-laya-item_icon_35.webp\</> width=\</35\</> height=\</35\</><\</div><\<a href=\</glory-aspersed-torso-item\</?lang=EN\</><div class=\</itempic_cont rar_bg_4\</><img loading=\</lazy\</> alt=\</Glory-Aspersed Torso\</> src=\</img\</item\</glory-aspersed-torso-item_icon_35.webp\</> width=\</35\</> height=\</35\</><\</div><\], [<a href=\</life-should-be-cast-to-flames-item\</?lang=EN\</><div class=\</itempic_cont rar_bg_5\</><img loading=\</lazy\</> alt=\</Life Should Be Cast to Flames\</> src=\</img\</item\</life-should-be-cast-to-flames-item_icon_35.webp\</> width=\</35\</> height=\</35\</><\</div><\], "<a href=\</life-should-be-cast-to-flames-item\</?lang=EN\</>Life Should Be Cast to Flame<\", "<span class=\</rsh\</><\<div class=\</nowrap_cont\</><img loading=\</lazy\</> class=\</cur_icon emoji\</> alt=\</Rarstr\</> src=\</img\</icons\</star_35.webp\</> \</><img loading=\</lazy\</> class=\</cur_icon emoji\</> alt=\</Rarstr\</> src=\</img\</icons\</star_35.webp\</> \</><img loading=\</lazy\</> class=\</cur_icon emoji\</> alt=\</Rarstr\</> src=\</img\</icons\</star_35.webp\</> \</><img loading=\</lazy\</> class=\</cur_icon emoji\</> alt=\</Rarstr\</> src=\</img\</icons\</star_35.webp\</> \</><img loading=\</lazy\</> class=\</cur_icon emoji\</> alt=\</Rarstr\</> src=\</img\</icons\</star_35.webp\</> \</><\</div>", "<span class=\</rsh\</></erudition-class\<a href=\</erudition-class\</><\<img loading=\</lazy\</> src=\</img\</class\</erudition-class_icon_35.webp\</>><\", "582.12", "529.2", "952.56", "When the wearer's turn starts, regenerates <unbreak\ ">10<\</unbreak> Energy. If the enemy target has a Weakness implanted by the wearer, increases the wearer's DMG dealt to it by <unbreak\ ">60%\</unbreak><\ >.<br\>/>When an enemy target gets attacked by the wearer, the wearer decreases the target's DEF by <unbreak\ ">12%\</unbreak><\ >, lasting for <unbreak\ ">2<\</unbreak>

ak> turn(s). The same types of effects cannot stack.", "<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_5\"></div>\", \"Make Farewells More Beautiful\", \"5<div class=\"nowrap_cont\"></div>\", \"remembrance-class\", \"529.2\", \"396.9\", \"1270.08\", \"Increases the wearer's Max HP by <unbreak\\>30%</unbreak> . When the wearer or their memosprite loses HP during their own turn, the wearer gains \\Death Flower.\\ \\Death Flower\\ allows the wearer and their memosprite to ignore <unbreak\\>30%</unbreak> of the target's DEF when dealing DMG, lasting for <unbreak\\>2</unbreak> turn(s).
When the wearer's memosprite disappears, advances the wearer's action by <unbreak\\>12%</unbreak> . This effect can only trigger up to 1 time, and the trigger count resets every time the wearer uses Ultimate.\"\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_4\"></div>\", \"The Great Cosmic Enterprise\", \"4<div class=\"nowrap_cont\"></div>\", \"erudition-class\", \"476.28\", \"330.75\", \"952.56\", \"Increases the wearer's ATK by <unbreak\\>8%</unbreak> . For every 1 different Weakness Type an enemy target has, increases the DMG dealt to it by the wearer by <unbreak\\>4%</unbreak> . Up to a max of 7 Weakness Types can be taken into account for this effect.\"\", \"<div class=\"itempic_cont rar_bg_4\"></div><div class=\"itempic_cont rar_bg_4\"></div>\", [\"<div class=\"itempic_cont rar_bg_5\"><img loading=\"lazy\" alt=\"Lies, Aflutter in the Wind\" s

```
rc=<\"\\img\\item\\/lies-aflutter-in-the-wind-item_icon_35.webp\" width=\"35\" height=
\"35\"></div></a>\",<a href=\"\\\/lies-aflutter-in-the-wind-item\\//?lang=EN\">Lies, A
flutter in the Wind</a>\",<span class=\"rsh\">5</span><div class=\"nowrap_cont\"><
img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\\/img\\/icons\\/sta
r_35.webp\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=
\"\\\/img\\/icons\\/star_35.webp\" \\/><img loading=\"lazy\" class=\"cur_icon emoji\" alt
=\"Rarstr\" src=\"\\\/img\\/icons\\/star_35.webp\" \\/><img loading=\"lazy\" class=\"cur_
icon emoji\" alt=\"Rarstr\" src=\"\\\/img\\/icons\\/star_35.webp\" \\/><img loading=\"laz
y\" class=\"cur_icon emoji\" alt=\"Rarstr\" src=\"\\\/img\\/icons\\/star_35.webp\" \\/><
\/div>\",<span class=\"rsh\">nihiility-class</span><a href=\"\\\/nihiility-class\\/\"><i
mg loading=\"lazy\" src=\"\\\/img\\/class\\/nihiility-class_icon_35.webp\"></a>\",582.1
2\", \"529.2\", \"952.56\", \"Increases the wearer's SPD by <font color=f29e38><unbreak\
\">18%
</unbreak></font >. After the wearer uses an attack, there is a <unbreak\
\">120%</
unbreak> base chance to inflict the \"Bamboozle\" state on every enemy target. Decre
ases Bamboozled enemy target's DEF by <font color=f29e38><unbreak\
\">16%</unbreak><
\/font >, lasting for <unbreak\
\">2</unbreak> turn(s). If Wearer's SPD is higher tha
n or equal to <unbreak\
\">170</unbreak>, there is a <unbreak\
\">120%</unbreak> base
chance to inflict \"Theft\" state on it. Under the \"Theft\" state, enemy targets ha
ve their DEF decreased by <font color=f29e38><unbreak\
\">8%</unbreak></font >, last
ing for <unbreak\
\">2</unbreak> turn(s). When \"Bamboozle\" or \"Theft\" is applied
repeatedly, only the most recent application takes effect.\",<a href=\"\\\/heaven-incin
erator-item\\//?lang=EN\"><div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\"
alt=\"Heaven Incinerator\" src=\"\\\/img\\/item\\/heaven-incinerator-item_icon_35.webp\"
width=\"35\" height=\"35\"></div></a><a href=\"\\\/eternal-lament-item\\//?lang=EN\"><
div class=\"itempic_cont rar_bg_4\"><img loading=\"lazy\" alt=\"Eternal Lament\" src
=\"\\\/img\\/item\\/eternal-lament-item_icon_35.webp\" width=\"35\" height=\"35\"></div
></a>"]]);
```

2.56

When the wearer uses their Skill or Ultimate, their Outgoing Healing in creases by <unbreak>12%</unbreak>.	<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td><tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Collapsing Sky</td><td>3<div class="nowrap_cont"></div></td><td>destruction-class</td><td>370.44</td><td>198.45</td><td>846.72</td><td>The wearer's Basic ATK and Skill deal <unbreak>20%</unbreak> more DMG.						
<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td><tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Amber</td><td>3<div class="nowrap_cont"></div></td><td>preservation-class</td><td>264.6</td><td>330.75</td><td>846.72</td><td>Increases the wearer's DEF by <unbreak>16%</unbreak>. If the wearer's current HP percentage is lower than <unbreak>50%</unbreak>, increases their DEF by a further <unbreak>16%</unbreak>.							
<div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td><tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Void</td><td>3<div class="nowrap_cont"></div></td><td>nihility-class</td><td>317.52</td><td>264.6</td><td>846.72</td><td>At the start of the battle, the wearer's Effect Hit Rate increases by <unbreak>20%</unbreak> for <unbreak>3</unbreak> turns.							
<div class="itempic_con							

t rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td></tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Chorus</td><td>3<div class="nowrap_cont"></div></td><td>harmony-class</td><td>317.52</td><td>264.6</td><td>846.72</td><td>After entering battle, increases the ATK of all allies by <unbreak>8%</unbreak>. Abilities of the same type cannot stack.</td><td><div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td></tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Data Bank</td><td>3<div class="nowrap_cont"></div></td><td>erudition-class</td><td>370.44</td><td>264.6</td><td>740.88</td><td>Increases DMG dealt by the wearer's Ultimate by <unbreak>28%</unbreak>.</td><td><div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td></tr><tr><td><div class="itempic_cont rar_bg_3"></div></td><td>Darting Arrow</td><td>3<div class="nowrap_cont"></div></td><td>the-hunt-class</td><td>370.44</td><td>264.6</td><td>740.88</td><td>When the wearer defeats an enemy, increases ATK by <unbreak>24%</unbreak> for <unbreak>3</unbreak> turn(s).</td><td><div class="itempic_cont rar_bg_4"></div><div class="itempic_cont rar_bg_4"></div></td></tr><tr><td><a href=
"/fine-fruit-item/?lang=EN"><div class="itempic_cont rar_bg_3"></div></td><td>Fine Frui
t</td><td>3<div class="nowrap_cont"></div></td><td>abundance-
class</td><td>317.52</td><td>198.45</td><td>9
52.56</td><td>At the start of the battle, immediately regenerates <font color="f29e3
8"><unbreak>6</unbreak> Energy for all allies.</td><td><a href="/flower-of-et
ernity-item/?lang=EN"><div class="itempic_cont rar_bg_4"></div><div c
lass="itempic_cont rar_bg_4"></div></
a></td></tr><tr><td><div class="itempic_cont
rar_bg_3"><img alt="Shattered Home" decoding="async" height="35" loading="lazy" src
="/img/item/shattered-home-item_icon_35.webp" width="35"/></div></td><td>Shattered Home</td><td>3</spa
n><div class="nowrap_cont"></div></td><td>destruction-class<a href="/destruction-c
lass/"></td><td>370.44</td><td>198.45</td><td>846.72</td><td>The wearer deals
<unbreak>20%</unbreak> more DMG to enemy targets whose H
P percentage is greater than <unbreak>50%</unbreak>.</td><td><a href="/worldbreaker-
blade-item/?lang=EN"><div class="itempic_cont rar_bg_4"></div><div c
lass="itempic_cont rar_bg_4"></div></
a></td></tr></tbody></table>
```

```
In [228... # seeing the html
the column names are in the thead part of the table
#I used 'find_all' to find all the thead class in the first table class
used to check if I got the right one
soup.find_all('thead')
```

```
Out[228... [<thead><tr><td><style>.sortable tr td:nth-child(1) {width: 1%;}</style></td><td>C
oncepts</td><td class="hmb">Rarity</td><td>Path</td><td class="hmb">ATK</td><td cl
ass="hmb">DEF</td><td class="hmb">HP</td><td>Skill</td><td>Character Materials</td
></tr></thead>]
```

```
In [229... # placing the thead class in a variable to extract the td
data of the column names row
titles_column = soup.find('thead')
titles_column = titles_column.find_all('td')
titles_column
```

```
Out[229... [<td><style>.sortable tr td:nth-child(1) {width: 1%;}</style></td>,
<td>Concepts</td>,
<td class="hmb">Rarity</td>,
<td>Path</td>,
<td class="hmb">ATK</td>,
<td class="hmb">DEF</td>,
<td class="hmb">HP</td>,
<td>Skill</td>,
<td>Character Materials</td>]
```

```
In [230... # Looping through each entry of the titles_column
#and putting it in another variable
titles_table = [title.text for title in titles_column]
titles_table
```

```
Out[230... ['',
'Concepts',
'Rarity',
'Path',
'ATK',
'DEF',
'HP',
'Skill',
'Character Materials']
```

```
In [231... print(titles_table)
#the blank column is part of the website
```

```
['', 'Concepts', 'Rarity', 'Path', 'ATK', 'DEF', 'HP', 'Skill', 'Character Materials']
```

```
In [232... df = pd.DataFrame(columns = titles_table)
#placing the columns in a pandas dataframe
#using pd.DataFrame()
```

```
In [233... df
#checking it it works
```

```
Out[233... Concepts Rarity Path ATK DEF HP Skill Character Materials
```

---

```
In [234... # in the whole html
the row entries is in the tbody class
#finding the tbody
and checking the extracted is correct
row_data = soup.find('tbody')
row_data
```



Out[234...

```
<tbody><script> sortable_data.push([[<div cla
ss="\itempic_cont rar_bg_3\\"></div>","<a href=
\\"/arrows-item\\"/?lang=EN\\">Arrows","3<div class=
"\nowrap_cont\\"><img loading="\lazy\\" class="\cur_icon emoji\\" alt="\Rarstr\\" src=
\\"img/icons/star_35.webp\\" \/></div>","
the-hunt-class","317.52","26
4.6","846.72","At the start of the battle, the wearer's CRIT Rate increases by <fo
nt color=f29e38><unbreak\\">12%</unbreak> for <unbreak\\">3</unbreak> tur
n(s).","<div class="\itempic_
cont rar_bg_4\\"></
div><div class="\itempic_cont ra
r_bg_4\\"></div>],[<a href=
\\"cornucopia-item\\"/?lang=EN\\"><div class="\itempic_cont rar_bg_3\\"></div>","Corn
ucopia","3<div class="\nowrap_cont\\"></div>","abundance-
class","264.6","264.6","952.56","When the wear
er uses their Skill or Ultimate, their Outgoing Healing increases by <font color=f
29e38><unbreak\\">12%</unbreak>.",<a href="\flower-of-eternity-item\\"/?
lang=EN\\"><div class="\itempic_cont rar_bg_4\\"></div><div cl
ass="\itempic_cont rar_bg_4\\"><img loading="\lazy\\" alt="\Silvermane Medal\\" src=
"\img/item/silvermane-medal-item_icon_35.webp\\" width="\35\\" height="\35\\"></
div>],[<div class="\itempic_con
t rar_bg_3\\"></div>","<a href=
\\"collapsing-sky-item\\"/?lang=EN\\">Collapsing Sky","3</
span><div class="\nowrap_cont\\"></div>","destruction-class<a href="\destructi
on-class\\">","370.44","198.45","846.72","The wearer's Basic ATK and Skill deal <fo
nt color=f29e38><unbreak\\">20%</unbreak> more DMG.",<a href="\worldbr
eaker-blade-item\\"/?lang=EN\\"><div class="\itempic_cont rar_bg_4\\"></div><a href="\conquerors-will-item
\\"/?lang=EN\\"><div class="\itempic_cont rar_bg_4\\"></div>],[<div class="\ite
mpic_cont rar_bg_3\\"></div>","<a href="\amber-it
em\\"/?lang=EN\\">Amber","3<div class="\nowrap_cont
```

\></div>","<span class="rsh">preservation-class</span><a href="//preservation-class/"></a>","264.6","330.75","846.72","Increases the wearer's DEF by <font color=f29e38><unbreak">16%</unbreak></font>. If the wearer's current HP percentage is lower than <unbreak">50%</unbreak>, increases their DEF by a further <font color=f29e38><unbreak">16%</unbreak></font>.", "<a href="//safeguard-of-amber-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"],["<a href="//void-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a>","<a href="//void-item/?lang=EN">Void</a>","<span class="rsh">3</span><div class="nowrap\_cont"></div>","<span class="rsh">nihility-class</span><a href="//nihility-class/"></a>","317.52","264.6","846.72","At the start of the battle, the wearer's Effect Hit Rate increases by <font color=f29e38><unbreak">20%</unbreak></font> for <unbreak">3</unbreak> turn(s).", "<a href="//obsidian-of-obsession-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//ancient-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"],["<a href="//chorus-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a>","<a href="//chorus-item/?lang=EN">Chorus</a>","<span class="rsh">3</span><div class="nowrap\_cont"></div>","<span class="rsh">harmony-class</span><a href="//harmony-class/"></a>","317.52","264.6","846.72","After entering battle, increases the ATK of all allies by <font color=f29e38><unbreak">8%</unbreak></font>. Abilities of the same type cannot stack.", "<a href="//stellaris-symphony-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//silvermane-medal-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"],["<a href="//data-bank-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a>","<a href="//data-bank-item/?lang=EN">Data Bank</a>","<span class="rsh">3</span><div class="nowrap\_cont"></div></p></div>

\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/></div>\", \"<span class=\\\"rsh\\\">erudition-class</span><a href=\\\"\\erudition-class\\/\\\"><img loading=\\\"lazy\\\" src=\\\"\\img\\class\\erudition-class\_icon\_35.webp\\\"></a>\", \"370.44\", \"264.6\", \"740.88\", \"Increases DMG dealt by the wearer's Ultimate by <font color=f29e38><unbreak\\\">28%</unbreak></font> .\", \"<a href=\\\"\\key-of-wisdom-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Key of Wisdom\\\" src=\\\"\\img\\item\\key-of-wisdom-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a><a href=\\\"\\squirming-core-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Squirming Core\\\" src=\\\"\\img\\item\\squirming-core-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a>\", [\"<a href=\\\"\\darting-arrow-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_3\\\"><img loading=\\\"lazy\\\" alt=\\\"Darting Arrow\\\" src=\\\"\\img\\item\\darting-arrow-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a>\", \"<a href=\\\"\\darting-arrow-item\\/\\?lang=EN\\\">Darting Arrow</a>\", \"<span class=\\\"rsh\\\">3</span><div class=\\\"nowrap\_cont\\\"><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star\_35.webp\\\" \\/></div>\", \"<span class=\\\"rsh\\\">the-hunt-class</span><a href=\\\"\\the-hunt-class\\/\\\"><img loading=\\\"lazy\\\" src=\\\"\\img\\class\\the-hunt-class\_icon\_35.webp\\\"></a>\", \"370.44\", \"264.6\", \"740.88\", \"When the wearer defeats an enemy, increases ATK by <font color=f29e38><unbreak\\\">24%</unbreak></font> for <unbreak\\\">3</unbreak> turn(s).\", \"<a href=\\\"\\arrow-of-the-starchaser-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Arrow of the Starchaser\\\" src=\\\"\\img\\item\\arrow-of-the-starchaser-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a><a href=\\\"\\silvermane-medal-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Silvermane Medal\\\" src=\\\"\\img\\item\\silvermane-medal-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a>\", [\"<a href=\\\"\\fine-fruit-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_3\\\"><img loading=\\\"lazy\\\" alt=\\\"Fine Fruit\\\" src=\\\"\\img\\item\\fine-fruit-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a>\", \"<a href=\\\"\\fine-fruit-item\\/\\?lang=EN\\\">Fine Fruit</a>\", \"<span class=\\\"rsh\\\">3</span><div class=\\\"nowrap\_cont\\\"><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star\_35.webp\\\" \\/></div>\", \"<span class=\\\"rsh\\\">abundance-class</span><a href=\\\"\\abundance-class\\/\\\"><img loading=\\\"lazy\\\" src=\\\"\\img\\class\\abundance-class\_icon\_35.webp\\\"></a>\", \"317.52\", \"198.45\", \"952.56\", \"At the start of the battle, immediately regenerates <font color=f29e38><unbreak\\\">6</unbreak></font> Energy for all allies.\", \"<a href=\\\"\\flower-of-eternity-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Flower of Eternity\\\" src=\\\"\\img\\item\\flower-of-eternity-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a><a href=\\\"\\squirming-core-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Squirming Core\\\" src=\\\"\\img\\item\\squirming-core-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a>\", [\"<a href=\\\"\\shattered-home-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_3\\\"><img loading=\\\"lazy\\\" alt=\\\"Shattered Home\\\" src=\\\"\\img\\item\\shattered-home-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a>\", \"<a href=\\\"\\shattered-home-item\\/\\?lang=EN\\\">Shattered Home</a>\", \"<span class=\\\"rsh\\\">3</span><div class=\\\"nowrap\_cont\\\"><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\img\\icons\\star\_35.webp\\\" \\/></div>\", \"<span class=\\\"rsh\\\">destruction-class</span><a href=\\\"\\destruction-class\\/\\\"><img loading=\\\"lazy\\\" src=\\\"\\img\\class\\destruction-class\_icon\_35.webp\\\"></a>\", \"370.44\", \"198.45\", \"846.72\", \"The wearer deals <font color=f29e38><unbreak\\\">20%</unbreak></font> more DMG to enem

y targets whose HP percentage is greater than <unbreak\ ">50%\</unbreak>.", "<a href =\"\\worldbreaker-blade-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Worldbreaker Blade\" src=\"\\img\\item\\worldbreaker-blade-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\squirming-core-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Squirming Core\" src=\"\\img\\item\\squirming-core-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\\defense-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_3\"><img loading=\"lazy\" alt=\"Defense\" src=\"\\img\\item\\defense-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href =\"\\defense-item\\/?lang=EN\">Defense</a>\", \"<span class=\"rsh\">3</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">preservation-class</span><a href=\"\\preservation-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\preservation-class\_icon\_35.webp\"></a>\", \"264.6\", \"264.6\", \"952.56\", \"When the wearer unleashes their Ultimate, they restore HP by <font color=f29e38><unbreak\ ">18%\</unbreak></font> of their Max HP.\"\", \"<a href=\"\\safeguard-of-amber-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Safeguard of Amber\" src=\"\\img\\item\\safeguard-of-amber-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\conquerors-will-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Conqueror's Will\" src=\"\\img\\item\\conquerors-will-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\\loop-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_3\"><img loading=\"lazy\" alt=\"Loop\" src=\"\\img\\item\\loop-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\\loop-item\\/?lang=EN\">Loop</a>\", \"<span class=\"rsh\">3</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">nihility-class</span><a href=\"\\nihility-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\nihility-class\_icon\_35.webp\"></a>\", \"317.52\", \"264.6\", \"846.72\", \"Increases DMG dealt from its wearer to Slowed enemies by <font color=f29e38><unbreak\ ">24%\</unbreak></font> .\", \"<a href=\"\\obsidian-of-obsession-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Obsidian of Obsession\" src=\"\\img\\item\\obsidian-of-obsession-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\ancient-engine-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Ancient Engine\" src=\"\\img\\item\\ancient-engine-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\\meshing-cogs-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_3\"><img loading=\"lazy\" alt=\"Meshing Cogs\" src=\"\\img\\item\\meshing-cogs-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\\meshing-cogs-item\\/?lang=EN\">Meshing Cogs</a>\", \"<span class=\"rsh\">3</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">harmony-class</span><a href=\"\\harmony-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\harmony-class\_icon\_35.webp\"></a>\", \"317.52\", \"264.6\", \"846.72\", \"After the wearer uses attacks or gets hit, additionally regenerates <font color=f29e38><unbreak\ ">4%\</unbreak></font> Energy. This effect cannot be repeatedly triggered in a single turn.\"\", \"<a href=\"\\stellaris-symphony-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Stellaris Symphony\" src=\"\\img\\item\\stellaris-symphony-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\silvermane-medal-item\\/?lang

=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//passkey-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a>,"<a href="//passkey-item/?lang=EN">Passkey</a>,"<span class="rsh">3</span><div class="nowrap\_cont"></div>,"<span class="rsh">erudition-class</span><a href="//erudition-class/"></a>,"370.44","264.6","740.88","After the wearer uses their Skill, additionally regenerates <font color=f29e38><unbreak>8</unbreak></font> Energy. This effect cannot be repeatedly triggered in a single turn.",<a href="//key-of-wisdom-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//adversarial-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a>,"<a href="//adversarial-item/?lang=EN">Adversarial</a>,"<span class="rsh">3</span><div class="nowrap\_cont"></div>,"<span class="rsh">the-hunt-class</span><a href="//the-hunt-class/"></a>,"370.44","264.6","740.88","When the wearer defeats an enemy, increases SPD by <font color=f29e38><unbreak>10%</unbreak></font> for <unbreak>2</unbreak> turn(s).",<a href="//arrow-of-the-starchaser-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//ancient-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//multiplication-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a>,"<a href="//multiplication-item/?lang=EN">Multiplication</a>,"<span class="rsh">3</span><div class="nowrap\_cont"></div>,"<span class="rsh">abundance-class</span><a href="//abundance-class/"></a>,"317.52","198.45","952.56","After the wearer uses their Basic ATK, their next action will be Advanced Forward by <font color=f29e38><unbreak>12%</unbreak></font>.",<a href="//flower-of-eternity-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//immortal-lumintwig-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//mutual-demise-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a>,"<a href="//mutual-demise-item/?lang=EN">Mutual Demise</a>,"<span class="rsh">3</span><div class="nowrap\_cont"></div>,"<span class="rsh">destruction-class</span><a href="//destruction-class/"></a>,"370.44","198.45","846.72","If the wearer's current HP percentage is lower than <unbreak">80%</unbreak>,<br>CRIT Rate increases by <font color=f29e38><unbreak">12%</unbreak></font> of their Max HP.",<a href="//worldbreaker-blade-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//silvermane-medal-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//pioneering-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a>,"<a href="//pioneering-item/?lang=EN">Pioneering</a>,"<span class="rsh">3</span><div class="nowrap\_cont"></div>,"<span class="rsh">preservation-class</span><a href="//preservation-class/"></a>,"264.6","264.6","952.56","When the wearer Breaks an enemy's Weakness, the wearer restores HP by <font color=f29e38><unbreak">12%</unbreak></font> of their Max HP.",<a href="//safeguard-of-amber-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//hidden-shadow-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a>,"<a href="//hidden-shadow-item/?lang=EN">Hidden Shadow</a>,"<span class="rsh">3</span><div class="nowrap\_cont"></div>,"<span class="rsh">nihility-class</span><a href="//nihility-class/"></a>,"317.52","264.6","846.72","After using Skill, the wearer's next Basic ATK deals Additional DMG equal to <font color=f29e38><unbreak">60%</unbreak></font> of ATK to the target enemy.",<a href="//obsidian-of-obsession-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//artifexs-gyreheart-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//mediation-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a>,"<a href="//mediation-item/?lang=EN">Mediation</a>,"<span class="rsh">3</span><div class="nowrap\_cont"><im

g loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="//img/icons/star\_35.webp" /></div>","<span class="rsh">harmony-class</span><a href="//harmony-class/"></a>,"317.52","264.6","846.72","Upon entering battle, increases SPD of all allies by <font color=f29e38><unbreak>12</unbreak></font> > points for <unbreak>1</unbreak> turn(s).","<a href="//stellaris-symphony-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"],["<a href="//sagacity-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a>,"<a href="//sagacity-item/?lang=EN">Sagacity</a>,"<span class="rsh">3</span><div class="nowrap\_cont"></div>","<span class="rsh">erudition-class</span><a href="//erudition-class/"></a>,"370.44","264.6","740.88","When the wearer uses their Ultimate, increases ATK by <font color=f29e38><unbreak>24%</unbreak></font> > for <unbreak>2</unbreak> turn(s).","<a href="//key-of-wisdom-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//conquerors-will-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"],["<a href="//post-op-conversation-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>,"<a href="//post-op-conversation-item/?lang=EN">Post-Op Conversation</a>,"<span class="rsh">4</span><div class="nowrap\_cont"></div>","<span class="rsh">abundance-class</span><a href="//abundance-class/"></a>,"423.36","330.75","1058.4","Increases the wearer's Energy Regeneration Rate by <font color=f29e38><unbreak>8%</unbreak></font> > and increases Outgoing Healing when they use their Ultimate by <font color=f29e38><unbreak>12%</unbreak></font> .","<a href="//flower-of-eternity-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"],["<a href="//good-night-and-sleep-well-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>,"<a href="//good-night-and-sleep-well-item/?lang=EN">Good Night and Sleep Well</a>,"<span class="rsh">4</span><div class="nowrap\_cont"><img loading="lazy" class="cur\_icon emoji" alt="R

arstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_ico  
on emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"laz  
y\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/>  
<img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\  
star\_35.webp\" \\/></div>\",<span class=\"rsh\">nihility-class</span><a href=\"\\/  
nihility-class\\/\"><img loading=\"lazy\" src=\"\\img\\/class\\/nihility-class\_icon\_3  
5.webp\"></a>\",<div>476.28\",<div>330.75\",<div>952.56\",<div>For every debuff the target enemy has,  
the DMG dealt by the wearer increases by <font color=f29e38><unbreak\">12%</unbre  
ak></font >, stacking up to <unbreak\">3</unbreak> time(s). This effect also app  
lies to DoT.\",<a href=\"\\/obsidian-of-obsession-item\\/\"?lang=EN\"><div class=\"ite  
mpic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Obsidian of Obsession\" src=\"\\img\\/item\\/obsidian-of-obsession-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\/silvermane-medal-item\\/\"?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Silvermane Medal\" src=\"\\img\\/item\\/silvermane-medal-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\",<div>[<a href= \"\\/day-one-of-my-new-life-item\\/\"?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Day One of My New Life\" src=\"\\img\\/item\\/day-one-of-my-new-life-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\",<a href= \"\\/day-one-of-my-new-life-item\\/\"?lang=EN\">Day One of My New Life</a>\",<span c  
lass=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur  
\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=  
\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp  
\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\/i  
cons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarst  
r\" src=\"\\img\\icons\\star\_35.webp\" \\/></div>\",<span class=\"rsh\">preservati  
on-class</span><a href=\"\\/preservation-class\\/\"><img loading=\"lazy\" src=\"\\img\\/class\\/preservation-class\_icon\_35.webp\"></a>\",<div>370.44\",<div>463.05\",<div>952.56\",<div>In  
creases the wearer's DEF by <font color=f29e38><unbreak\">16%</unbreak></font >.  
After entering battle, increases All-Type RES of all allies by <font color=f29e38>  
<unbreak\">8%</unbreak></font >. Abilities of the same type cannot stack.\",<a h  
ref=\"\\/safeguard-of-amber-item\\/\"?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><  
img loading=\"lazy\" alt=\"Safeguard of Amber\" src=\"\\img\\/item\\/safeguard-of-am  
ber-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\/squirmi  
ng-core-item\\/\"?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy  
\" alt=\"Squirming Core\" src=\"\\img\\/item\\/squirming-core-item\_icon\_35.webp\" wi  
dth=\"35\" height=\"35\"></div></a>\",<div>[<a href=\"\\/only-silence-remains-item\\/\"?  
lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Only Si  
lence Remains\" src=\"\\img\\/item\\/only-silence-remains-item\_icon\_35.webp\" width=  
\"35\" height=\"35\"></div></a>\",<a href=\"\\/only-silence-remains-item\\/\"?lang=E  
N\">Only Silence Remains</a>\",<span class=\"rsh\">4</span><div class=\"nowrap\_c  
ont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\/i  
cons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarst  
r\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon e  
moji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\"  
class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/></d  
iv>\",<span class=\"rsh\">the-hunt-class</span><a href=\"\\/the-hunt-class\\/\"><im  
g loading=\"lazy\" src=\"\\img\\/class\\/the-hunt-class\_icon\_35.webp\"></a>\",<div>476.2  
8\",<div>330.75\",<div>952.56\",<div>Increases the wearer's ATK by <font color=f29e38><unbreak\">  
16%</unbreak></font >. If there are 2 or fewer enemies on the field, increases w  
earer's CRIT Rate by <font color=f29e38><unbreak\">12%</unbreak></font >.\",<a h  
ref=\"\\/arrow-of-the-starchaser-item\\/\"?lang=EN\"><div class=\"itempic\_cont rar\_bg\_  
4\"><img loading=\"lazy\" alt=\"Arrow of the Starchaser\" src=\"\\img\\/item\\/arrow  
-of-the-starchaser-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a h  
ref=\"\\/silvermane-medal-item\\/\"?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><im  
g loading=\"lazy\" alt=\"Silvermane Medal\" src=\"\\img\\/item\\/silvermane-medal-it  
em\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\",<div>[<a href=\"\\/memories



-of-the-past-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>,"<a href="//memories-of-the-past-item/?lang=EN">Memories of the Past</a>,"<span class="rsh">4</span><div class="nowrap\_cont"></div>,"<span class="rsh">harmony-class</span><a href="//harmony-class/"></a>,"423.36","396.9","952.56","Increases the wearer's Break Effect by <font color=f29e38><unbreak">28%</unbreak></font> . When the wearer attacks, additionally regenerates <font color=f29e38><unbreak">4</unbreak></font> Energy. This effect cannot be repeatedly triggered in a single turn.",<a href="//stellaris-symphony-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//silvermane-medal-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//the-moles-welcome-you-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>,"<a href="//the-moles-welcome-you-item/?lang=EN">The Moles Welcome You</a>,"<span class="rsh">4</span><div class="nowrap\_cont"></div>,"<span class="rsh">destruction-class</span><a href="//destruction-class/"></a>,"476.28","264.6","1058.4","When the wearer uses Basic ATK, Skill, or Ultimate to attack enemies, the wearer gains one stack of Mischievous. Each stack increases the wearer's ATK by <font color=f29e38><unbreak">12%</unbreak></font> .",<a href="//worldbreaker-blade-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//conquerors-will-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//the-birth-of-the-self-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>,"<a href="//the-birth-of-the-self-item/?lang=EN">The Birth of the Self</a>,"<span class="rsh">4</span><div class="nowrap\_cont"></div>,"<span class="rsh">erudition-class</span><a href="//erudition-class/"></a>,"476.28","330.75","952.56","Increases DMG dealt by the wearer's Follow-up ATKs by <font color=f29e38><unbreak">24%</unbreak></font> . If the current HP percentage of the target enemy is below or equal to <unbreak">50%</unbreak>, increases DMG dealt by Follow-up ATKs by an extra <font color=f29e38><unbreak">24%</unbreak>

<font>.",<a href="\key-of-wisdom-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="\ancient-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="\eyes-of-the-prey-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>", "<a href="\eyes-of-the-prey-item/?lang=EN">Eyes of the Prey</a>", "<span class="rsh">4</span><div class="nowrap\_cont"></div>", "<span class="rsh">nihility-class</span><a href="\nihility-class/"></a>, "476.28", "330.75", "952.56", "Increases the wearer's Effect Hit Rate by <font color=f29e38><unbreak">20%</unbreak></font> > and increases DoT by <font color=f29e38><unbreak">24%</unbreak></font> .", "<a href="\obsidian-of-obsession-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="\ancient-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>], ["<a href="\landaus-choice-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>", "<a href="\landaus-choice-item/?lang=EN">Landau's Choice</a>", "<span class="rsh">4</span><div class="nowrap\_cont"></div>", "<span class="rsh">preservation-class</span><a href="/preservation-class/"></a>, "423.36", "396.9", "952.56", "The wearer is more likely to be attacked, and DMG taken is reduced by <font color=f29e38><unbreak">16%</unbreak></font> .", "<a href="\safeguard-of-amber-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="\squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>], ["<a href="\swordplay-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>", "<a href="\swordplay-item/?lang=EN">Swordplay</a>", "<span class="rsh">4</span><div class="nowrap\_cont"></div>", "<span class="rsh">the-hunt-class</span><a href="/the-hunt-class/"></a>, "476.28", "330.75", "952.56", "For each time the wearer hits the same target, DMG dealt increases by <font color=f29e38><unbreak">8%</unbreak>

\

/font >, stacking up to <unbreak\>5<\unbreak> time(s). This effect will be disp  
elled when the wearer changes targets.", "<a href=\"\"/arrow-of-the-starchaser-item  
\"/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Arro  
w of the Starchaser\" src=\"\"/img/item/arrow-of-the-starchaser-item\_icon\_35.webp  
\" width=\"35\" height=\"35\"></div></a><a href=\"\"/squirming-core-item\"/?lang=E  
N\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Squirming Cor  
e\" src=\"\"/img/item/squirming-core-item\_icon\_35.webp\" width=\"35\" height=\"35  
\"></div></a>\"], [<a href=\"\"/planetary-rendezvous-item\"/?lang=EN\"><div class=  
\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Planetary Rendezvous\" src=  
\"\"/img/item/planetary-rendezvous-item\_icon\_35.webp\" width=\"35\" height=\"35  
\"></div></a>\", "<a href=\"\"/planetary-rendezvous-item\"/?lang=EN\">Planetary Rend  
ezvous</a>\", "<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading  
=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp  
\" \/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/i  
cons/star\_35.webp\" \/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarst  
r\" src=\"\"/img/icons/star\_35.webp\" \/><img loading=\"lazy\" class=\"cur\_icon e  
moji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \/></div>\", "<span class=  
\"rsh\">harmony-class</span><a href=\"\"/harmony-class\"/><img loading=\"lazy\" s  
rc=\"\"/img/class/harmony-class\_icon\_35.webp\"></a>\", "423.36", "330.75", "1058.  
4", "After entering battle, if an ally deals the same DMG Type as the wearer, DMG d  
ealt increases by <font color=f29e38><unbreak\>12%<\unbreak></font >.", "<a href  
=\"\"/stellaris-symphony-item\"/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img  
loading=\"lazy\" alt=\"Stellaris Symphony\" src=\"\"/img/item/stellaris-symphony-  
item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/conquerors-  
will-item\"/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" a  
lt=\"Conqueror's Will\" src=\"\"/img/item/conquerors-will-item\_icon\_35.webp\" wid  
th=\"35\" height=\"35\"></div></a>\"], [<a href=\"\"/a-secret-vow-item\"/?lang=EN  
\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"A Secret Vow\"  
src=\"\"/img/item/a-secret-vow-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", "<a href=\"\"/a-secret-vow-item\"/?lang=EN\">A Secret Vow</a>\", "<span cl  
ass=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_  
icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \/><img loading=\"l  
azy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\"  
\" \/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icon  
s/star\_35.webp\" \/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\"  
src=\"\"/img/icons/star\_35.webp\" \/></div>\", "<span class=\"rsh\">destruction-cl  
ass</span><a href=\"\"/destruction-class\"/><img loading=\"lazy\" src=\"\"/img/cl  
ass/destruction-class\_icon\_35.webp\"></a>\", "476.28", "264.6", "1058.4", "Increases  
DMG dealt by the wearer by <font color=f29e38><unbreak\>20%<\unbreak></font >.  
The wearer also deals an extra <font color=f29e38><unbreak\>20%<\unbreak></font  
> of DMG to enemies whose current HP percentage is equal to or higher than the wea  
rer's current HP percentage.", "<a href=\"\"/worldbreaker-blade-item\"/?lang=EN\"><di  
v class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Worldbreaker Blade\"  
src=\"\"/img/item/worldbreaker-blade-item\_icon\_35.webp\" width=\"35\" height=\"35  
\"></div></a><a href=\"\"/silvermane-medal-item\"/?lang=EN\"><div class=\"itempic\_  
cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Silvermane Medal\" src=\"\"/img/item/  
silvermane-medal-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\"], [<  
a href=\"\"/make-the-world-clamor-item\"/?lang=EN\"><div class=\"itempic\_cont rar\_bg  
\_4\"><img loading=\"lazy\" alt=\"Make the World Clamor\" src=\"\"/img/item/make-t  
he-world-clamor-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", "<a h  
ref=\"\"/make-the-world-clamor-item\"/?lang=EN\">Make the World Clamor</a>\", "<span  
class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cu  
r\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \/><img loading=  
\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp  
\" \/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/i  
cons/star\_35.webp\" \/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarst

r\" src=\"\\img\\icons\\star\_35.webp\" \\/><\\div>\",<span class=\"rsh\">erudition-class<\\span><a href=\"\\erudition-class\\/\"><img loading=\"lazy\" src=\"\\img\\/class\\erudition-class\_icon\_35.webp\"><\\a>\",476.28\",396.9\",846.72\",The wearer regenerates <font color=f29e38><unbreak\\>20<\\unbreak><\\font > Energy immediately upon entering battle, and increases DMG dealt by the wearer's Ultimate by <font color=f29e38><unbreak\\>32%<\\unbreak><\\font >.\",<a href=\"\\key-of-wisdom-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Key of Wisdom\" src=\"\\img\\/item\\/key-of-wisdom-item\_icon\_35.webp\" width=\"35\" height=\"35\"><\\div><\\a><a href=\"\\ancient-engine-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Ancient Engine\" src=\"\\img\\/item\\/ancient-engine-item\_icon\_35.webp\" width=\"35\" height=\"35\"><\\div><\\a>],[<a href=\"\\perfect-timing-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Perfect Timing\" src=\"\\img\\/item\\/perfect-timing-item\_icon\_35.webp\" width=\"35\" height=\"35\"><\\div><\\a>\",<a href=\"\\perfect-timing-item\\/?lang=EN\">Perfect Timing<\\a>\",<span class=\"rsh\">4<\\span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\/icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\/icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\/icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\/icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\/icons\\star\_35.webp\" \\/><\\div>\",<span class=\"rsh\">abundance-class<\\span><a href=\"\\abundance-class\\/\"><img loading=\"lazy\" src=\"\\img\\/class\\abundance-class\_icon\_35.webp\"><\\a>\",423.36\",396.9\",952.56\",Increases the wearer's Effect RES by <font color=f29e38><unbreak\\>16%<\\unbreak><\\font > and increases Outgoing Healing by an amount that is equal to <font color=f29e38><unbreak\\>33%<\\unbreak><\\font > of Effect RES. Outgoing Healing can be increased this way by up to <font color=f29e38><unbreak\\>15%<\\unbreak><\\font >.\",<a href=\"\\flower-of-eternity-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Flower of Eternity\" src=\"\\img\\/item\\/flower-of-eternity-item\_icon\_35.webp\" width=\"35\" height=\"35\"><\\div><\\a><a href=\"\\artifexs-gyreheart-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Artifex's Gyreheart\" src=\"\\img\\/item\\/artifexs-gyreheart-item\_icon\_35.webp\" width=\"35\" height=\"35\"><\\div><\\a>],[<a href=\"\\resolution-shines-as-pearls-of-sweat-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Resolution Shines As Pearls of Sweat\" src=\"\\img\\/item\\/resolution-shines-as-pearls-of-sweat-item\_icon\_35.webp\" width=\"35\" height=\"35\"><\\div><\\a>\",<a href=\"\\resolution-shines-as-pearls-of-sweat-item\\/?lang=EN\">Resolution Shines As Pearls of Sweat<\\a>\",<span class=\"rsh\">4<\\span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\/icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\/icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\/icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\/icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\/icons\\star\_35.webp\" \\/><\\div>\",<span class=\"rsh\">nihility-class<\\span><a href=\"\\nihility-class\\/\"><img loading=\"lazy\" src=\"\\img\\/class\\nihility-class\_icon\_35.webp\"><\\a>\",476.28\",330.75\",952.56\",When the wearer hits an enemy and if the hit enemy is not already \"Ensnared,\" then there is a <font color=f29e38><unbreak\\>60%<\\unbreak><\\font > base chance to \"Ensnare\" the hit enemy. \"Ensnared\" enemies' DEF decreases by <font color=f29e38><unbreak\\>12%<\\unbreak><\\font > for <unbreak\\>1<\\unbreak> turn(s).\",<a href=\"\\obsidian-of-obsession-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Obsidian of Obsession\" src=\"\\img\\/item\\/obsidian-of-obsession-item\_icon\_35.webp\" width=\"35\" height=\"35\"><\\div><\\a><a href=\"\\artifexs-gyreheart-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Artifex's Gyreheart\" src=\"\\img\\/item\\/artifexs-gyreheart-item\_icon\_35.webp\" width=\"35\" height=\"35\"><\\div><\\a>],[<a href=\"\\trend-of-the-universal-market-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><im

g loading="lazy" alt="Trend of the Universal Market" src="//img/item/trend-of-the-universal-market-item\_icon\_35.webp" width="35" height="35"></div></a>","<a href="//trend-of-the-universal-market-item/?lang=EN">Trend of the Universal Market</a>","<span class="rsh">4</span><div class="nowrap\_cont"></div>","<span class="rsh">preservation-class</span><a href="//preservation-class/"></a>","370.44","396.9","1058.4","Increases the wearer's DEF by <font color=f29e38><unbreak">16%</unbreak></font>. When the wearer is attacked, there is a <font color=f29e38><unbreak">100%</unbreak></font> base chance to Burn the enemy. For each turn, the wearer deals DoT that is equal to <font color=f29e38><unbreak">40%</unbreak></font> of the wearer's DEF for <unbreak">2</unbreak> turn(s).","<a href="//safeguard-of-amber-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//immortal-lumintwig-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"],["<a href="//subscribe-for-more-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>","<a href="//subscribe-for-more-item/?lang=EN">Subscribe for More!</a>","<span class="rsh">4</span><div class="nowrap\_cont"></div>","<span class="rsh">the-hunt-class</span><a href="//the-hunt-class/"></a>","476.28","330.75","952.56","The wearer's Basic ATK and Skill deals <font color=f29e38><unbreak">24%</unbreak></font> more DMG. This effect increases by an extra <font color=f29e38><unbreak">24%</unbreak></font> when the wearer's current Energy reaches its max level.","<a href="//arrow-of-the-starchaser-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//artifexs-gyreheart-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"],["<a href="//dance-dance-dance-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>","<a href="//dance-dance-dance-item/?lang=EN">Dance! Dance! Dance!</a>","<span class="rsh">4</span><div class="nowrap\_cont"></div>","<span class="rsh">harmony-class</span><a href="//harmony-class/"></a>","423.36","396.9","952.56","When the wearer uses their Ultimate, all allies' actions are Advanced Forward by <font color=f29e38><unbreak">16%</unbreak></font>.",<a href="//stellaris-symphony-item/?lang=EN"><d

iv class="itempic\_cont rar\_bg\_4"></div></a><a href="//artifexs-gyreheart-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"],["<a href="//under-the-blue-sky-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>","<a href="//under-the-blue-sky-item/?lang=EN">Under the Blue Sky</a>","<span class="rsh">4</span><div class="nowrap\_cont"></div>","<span class="rsh">destruction-class</span><a href="//destruction-class/"></a>","476.28","330.75","952.56","Increases the wearer's ATK by <font color=f29e38><unbreak>16%</unbreak></font>. When the wearer defeats an enemy, the wearer's CRIT Rate increases by <font color=f29e38><unbreak>12%</unbreak></font> for <unbreak>3</unbreak> turn(s).","<a href="//worldbreaker-blade-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//immortal-lumintwig-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"],["<a href="//geniuses-repose-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>","<a href="//geniuses-repose-item/?lang=EN">Geniuses' Repose</a>","<span class="rsh">4</span><div class="nowrap\_cont"></div>","<span class="rsh">erudition-class</span><a href="//erudition-class/"></a>","476.28","396.9","846.72","Increases the wearer's ATK by <font color=f29e38><unbreak>16%</unbreak></font>. When the wearer defeats an enemy, the wearer's CRIT DMG increases by <font color=f29e38><unbreak>24%</unbreak></font> for <unbreak>3</unbreak> turn(s).","<a href="//key-of-wisdom-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//immortal-lumintwig-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"],["<a href="//quid-pro-quo-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>","<a href="//quid-pro-quo-item/?lang=EN">Quid Pro Quo</a>","<span class="rsh">4</span><div class="nowrap\_cont"></div>","<span class="rsh">abundance-class</span><a href="//abundance-class/"><img loading="lazy" sr

c="/img/class/abundance-class\_icon\_35.webp"></a>","423.36","396.9","952.56","At the start of the wearer's turn, regenerates <font color=f29e38><unbreak>8</unbreak></font> Energy for a randomly chosen ally (excluding the wearer) whose current Energy is lower than <unbreak>50%</unbreak>.",<a href="/flower-of-eternity-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/silvermane-medal-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],<a href="/fermata-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>,<a href="/fermata-item/?lang=EN">Fermata</a>,<span class="rsh">4</span><div class="nowrap\_cont"></div>,<span class="rsh"> nihility-class</span><a href="/nihility-class/"></a>","476.28","330.75","952.56","Increases the wearer's Break Effect by <font color=f29e38><unbreak>16%</unbreak></font> , and increases their DMG to enemies afflicted with Shock or Wind Shear by <font color=f29e38><unbreak>16%</unbreak></font> . This also applies to DoT.",<a href="/obsidian-of-obsession-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/silvermane-medal-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],<a href="/we-are-wildfire-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>,<a href="/we-are-wildfire-item/?lang=EN">We Are Wildfire</a>,<span class="rsh">4</span><div class="nowrap\_cont"></div>,<span class="rsh">preservation-class</span><a href="/preservation-class/"></a>","476.28","463.05","740.88","At the start of the battle, the DMG dealt to all allies decreases by <font color=f29e38><unbreak>8%</unbreak></font> for <unbreak>5</unbreak> turn(s). At the same time, immediately restores HP to all allies equal to <font color=f29e38><unbreak>30%</unbreak></font> of the respective HP difference between the characters' Max HP and current HP.",<a href="/safeguard-of-amber-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/ancient-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],<a href="/river-flows-in-spring-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>,<a href="/river-flows-in-spring-item/?lang=EN">River Flows in Spring</a>,<span class="rsh">4</span><div class="nowrap\_cont"><img loading="lazy" class="cur\_icon emoji" alt="R

arstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_ico  
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<img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\  
star\_35.webp\" \\/><\\div>\",<span class=\"rsh\">the-hunt-class<\\span><a href=\"\\/  
the-hunt-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\the-hunt-class\_icon\_3  
5.webp\"><\\a>\",<font color=f29e38><unbreak\\>8%<\\unbreak><\\font > and DMG by <fon  
t color=f29e38><unbreak\\>12%<\\unbreak><\\font >. When the wearer takes DMG, this  
effect will disappear. This effect will resume after the end of the wearer's next  
turn.\",<a href=\"\\arrow-of-the-starchaser-item\\/?lang=EN\"><div class=\"itempic\_  
cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Arrow of the Starchaser\" src=\"\\img  
\\item\\arrow-of-the-starchaser-item\_icon\_35.webp\" width=\"35\" height=\"35\"><\\/  
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gine-item\_icon\_35.webp\" width=\"35\" height=\"35\"><\\div><\\a>\"],[<a href=\"\\w  
oof-walk-time-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=  
\"lazy\" alt=\"Woof! Walk Time!\" src=\"\\img\\item\\woof-walk-time-item\_icon\_35.w  
ebp\" width=\"35\" height=\"35\"><\\div><\\a>\",<a href=\"\\woof-walk-time-item\\/?  
lang=EN\">Woof! Walk Time!<\\a>\",<span class=\"rsh\">4<\\span><div class=\"nowrap  
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\\div>\",<span class=\"rsh\">destruction-class<\\span><a href=\"\\destruction-clas  
s\\\"><img loading=\"lazy\" src=\"\\img\\class\\destruction-class\_icon\_35.webp\"><  
\\a>\",<font color=f29e38><unbreak\\>10%<\\unbreak><\\font >, and increases their DMG to enemies afflicted  
with Burn or Bleed by <font color=f29e38><unbreak\\>16%<\\unbreak><\\font >. This  
also applies to DoT.\",<a href=\"\\worldbreaker-blade-item\\/?lang=EN\"><div class=  
\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Worldbreaker Blade\" src=  
\"\\img\\item\\worldbreaker-blade-item\_icon\_35.webp\" width=\"35\" height=\"35\"><  
\\div><\\a><a href=\"\\squirming-core-item\\/?lang=EN\"><div class=\"itempic\_cont r  
ar\_bg\_4\"><img loading=\"lazy\" alt=\"Squirming Core\" src=\"\\img\\item\\squirmin  
g-core-item\_icon\_35.webp\" width=\"35\" height=\"35\"><\\div><\\a>\"],[<a href=  
\"\\the-seriousness-of-breakfast-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg  
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\\the-seriousness-of-breakfast-item\_icon\_35.webp\" width=\"35\" height=\"35\"><\\d  
iv><\\a>\",<a href=\"\\the-seriousness-of-breakfast-item\\/?lang=EN\">The Seriousne  
ss of Breakfast<\\a>\",<span class=\"rsh\">4<\\span><div class=\"nowrap\_cont\"><im  
g loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\sta  
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\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><\\div>\",  
<span class=\"rsh\">erudition-class<\\span><a href=\"\\erudition-class\\\"><img lo  
ading=\"lazy\" src=\"\\img\\class\\erudition-class\_icon\_35.webp\"><\\a>\",<font  
>8\",<font color=f29e38><unbreak\\>12%<\\unbreak><\\font >. For every enemy defeated by the wearer, the wearer's ATK i  
ncreases by <font color=f29e38><unbreak\\>4%<\\unbreak><\\font >, stacking up to <  
unbreak\\>3<\\unbreak> time(s).\",<a href=\"\\key-of-wisdom-item\\/?lang=EN\"><div  
class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Key of Wisdom\" src=  
\"\\img\\item\\key-of-wisdom-item\_icon\_35.webp\" width=\"35\" height=\"35\"><\\div  
><\\a><a href=\"\\squirming-core-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg  
\_4\"><img loading=\"lazy\" alt=\"Squirming Core\" src=\"\\img\\item\\squirming-cor



e-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\"],[\"<a href=\"\\warmth-shortens-cold-nights-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Warmth Shortens Cold Nights\" src=\"\\img\\item\\warmth-shortens-cold-nights-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\\warmth-shortens-cold-nights-item/?lang=EN\">Warmth Shortens Cold Nights</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\></div>\", \"<span class=\"rsh\">abundance-class</span><a href=\"\\abundance-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\abundance-class\_icon\_35.webp\"></a>\", \"370.44\", \"396.9\", \"1058.4\", \"Increases the wearer's Max HP by <font color=f29e38><unbreak\\\">16%</unbreak></font> . When using Basic ATK or Skill, restores all allies' HP by an amount equal to <font color=f29e38><unbreak\\\">2%</unbreak></font> of their respective Max HP.\"\", \"<a href=\"\\flower-of-eternity-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Flower of Eternity\" src=\"\\img\\item\\flower-of-eternity-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\squirming-core-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Squirming Core\" src=\"\\img\\item\\squirming-core-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\"],[\"<a href=\"\\we-will-meet-again-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"We Will Meet Again\" src=\"\\img\\item\\we-will-meet-again-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\\we-will-meet-again-item/?lang=EN\">We Will Meet Again</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\></div>\", \"<span class=\"rsh\">nihility-class</span><a href=\"\\nihility-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\nihility-class\_icon\_35.webp\"></a>\", \"529.2\", \"330.75\", \"846.72\", \"After the wearer uses Basic ATK or Skill, deals Additional DMG equal to <font color=f29e38><unbreak\\\">48%</unbreak></font> of the wearer's ATK to a random enemy that has been attacked.\"\", \"<a href=\"\\obsidian-of-obsession-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Obsidian of Obsession\" src=\"\\img\\item\\obsidian-of-obsession-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\ancient-engine-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Ancient Engine\" src=\"\\img\\item\\ancient-engine-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\"],[\"<a href=\"\\this-is-me-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"This Is Me!\" src=\"\\img\\item\\this-is-me-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\\this-is-me-item/?lang=EN\">This Is Me!</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\></div>\", \"<span class=\"rsh\">preservation-class</span><a href=\"\\preservation-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\preservation-class\_icon\_35.webp\"></a>\", \"370.44\", \"529.2\", \"846.72\", \"Increases the wearer's DEF by <font color=f29e38><unbreak\\\">16%</unbreak></font> . Increases the DMG of the wearer when they use their Ultimate by <font color=f29e38><unbreak\\\">60%</unbreak></font> of the wearer's DEF. This effect only applies 1 time per enemy target durin

g each use of the wearer's Ultimate.", "<a href=\"\"/safeguard-of-amber-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Safeguard of Amber\" src=\"\"/img/item/safeguard-of-amber-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/conquerors-will-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Conqueror's Will\" src=\"\"/img/item/conquerors-will-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a></div>\", [\"<a href=\"\"/return-to-darkness-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Return to Darkness\" src=\"\"/img/item/return-to-darkness-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/return-to-darkness-item/?lang=EN\">Return to Darkness</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">the-hunt-class</span><a href=\"\"/the-hunt-class\\/\"><img loading=\"lazy\" src=\"\"/img/class/the-hunt-class\_icon\_35.webp\"></a>\", \"529.2\", \"330.75\", \"846.72\", \"Increases the wearer's CRIT Rate by <font color=f29e38><unbreak\\>12%</unbreak></font> . After a CRIT Hit, there is a <font color=f29e38><unbreak\\>16%</unbreak></font> fixed chance to dispel 1 buff on the target enemy. This effect can only trigger 1 time per attack.\", \"<a href=\"\"/arrow-of-the-starchaser-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Arrow of the Starchaser\" src=\"\"/img/item/arrow-of-the-starchaser-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/immortal-lumintwig-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Immortal Lumintwig\" src=\"\"/img/item/immortal-lumintwig-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\"/carve-the-moon-weave-the-clouds-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Carve the Moon, Weave the Clouds\" src=\"\"/img/item/carve-the-moon-weave-the-clouds-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/carve-the-moon-weave-the-clouds-item/?lang=EN\">Carve the Moon, Weave the Clouds</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">harmony-class</span><a href=\"\"/harmony-class\\/\"><img loading=\"lazy\" src=\"\"/img/class/harmony-class\_icon\_35.webp\"></a>\", \"476.28\", \"330.75\", \"952.56\", \"At the start of the battle and whenever the wearer's turn begins, one of the following effects is applied randomly: All allies' ATK increases by <font color=f29e38><unbreak\\>10%</unbreak></font> , all allies' CRIT DMG increases by <font color=f29e38><unbreak\\>12%</unbreak></font> , or all allies' Energy Regeneration Rate increases by <font color=f29e38><unbreak\\>6%</unbreak></font> . The applied effect cannot be identical to the last effect applied, and will replace the previous effect. The applied effect will be removed when the wearer has been knocked down. Effects of the same type cannot be stacked.\", \"<a href=\"\"/stellaris-symphony-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Stellaris Symphony\" src=\"\"/img/item/stellaris-symphony-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/conquerors-will-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Conqueror's Will\" src=\"\"/img/item/conquerors-will-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\"/nowhere-to-run-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Nowhere to Run\" src=\"\"/img/item/nowhere-to-run-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/nowhere-to-run-item/?lang=EN\">Nowhere to Run</a>\"]

[\a>](#),"<span class="rsh">4</span><div class="nowrap\_cont"></div>,"<span class="rsh">destruction-class</span><a href="//destruction-class/"></a>,"529.2","264.6","952.56","Increases the wearer's ATK by <font color=f29e38><unbreak">24%</unbreak></font>. Whenever the wearer defeats an enemy, they restore HP equal to <font color=f29e38><unbreak">12%</unbreak></font> of their ATK.",<a href="//worldbreaker-blade-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//silvermane-medal-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//today-is-another-peaceful-day-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>,"<a href="//today-is-another-peaceful-day-item/?lang=EN">Today Is Another Peaceful Day</a>,"<span class="rsh">4</span><div class="nowrap\_cont"></div>,"<span class="rsh">erudition-class</span><a href="//erudition-class/"></a>,"529.2","330.75","846.72","After entering battle, increases the wearer's DMG based on their Max Energy. Each point of Energy increases DMG by <font color=f29e38><unbreak">0.2%</unbreak></font>. A max of <unbreak">160</unbreak> Energy will be taken into account for this.",<a href="//key-of-wisdom-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//immortal-lumintwig-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//before-the-tutorial-mission-starts-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>,"<a href="//before-the-tutorial-mission-starts-item/?lang=EN">Before the Tutorial Mission Starts</a>,"<span class="rsh">4</span><div class="nowrap\_cont"></div>,"<span class="rsh">nihility-class</span><a href="//nihility-class/"></a>,"476.28","330.75","952.56","Increases the wearer's Effect Hit Rate by <font color=f29e38><unbreak">20%</unbreak></font>. When the wearer attacks DEF-reduced enemies, regenerates <font color=f29e38><unbreak">4</unbreak></font> Energy.",<a href="//obsidian-of-obsession-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//squirring-core-item/?lan

g=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Squirming Core\" src=\"\\img\\item\\squirming-core-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\"], [\"<a href=\"\\night-on-the-milky-way-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_5\"><img loading=\"lazy\" alt=\"Night on the Milky Way\" src=\"\\img\\item\\night-on-the-milky-way-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\\night-on-the-milky-way-item\\/?lang=EN\">Night on the Milky Way</a>\", \"<span class=\"rsh\">5</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\></div>\", \"<span class=\"rsh\">erudition-class</span><a href=\"\\erudition-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\erudition-class\_icon\_35.webp\"></a>\", \"582.12\", \"396.9\", \"1164.24\", \"For every enemy on the field, increases the wearer's ATK by <font color=f29e38><unbreak\">9%</unbreak></font> , up to 5 stacks. When an enemy is inflicted with Weakness Break, the DMG dealt by the wearer increases by <font color=f29e38><unbreak\">30%</unbreak></font> for 1 turn.\"], [\"<a href=\"\\key-of-wisdom-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Key of Wisdom\" src=\"\\img\\item\\key-of-wisdom-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\squirming-core-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Squirming Core\" src=\"\\img\\item\\squirming-core-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\"], [\"<a href=\"\\in-the-night-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_5\"><img loading=\"lazy\" alt=\"In the Night\" src=\"\\img\\item\\in-the-night-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\\in-the-night-item\\/?lang=EN\">In the Night</a>\", \"<span class=\"rsh\">5</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\></div>\", \"<span class=\"rsh\">the-hunt-class</span><a href=\"\\the-hunt-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\the-hunt-class\_icon\_35.webp\"></a>\", \"582.12\", \"463.05\", \"1058.4\", \"Increases the wearer's CRIT Rate by <font color=f29e38><unbreak\">18%</unbreak></font> . While the wearer is in battle, for every <unbreak\">10</unbreak> SPD that exceeds <unbreak>100</unbreak>, increases DMG dealt by Basic ATK and Skill by <font color=f29e38><unbreak\">6%</unbreak></font> . At the same time, increases the CRIT DMG of Ultimate by <font color=f29e38><unbreak\">12%</unbreak></font> . This effect can stack up to <unbreak\">6</unbreak> time(s).\", \"<a href=\"\\arrow-of-the-starchaser-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Arrow of the Starchaser\" src=\"\\img\\item\\arrow-of-the-starchaser-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\conquerors-will-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Conqueror's Will\" src=\"\\img\\item\\conquerors-will-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\"], [\"<a href=\"\\something-irreplaceable-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_5\"><img loading=\"lazy\" alt=\"Something Irreplaceable\" src=\"\\img\\item\\something-irreplaceable-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\\something-irreplaceable-item\\/?lang=EN\">Something Irreplaceable</a>\", \"<span class=\"rsh\">5</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\></div>,"<span class="rsh">destruction-class</span><a href="//destruction-class/"></a>,"582.12","396.9","1164.24","Increases the wearer's ATK by <font color=f29e38><unbreak">24%</unbreak></font>. When the wearer defeats an enemy or is hit, immediately restores HP equal to <font color=f29e38><unbreak">8%</unbreak></font> of the wearer's ATK. At the same time, the wearer's DMG is increased by <font color=f29e38><unbreak">24%</unbreak></font> until the end of their next turn. This effect cannot stack and can only trigger 1 time per turn.",<a href="//worldbreaker-blade-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//ancient-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],[<a href="//but-the-battle-isnt-over-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,<a href="//but-the-battle-isnt-over-item/?lang=EN">But the Battle Isn't Over</a>,<span class="rsh">5</span><div class="nowrap\_cont"></div>,"<span class="rsh">harmony-class</span><a href="//harmony-class/"></a>,"529.2","463.05","1164.24","Increases the wearer's Energy Regeneration Rate by <font color=f29e38><unbreak">10%</unbreak></font> and regenerates 1 Skill Point when the wearer uses their Ultimate on an ally. This effect can be triggered once after every 2 uses of the wearer's Ultimate. When the wearer uses their Skill, the next ally taking action (except the wearer) deals <font color=f29e38><unbreak">30%</unbreak></font> more DMG for <unbreak">1</unbreak> turn(s).",<a href="//stellaris-symphony-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//silvermane-medal-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],[<a href="//in-the-name-of-the-world-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,<a href="//in-the-name-of-the-world-item/?lang=EN">In the Name of the World</a>,<span class="rsh">5</span><div class="nowrap\_cont"></div>,<span class="rsh">nihility-class</span><a href="//nihility-class/"></a>,"582.12","463.05","1058.4","Increases the wearer's DMG to debuffed enemies by <font color=f29e38><unbreak">24%</unbreak></font>. When the wearer uses their Skill,

the Effect Hit Rate for this attack increases by <font color=f29e38><unbreak>18%</unbreak></font> , and ATK increases by <font color=f29e38><unbreak>24%</unbreak></font> .", "<a href=\"\\obsidian-of-obsession-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Obsidian of Obsession\" src=\"\\img\\item\\obsidian-of-obsession-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\silvermane-medal-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Silvermane Medal\" src=\"\\img\\item\\silvermane-medal-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\\moment-of-victory-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_5\"><img loading=\"lazy\" alt=\"Moment of Victory\" src=\"\\img\\item\\moment-of-victory-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\\moment-of-victory-item\\/?lang=EN\">Moment of Victory</a>\", \"<span class=\"rsh\">5</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">preservation-class</span><a href=\"\\preservation-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\preservation-class\_icon\_35.webp\"></a>\", \"476.28\", \"595.35\", \"1058.4\", \"Increases the wearer's DEF by <font color=f29e38><unbreak>24%</unbreak></font> and Effect Hit Rate by <font color=f29e38><unbreak>24%</unbreak></font> . Increases the chance for the wearer to be attacked by enemies. When the wearer is attacked, increase their DEF by an extra <font color=f29e38><unbreak>24%</unbreak></font> until the end of the wearer's turn.\"\", \"<a href=\"\\safeguard-of-amber-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Safe Guard of Amber\" src=\"\\img\\item\\safeguard-of-amber-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\silvermane-medal-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Silvermane Medal\" src=\"\\img\\item\\silvermane-medal-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\\patience-is-all-you-need-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_5\"><img loading=\"lazy\" alt=\"Patience Is All You Need\" src=\"\\img\\item\\patience-is-all-you-need-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\\patience-is-all-you-need-item\\/?lang=EN\">Patience Is All You Need</a>\", \"<span class=\"rsh\">5</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">nihility-class</span><a href=\"\\nihility-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\nihility-class\_icon\_35.webp\"></a>\", \"582.12\", \"463.05\", \"1058.4\", \"Increases DMG dealt by the wearer by <font color=f29e38><unbreak>24%</unbreak></font> . After every attack launched by wearer, their SPD increases by <font color=f29e38><unbreak>4.8%</unbreak></font> , stacking up to <unbreak>3</unbreak> times.<br>If the wearer hits an enemy target that is not afflicted by Erode, there is a <unbreak>100%</unbreak> base chance to inflict Erode to the target. Enemies afflicted with Erode are also considered to be Shocked and will receive Lightning DoT at the start of each turn equal to <font color=f29e38><unbreak>60%</unbreak></font> of the wearer's ATK, lasting for <unbreak>1</unbreak> turn(s).\", \"<a href=\"\\obsidian-of-obsession-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Obsidian of Obsession\" src=\"\\img\\item\\obsidian-of-obsession-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\conquerors-will-item\\/?lang=EN

<div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//incessant-rain-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,"<a href="//incessant-rain-item/?lang=EN">Incessant Rain</a>,"<span class="rsh">5</span><div class="nowrap\_cont"></div>,"<span class="rsh">nihility-class</span><a href="//nihility-class/"></a>,"582.12","463.05","1058.4","Increases the wearer's Effect Hit Rate by <font color=f29e38><unbreak">24%</unbreak></font>. When the wearer deals DMG to an enemy that currently has <unbreak">3</unbreak> or more debuffs, increases the wearer's CRIT Rate by <font color=f29e38><unbreak">12%</unbreak></font>. After the wearer uses their Basic ATK, Skill, or Ultimate, there is a <unbreak">100%</unbreak> base chance to implant Aether Code on a random hit target that does not yet have it. Targets with Aether Code receive <font color=f29e38><unbreak">12%</unbreak></font> increased DMG for 1 turn.",<a href="//obsidian-of-obsession-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//ancient-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//echoes-of-the-coffin-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,"<a href="//echoes-of-the-coffin-item/?lang=EN">Echoes of the Coffin</a>,"<span class="rsh">5</span><div class="nowrap\_cont"></div>,"<span class="rsh">abundance-class</span><a href="//abundance-class/"></a>,"582.12","396.9","1164.24","Increases the wearer's ATK by <font color=f29e38><unbreak">24%</unbreak></font>. After the wearer uses an attack, for each different enemy target the wearer hits, regenerates <font color=f29e38><unbreak">3</unbreak></font> Energy. Each attack can regenerate Energy up to <unbreak">3</unbreak> time(s) this way. After the wearer uses their Ultimate, all allies gain <font color=f29e38><unbreak">12%</unbreak></font> SPD for 1 turn.",<a href="//flower-of-eternity-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//artifexs-gyreheart-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//the-unreachable-side-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,"<a href="//the-unreachable-side-item/?lang=EN">The Unreachable Side</a>,"<span class="rsh">5</span>

 </div>", "<span class="rsh">destruction-class</span><a href="//destruction-class/"></a>", "582.12", "330.75", "1270.08", "Increases the wearer's CRIT Rate by <font color=f29e38><unbreak">18%</unbreak></font> and increases their Max HP by <font color=f29e38><unbreak">18%</unbreak></font>. When the wearer is attacked or consumes their own HP, their DMG increases by <font color=f29e38><unbreak">24%</unbreak></font>. This effect is removed after the wearer uses an attack.", "<a href="//worldbreaker-blade-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//immortal-lumintwig-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>]", ["<a href="//before-dawn-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>", "<a href="//before-dawn-item/?lang=EN">Before Dawn</a>", "<span class="rsh">5</span><div class="nowrap\_cont"></div>", "<span class="rsh">erudition-class</span><a href="//erudition-class/"></a>", "582.12", "463.05", "1058.4", "Increases the wearer's CRIT DMG by <font color=f29e38><unbreak">36%</unbreak></font>. Increases DMG dealt by the wearer's Skill and Ultimate by <font color=f29e38><unbreak">18%</unbreak></font>. After the wearer uses Skill or Ultimate, gains Somnus Corpus. Upon triggering a Follow-up ATK, consumes Somnus Corpus, and increases DMG dealt by Follow-up ATK by <font color=f29e38><unbreak">48%</unbreak></font>.", "<a href="//key-of-wisdom-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//immortal-lumintwig-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>]", ["<a href="//she-already-shut-her-eyes-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>", "<a href="//she-already-shut-her-eyes-item/?lang=EN">She Already Shut Her Eyes</a>", "<span class="rsh">5</span><div class="nowrap\_cont"></div>", "<span class="rsh">preservation-class</span><a href="//preservation-class/"></a>", "423.36", "529.2", "1270.08", "Increases the wearer's



r's Max HP by <unbreak>24%</unbreak></font> and Energy Regeneration Rate by <unbreak>12%</unbreak></font>. When the wearer's HP is reduced, all allies' DMG dealt increases by <unbreak>9%</unbreak></font>, lasting for <unbreak>2</unbreak> turn(s).  
 At the start of every wave, restores HP to all allies by an amount equal to <unbreak>80%</unbreak></font> of their respective lost HP.", "[safeguard-of-amber-item/?lang=EN](/safeguard-of-amber-item/?lang=EN)">

artifexs-gyreheart-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>], ["<a href="/sleep-like-the-dead-item/?lang=EN">sleep-like-the-dead-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>"], "<a href="/sleep-like-the-dead-item/?lang=EN">Sleep Like the Dead</a>", "<span class="rsh">5</span><div class="nowrap\_cont"></div>", "<span class="rsh">the-hunt-class</span><a href="/the-hunt-class/"></a>", "582.12", "463.05", "1058.4", "Increases the wearer's CRIT DMG by <unbreak>30%</unbreak></font>. When the wearer's Basic ATK or Skill DMG does not result in a CRIT Hit, increases their CRIT Rate by <unbreak>36%</unbreak></font>, lasting for <unbreak>1</unbreak> turn(s). This effect can only trigger once every <unbreak>3</unbreak> turn(s).", "<a href="/arrow-of-the-starchaser-item/?lang=EN">arrow-of-the-starchaser-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/conquerors-will-item/?lang=EN">conquerors-will-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>], ["<a href="/time-waits-for-no-one-item/?lang=EN">time-waits-for-no-one-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>"], "<a href="/time-waits-for-no-one-item/?lang=EN">Time Waits for No One</a>", "<span class="rsh">5</span><div class="nowrap\_cont"></div>", "<span class="rsh">abundance-class</span><a href="/abundance-class/"></a>", "476.28", "463.05", "1270.08", "Increases the wearer's Max HP by <unbreak>18%</unbreak></font> and Outgoing Healing by <unbreak>12%</unbreak></font>. When the wearer heals allies, record the amount of Outgoing Healing. When any ally launches an attack, a random attacked enemy takes Additional DMG equal to <unbreak>36%</unbreak></font> of the recorded Outgoing Healing value. The type of this Additional DMG is of the same Type as the wearer's. This Additional DMG is not affected by other buffs, and can only occur 1 time per turn.", "<a href="/flower-of-eternity-item/?lang=EN">flower-of-eternity-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>], "<a href="/flower-of-eternity-item/?lang=EN">Flower of Eternity</a>", "<span class="rsh">5</span><div class="nowrap\_cont"></div>", "<span class="rsh">abundance-class</span><a href="/abundance-class/"></a>", "476.28", "463.05", "1270.08", "Increases the wearer's Max HP by <unbreak>18%</unbreak></font> and Outgoing Healing by <unbreak>12%</unbreak></font>. When the wearer heals allies, record the amount of Outgoing Healing. When any ally launches an attack, a random attacked enemy takes Additional DMG equal to <unbreak>36%</unbreak></font> of the recorded Outgoing Healing value. The type of this Additional DMG is of the same Type as the wearer's. This Additional DMG is not affected by other buffs, and can only occur 1 time per turn.", "<a href="/flower-of-eternity-item/?lang=EN">flower-of-eternity-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>], "<a href="/flower-of-eternity-item/?lang=EN">Flower of Eternity</a>", "<span class="rsh">5</span><div class="nowrap\_cont"></div>", "<span class="rsh">abundance-class</span><a href="/abundance-class/"></a>", "476.28", "463.05", "1270.08", "Increases the wearer's Max HP by <unbreak>18%</unbreak></font> and Outgoing Healing by <unbreak>12%</unbreak></font>. When the wearer heals allies, record the amount of Outgoing Healing. When any ally launches an attack, a random attacked enemy takes Additional DMG equal to <unbreak>36%</unbreak></font> of the recorded Outgoing Healing value. The type of this Additional DMG is of the same Type as the wearer's. This Additional DMG is not affected by other buffs, and can only occur 1 time per turn.", "<a href="/flower-of-eternity-item/?lang=EN">flower-of-eternity-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>], "<a href="/flower-of-eternity-item/?lang=EN">Flower of Eternity</a>", "<span class="rsh">5</span><div class="nowrap\_cont"></div>", "<span class="rsh">abundance-class</span><a href="/abundance-class/"></a>", "476.28", "463.05", "1270.08", "Increases the wearer's Max HP by <unbreak>18%</unbreak></font> and Outgoing Healing by <unbreak>12%</unbreak></font>. When the wearer heals allies, record the amount of Outgoing Healing. When any ally launches an attack, a random attacked enemy takes Additional DMG equal to <unbreak>36%</unbreak></font> of the recorded Outgoing Healing value. The type of this Additional DMG is of the same Type as the wearer's. This Additional DMG is not affected by other buffs, and can only occur 1 time per turn.", "<a href="/flower-of-eternity-item/?lang=EN">flower-of-eternity-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>], "<a href="/flower-of-eternity-item/?lang=EN">Flower of Eternity</a>", "<span class="rsh">5</span><div class="nowrap\_cont"></div></a><a href="//squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],[<a href="//i-shall-be-my-own-sword-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,"<a href="//i-shall-be-my-own-sword-item/?lang=EN">I Shall Be My Own Sword</a>,"<span class="rsh">5</span><div class="nowrap\_cont"></div>,"<span class="rsh">destruction-class</span><a href="//destruction-class/"></a>,"582.12","396.9","1164.24","Increases the wearer's CRIT DMG by <font color=f29e38><unbreak">20%</unbreak></font>. When a teammate gets attacked or loses HP, the wearer gains 1 stack of Eclipse, up to a max of <unbreak">3</unbreak> stack(s). Each stack of Eclipse increases the DMG of the wearer's next attack by <font color=f29e38><unbreak">14%</unbreak></font>. When <unbreak">3</unbreak> stack(s) are reached, additionally enables that attack to ignore <font color=f29e38><unbreak">12%</unbreak></font> of the enemy's DEF. This effect will be removed after the wearer uses an attack.",<a href="//worldbreaker-blade-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//immortal-lumintwig-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],[<a href="//brighter-than-the-sun-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,"<a href="//brighter-than-the-sun-item/?lang=EN">Brighter Than the Sun</a>,"<span class="rsh">5</span><div class="nowrap\_cont"></div>,"<span class="rsh">destruction-class</span><a href="//destruction-class/"></a>,"635.04","396.9","1058.4","Increases the wearer's CRIT Rate by <font color=f29e38><unbreak">18%</unbreak></font>. When the wearer uses their Basic ATK, they will gain 1 stack of Dragon's Call, lasting for <unbreak">2</unbreak> turns. Each stack of Dragon's Call increases the wearer's ATK by <font color=f29e38><unbreak">18%</unbreak></font> and Energy Regeneration Rate by <font color=f29e38><unbreak">6%</unbreak></font>. Dragon's Call can be stacked up to <unbreak">2</unbreak> times.",<a href="//worldbreaker-blade-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//immortal-lumintwig-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],[<a href="//worrysome-blissful-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>]

ass="itempic\_cont rar\_bg\_5"></div></a>,"<a href="//worrisome-blissful-item/?lang=EN">Worrisome, Blissful</a>,"<span class="rsh">5</span><div class="nowrap\_cont"></div>,"<span class="rsh">the-hunt-class</span><a href="//the-hunt-class/"></a>,"582.12","463.05","1058.4","Increase the wearer's CRIT Rate by <font color=f29e38><unbreak>18%</unbreak></font> and increases DMG dealt by Follow-up ATK by <font color=f29e38><unbreak>30%</unbreak></font>. After the wearer uses a Follow-up ATK, inflicts the target with the Tame state, stacking up to <unbreak>2</unbreak> time(s). When allies hit enemy targets under the Tame state, each Tame stack increases the CRIT DMG dealt by <font color=f29e38><unbreak>12%</unbreak></font>.",<a href="//arrow-of-the-starchaser-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//silvermane-medal-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],[<a href="//on-the-fall-of-an-aeon-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,"<a href="//on-the-fall-of-an-aeon-item/?lang=EN">On the Fall of an Aeon</a>,"<span class="rsh">5</span><div class="nowrap\_cont"></div>,"<span class="rsh">destruction-class</span><a href="//destruction-class/"></a>,"529.2","396.9","1058.4","When the wearer attacks, increases their ATK by <font color=f29e38><unbreak>8%</unbreak></font> in this battle. This effect can stack up to <unbreak>4</unbreak> time(s). After the wearer breaks an enemy's Weakness, increases DMG dealt by <font color=f29e38><unbreak>12%</unbreak></font>, lasting for <unbreak>2</unbreak> turn(s).",<a href="//worldbreaker-blade-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],[<a href="//cruising-in-the-stellar-sea-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,"<a href="//cruising-in-the-stellar-sea-item/?lang=EN">Cruising in the Stellar Sea</a>,"<span class="rsh">5</span><div class="nowrap\_cont"></div>,"<span class="rsh">the-hunt-class</span><a href="//the-hunt-class/"></a>,"529.2","463.05","952.56","Increases the wearer's CRIT Rate by <font color=f29e38><unbreak></font> >8%</unbreak></font> >, and increases their CRIT Rate against enemies with HP percentage <unbreak></font> >50%</unbreak> or less by an extra <font color=f29e38><unbreak></font> >8%</unbreak></font> >. When the wearer defeats an enemy, their ATK is increased by <font color=f29e38><unbreak></font> >20%</unbreak></font> > for <unbreak></font> >2</unbreak> turn(s).","<a href="//arrow-of-the-starchaser-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"],["<a href="//texture-of-memories-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,"<a href="//texture-of-memories-item/?lang=EN">Texture of Memories</a>,"<span class="rsh">5</span><div class="nowrap\_cont"></div>,"<span class="rsh">preservation-class</span><a href="//preservation-class/"></a>,"423.36","529.2","1058.4","Increases the wearer's Effect RES by <font color=f29e38><unbreak></font> >8%</unbreak></font> >. If the wearer is attacked and has no Shield, they gain a Shield equal to <font color=f29e38><unbreak></font> >16%</unbreak></font> > of their Max HP for <unbreak></font> >2</unbreak> turn(s). This effect can only be triggered once every <unbreak></font> >3</unbreak> turn(s). If the wearer has a Shield when attacked, the DMG they receive decreases by <font color=f29e38><unbreak></font> >12%</unbreak></font> >.", "<a href="//safeguard-of-amber-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"],["<a href="//past-and-future-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>,"<a href="//past-and-future-item/?lang=EN">Past and Future</a>,"<span class="rsh">4</span><div class="nowrap\_cont"></div>,"<span class="rsh">harmony-class</span><a href="//harmony-class/"></a>,"423.36","396.9","952.56","When the wearer uses their Skill, the next ally taking action (except the wearer) deals <font color=f29e38><unbreak></font> >16%</unbreak></font> > increased DMG for <unbreak></font> >1</unbreak> turn(s).","<a href="//stellaris-symphony-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div>,"<span class="rsh">harmony-class</span><a href="//harmony-class/"></a>,"529.2","529.2","1058.4","Increases the wearer's Break Effect by <font color=f29e38><unbreak">60%</unbreak></font>. When the wearer uses their Ultimate, increases all allies' DMG by <font color=f29e38><unbreak">24%</unbreak></font>, lasting for <unbreak">3</unbreak> turn(s). Should the wearer's Break Effect exceed or equal <unbreak">150%</unbreak>, 1 Skill Point will be recovered.<br/>At the start of each wave, all allies regenerate <font color=f29e38><unbreak">10</unbreak></font> Energy immediately. Abilities of the same type cannot stack.", "<a href="//stellaris-symphony-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//immortal-lumintwig-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],[<a href="//earthly-escapade-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,"<a href="//earthly-escapade-item/?lang=EN">Earthly Escapade</a>,"<span class="rsh">5</span><div class="nowrap\_cont"></div>,"<span class="rsh">harmony-class</span><a href="//harmony-class/"></a>,"529.2","463.05","1164.24","Increases the wearer's CRIT DMG by <font color=f29e38><unbreak">32%</unbreak></font>. At the start of the battle, the wearer gains Mask, lasting for <unbreak">3</unbreak> turn(s). While the wearer has Mask, the wearer's teammates have their CRIT Rate increased by <font color=f29e38><unbreak">10%</unbreak></font> and their CRIT DMG increased by <font color=f29e38><unbreak">28%</unbreak></font>. For every 1 Skill Point the wearer recovers (including Skill Points that exceed the limit), they gain 1 stack of Radiant Flame. And when the wearer has <unbreak">4</unbreak> stacks of Radiant Flame, all the stacks are removed, and they gain Mask, lasting for <unbreak">4</unbreak> turn(s).", "<a href="//heavenly-melody-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//shards-of-desires-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],[<a href="//inherently-unjust-destiny-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,"<a href="//inherently-unjust-destiny-item/?lang=EN">Inherently Unjust Destiny</a>,"<span class="rsh">5</span><div class="nowrap\_cont"></div>

\\icons\\star\_35.webp" \\/><\\div>,"<span class="rsh">preservation-class<\\span><a href="\\preservation-class\\\/"><\\a>,"423.36","661.5","1058.4","Increases the wearer's DEF by <font color=f29e38><unbreak">40%<\\unbreak><\\font >. When the wearer provides a Shield to an ally, the wearer's CRIT DMG increases by <font color=f29e38><unbreak">40%<\\unbreak><\\font >, lasting for <unbreak">2<\\unbreak> turn(s). When the wearer's Follow-up ATK hits an enemy target, there is a <font color=f29e38><unbreak">100%<\\unbreak><\\font > base chance to increase the DMG taken by the attacked enemy target by <font color=f29e38><unbreak">10%<\\unbreak><\\font >, lasting for <unbreak">2<\\unbreak> turn(s).","<a href="\\divine-amber-item\\/?lang=EN"><div class="itempic\_cont rar\_bg\_4"><\\div><\\a><a href="\\shards-of-desires-item\\/?lang=EN"><div class="itempic\_cont rar\_bg\_4"><\\div><\\a>],[<a href="\\baptism-of-pure-thought-item\\/?lang=EN"><div class="itempic\_cont rar\_bg\_5"><\\div><\\a>,"<a href="\\baptism-of-pure-thought-item\\/?lang=EN">Baptism of Pure Thought<\\a>,"<span class="rsh">5<\\span><div class="nowrap\_cont"><\\div>,"<span class="rsh">the-hunt-class<\\span><a href="\\the-hunt-class\\\/"><\\a>,"582.12","529.2","952.56","Increases the wearer's CRIT DMG by <font color=f29e38><unbreak">20%<\\unbreak><\\font >. For every debuff on the enemy target, the wearer's CRIT DMG dealt against this target additionally increases by <font color=f29e38><unbreak">8%<\\unbreak><\\font >, stacking up to <unbreak">3<\\unbreak> times. When using Ultimate to attack the enemy target, the wearer receives the Disputation effect, which increases DMG dealt by <font color=f29e38><unbreak">36%<\\unbreak><\\font > and enables their Follow-up ATKs to ignore <font color=f29e38><unbreak">24%<\\unbreak><\\font > of the target's DEF. This effect lasts for <unbreak">2<\\unbreak> turns.","<a href="\\arrow-of-the-starchaser-item\\/?lang=EN"><div class="itempic\_cont rar\_bg\_4"><\\div><\\a><a href="\\conquerors-will-item\\/?lang=EN"><div class="itempic\_cont rar\_bg\_4"><\\div><\\a>],[<a href="\\solitary-healing-item\\/?lang=EN"><div class="itempic\_cont rar\_bg\_5"><\\div><\\a>,"<a href="\\solitary-healing-item\\/?lang=EN">Solitary Healing<\\a>,"<span class="rsh">5<\\span><div class="nowrap\_cont"><\\div>,"<span class="rsh">nihility-class<\\span><a href="\\nihility-class\\\/"></a>,"529.2","396.9","1058.4","Increases the wearer's Break Effect by <font color=f29e38><unbreak>">20%</unbreak></font> . When the wearer uses their Ultimate, increases DoT dealt by the wearer by <font color=f29e38><unbreak>">24%</unbreak></font> , lasting for <unbreak>">2</unbreak> turn(s). When a target enemy suffering from DoT imposed by the wearer is defeated, regenerates <font color=f29e38><unbreak>">4</unbreak></font> Energy for the wearer.", "<a href="//obsidian-of-obsession-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"], ["<a href="//what-is-real-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"], "<a href="//what-is-real-item/?lang=EN">What Is Real?</a>"], "<span class="rsh">4</span><div class="nowrap\_cont"></div>"], "<span class="rsh">abundance-class</span><a href="//abundance-class/"></a>,"423.36","330.75","1058.4","Increases the wearer's Break Effect by <font color=f29e38><unbreak>">24%</unbreak></font> . After using Basic ATK, restores HP for the wearer by an amount equal to <font color=f29e38><unbreak>">2%</unbreak></font> of Max HP plus <unbreak>">800</unbreak>.", "<a href="//flower-of-eternity-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//dream-making-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"], ["<a href="//dreamville-adventure-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"], "<a href="//dreamville-adventure-item/?lang=EN">Dreamville Adventure</a>"], "<span class="rsh">4</span><div class="nowrap\_cont"></div>"], "<span class="rsh">harmony-class</span><a href="//harmony-class/"></a>,"423.36","396.9","952.56","After the wearer uses a certain type of ability such as Basic ATK, Skill, or Ultimate, all allies gain Childishness, which increases allies' DMG for the same type of ability as used by the wearer by <font color=f29e38><unbreak>">12%</unbreak></font> . Childishness only takes effect for the most recent type of ability the wearer used and cannot be stacked.", "<a href="//heavenly-melody-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//dream-making-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>"], ["<a href="//final-victor-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"><img loading="lazy" alt="Final Victor" src="//img/item/final-



victor-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\\\"\\/final-victor-item\\/\\?lang=EN\\\">Final Victor</a>\", \"<span class=\\\"rsh\\\">4</span><div class=\\\"nowrap\_cont\\\"><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star\_35.webp\\\" \\/></div>\", \"<span class=\\\"rsh\\\">the-hunt-class</span><a href=\\\"\\/the-hunt-class\\/\\\"><img loading=\\\"lazy\\\" src=\\\"\\/img\\/class\\/the-hunt-class\_icon\_35.webp\\\"></a>\", \"476.28\", \"330.75\", \"952.56\", \"Increases the wearer's ATK by <font color=f29e38><unbreak\\\">12%</unbreak></font> . When the wearer lands a CRIT hit on enemies, gains 1 stack of Good Fortune. This can stack up to <unbreak\\\">4</unbreak> time(s). Every stack of Good Fortune increases the wearer's CRIT DMG by <font color=f29e38><unbreak\\\">8%</unbreak></font> . Good Fortune will be removed at the end of the wearer's turn.\", \"<a href=\\\"\\/arrow-of-the-starchaser-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Arrow of the Starchaser\\\" src=\\\"\\/img\\/item\\/arrow-of-the-starchaser-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a><a href=\\\"\\/shards-of-desires-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Shards of Desires\\\" src=\\\"\\/img\\/item\\/shards-of-desires-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a>\", [\"<a href=\\\"\\/flames-afar-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Flames Afar\\\" src=\\\"\\/img\\/item\\/flames-afar-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a>\", \"<a href=\\\"\\/flames-afar-item\\/\\?lang=EN\\\">Flames Afar</a>\", \"<span class=\\\"rsh\\\">4</span><div class=\\\"nowrap\_cont\\\"><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star\_35.webp\\\" \\/></div>\", \"<span class=\\\"rsh\\\">destruction-class</span><a href=\\\"\\/destruction-class\\/\\\"><img loading=\\\"lazy\\\" src=\\\"\\/img\\/class\\/destruction-class\_icon\_35.webp\\\"></a>\", \"476.28\", \"264.6\", \"1058.4\", \"When the wearer's cumulative HP loss during one attack exceeds <unbreak\\\">25%</unbreak> of their Max HP, or if the amount of their own HP consumed at one time is greater than <unbreak\\\">25%</unbreak> of their Max HP, immediately heals the wearer for <unbreak\\\">15%</unbreak> of their Max HP, and at the same time, increases the DMG they deal by <font color=f29e38><unbreak\\\">25%</unbreak></font> for <unbreak\\\">2</unbreak> turn(s). This effect can only be triggered once every <unbreak\\\">3</unbreak> turn(s).\", \"<a href=\\\"\\/moon-rage-fang-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Moon Rage Fang\\\" src=\\\"\\/img\\/item\\/moon-rage-fang-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a><a href=\\\"\\/dream-making-engine-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Dream Making Engine\\\" src=\\\"\\/img\\/item\\/dream-making-engine-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a>\", [\"<a href=\\\"\\/destinys-threads-forewoven-item\\/\\?lang=EN\\\"><div class=\\\"itempic\_cont rar\_bg\_4\\\"><img loading=\\\"lazy\\\" alt=\\\"Destiny's Threads Forewoven\\\" src=\\\"\\/img\\/item\\/destinys-threads-forewoven-item\_icon\_35.webp\\\" width=\\\"35\\\" height=\\\"35\\\"></div></a>\", \"<a href=\\\"\\/destinys-threads-forewoven-item\\/\\?lang=EN\\\">Destiny's Threads Forewoven</a>\", \"<span class=\\\"rsh\\\">4</span><div class=\\\"nowrap\_cont\\\"><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star\_35.webp\\\" \\/><img loading=\\\"lazy\\\" class=\\\"cur\_icon emoji\\\" alt=\\\"Rarstr\\\" src=\\\"\\/img\\/icons\\/star\_35.webp\\\" \\/></div>\", \"<span class=\\\"rsh\\\">preservation-class</span><a href=\\\"\\/preservation-class\\/\\\"><img loading=\\\"lazy\\\" src=\\\"\\/img\\/class\\/preservation-class\_icon\_35.webp\\\"></a>\", \"370.44\", \"463.05\", \"952.56\", \"Increases the wearer's Eff

class RES by <font color=f29e38><unbreak>">12%</unbreak></font> >. For every <unbreak></unbreak> of DEF the wearer has, increases the wearer's DMG dealt by <font color=f29e38><unbreak>">0.8%</unbreak></font> >, up to a maximum DMG increase of <font color=f29e38><unbreak>">32%</unbreak></font> >.", "<a href="">/safeguard-of-amber-item/>?lang=EN"><div class="itempic\_cont rar\_bg\_4"><img loading="lazy" alt="Safeguard of Amber" src="">/img/>item/safeguard-of-amber-item\_icon\_35.webp" width="35" height="35"></div></a><a href="">/shards-of-desires-item/>?lang=EN"><div class="itempic\_cont rar\_bg\_4"><img loading="lazy" alt="Shards of Desires" src="">/img/>item/shards-of-desires-item\_icon\_35.webp" width="35" height="35"></div></a>], ["<a href="">/the-day-the-cosmos-fell-item/>?lang=EN"><div class="itempic\_cont rar\_bg\_4"><img loading="lazy" alt="The Day The Cosmos Fell" src="">/img/>item/the-day-the-cosmos-fell-item\_icon\_35.webp" width="35" height="35"></div></a>"], "<a href="">/the-day-the-cosmos-fell-item/>?lang=EN">The Day The Cosmos Fell</a>.", "<span class="rsh">4</span><div class="nowrap\_cont"><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /></div>", "<span class="rsh">erudition-class</span><a href="">/erudition-class/></a><img loading="lazy" src="">/img/>class/erudition-class\_icon\_35.webp"></a>", "476.28", "330.75", "952.56", "Increases the wearer's ATK by <font color=f29e38><unbreak>">16%</unbreak></font> >. When the wearer uses an attack and at least 2 attacked enemies have the corresponding Weakness, the wearer's CRIT DMG increases by <font color=f29e38><unbreak>">20%</unbreak></font> >, lasting for <unbreak>">2</unbreak> turn(s).", "<a href="">/key-of-wisdom-item/>?lang=EN"><div class="itempic\_cont rar\_bg\_4"><img loading="lazy" alt="Key of Wisdom" src="">/img/>item/key-of-wisdom-item\_icon\_35.webp" width="35" height="35"></div></a><a href="">/dream-making-engine-item/>?lang=EN"><div class="itempic\_cont rar\_bg\_4"><img loading="lazy" alt="Dream Making Engine" src="">/img/>item/dream-making-engine-item\_icon\_35.webp" width="35" height="35"></div></a>], ["<a href="">/its-showtime-item/>?lang=EN"><div class="itempic\_cont rar\_bg\_4"><img loading="lazy" alt="It's Showtime" src="">/img/>item/its-showtime-item\_icon\_35.webp" width="35" height="35"></div></a>"], "<a href="">/its-showtime-item/>?lang=EN">It's Showtime</a>.", "<span class="rsh">4</span><div class="nowrap\_cont"><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /></div>", "<span class="rsh">nihility-class</span><a href="">/nihility-class/></a><img loading="lazy" src="">/img/>class/nihility-class\_icon\_35.webp"></a>", "476.28", "264.6", "1058.4", "When the wearer inflicts a debuff on an enemy, gains a stack of Trick. Every stack of Trick increases the wearer's DMG dealt by <font color=f29e38><unbreak>">6%</unbreak></font> >, stacking up to <unbreak>">3</unbreak> time(s). This effect lasts for <unbreak>">1</unbreak> turn(s). When the wearer's Effect Hit Rate is <unbreak>">80%</unbreak> or higher, increases ATK by <font color=f29e38><unbreak>">20%</unbreak></font> >.", "<a href="">/heaven-incinerator-item/>?lang=EN"><div class="itempic\_cont rar\_bg\_4"><img loading="lazy" alt="Heaven Incinerator" src="">/img/>item/heaven-incinerator-item\_icon\_35.webp" width="35" height="35"></div></a><a href="">/squirming-core-item/>?lang=EN"><div class="itempic\_cont rar\_bg\_4"><img loading="lazy" alt="Squirming Core" src="">/img/>item/squirming-core-item\_icon\_35.webp" width="35" height="35"></div></a>], ["<a href="">/reforged-remembrance-item/>?lang=EN"><div class="itempic\_cont rar\_bg\_5"><img loading="lazy" alt="Reforged Remembrance" src="">/img/>item/reforged-remembrance-item\_icon\_35.webp" width="35" height="35"></div></a>"], "<a href="">/reforged-remembrance-item/>?lang=EN">Reforged Remembrance</a>.", "<span class="rsh">4</span><div class="nowrap\_cont"><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /></div>", "<span class="rsh">4</span><div class="nowrap\_cont"><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /><img loading="lazy" class="cur\_icon emoji" alt="Rarstr" src="">/img/>icons/star\_35.webp" /></div>"]

[illegible]

font >. After using an attack, for each enemy target hit, additionally increases ATK by <font color=f29e38><unbreak>"4%</unbreak></font> . This effect can stack up to 5 times and last until the next attack. If there are <unbreak>"3</unbreak> or more enemy targets hit, this unit's SPD increases by <font color=f29e38><unbreak>"8%</unbreak></font> , lasting for <unbreak>"1</unbreak> turn(s).", "<a href=\"\"/exquisite-colored-draft-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Exquisite Colored Draft\" src=\"\"/img/item/exquisite-colored-draft-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/squirming-core-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Squirming Core\" src=\"\"/img/item/squirming-core-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\"/hey-over-here-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Hey, Over Here\" src=\"\"/img/item/hey-over-here-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/hey-over-here-item/?lang=EN\">Hey, Over Here</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /></div>\", \"<span class=\"rsh\">abundance-class</span><a href=\"\"/abundance-class/\"><img loading=\"lazy\" src=\"\"/img/class/abundance-class\_icon\_35.webp\"></a>\", \"423.36\", \"396.9\", \"952.56\", \"Increases the wearer's Max HP by <font color=f29e38><unbreak>"8%</unbreak></font> . When the wearer uses their Skill, increases Outgoing Healing by <font color=f29e38><unbreak>"16%</unbreak></font> , lasting for <unbreak>"2</unbreak> turn(s).", "<a href=\"\"/flower-of-eternity-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Flower of Eternity\" src=\"\"/img/item/flower-of-eternity-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/artifexs-gyreheart-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Artifex's Gyreheart\" src=\"\"/img/item/artifexs-gyreheart-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\"/along-the-passing-shore-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_5\"><img loading=\"lazy\" alt=\"Along the Passing Shore\" src=\"\"/img/item/along-the-passing-shore-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/along-the-passing-shore-item/?lang=EN\">Along the Passing Shore</a>\", \"<span class=\"rsh\">5</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /></div>\", \"<span class=\"rsh\">nihility-class</span><a href=\"\"/nihility-class/\"><img loading=\"lazy\" src=\"\"/img/class/nihility-class\_icon\_35.webp\"></a>\", \"635.04\", \"396.9\", \"1058.4\", \"Increases the wearer's CRIT DMG by <font color=f29e38><unbreak>"36%</unbreak></font> . When the wearer hits an enemy target, inflicts Mirage Fizzle on the enemy, lasting for 1 turn. Each time the wearer attacks, this effect can only trigger 1 time on each target. The wearer deals <font color=f29e38><unbreak>"24%</unbreak></font> increased DMG to targets afflicted with Mirage Fizzle, and the DMG dealt by Ultimate additionally increases by <font color=f29e38><unbreak>"24%</unbreak></font> .", "<a href=\"\"/heaven-incinerator-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Heaven Incinerator\" src=\"\"/img/item/heaven-incinerator-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/dream-making-engine-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Dream Making Engine\" src=\"\"/img/item/dream-making-engine-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a

href="\whereabouts-should-dreams-rest-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,"<a href="\whereabouts-should-dreams-rest-item/?lang=EN">Whereabouts Should Dreams Rest</a>,"<span class="rsh">5</span><div class="nowrap\_cont"></div>,"<span class="rsh">destruction-class</span><a href="\destruction-class/"></a>,"476.28","529.2","1164.24","Increases the wearer's Break Effect by <font color=f29e38><unbreak>60%</unbreak></font>. When the wearer deals Break DMG to an enemy target, inflicts Routed on the enemy, lasting for <unbreak>2</unbreak> turn(s). Targets afflicted with Routed receive <font color=f29e38><unbreak>24%</unbreak></font> increased Break DMG from the wearer, and their SPD is lowered by <unbreak>20%</unbreak>. Effects of the same type cannot be stacked.",<a href="\moon-rage-fang-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="\shards-of-desires-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],[<a href="\indelible-promise-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>,"<a href="\indelible-promise-item/?lang=EN">Indelible Promise</a>,"<span class="rsh">4</span><div class="nowrap\_cont"></div>,"<span class="rsh">destruction-class</span><a href="\destruction-class/"></a>,"476.28","330.75","952.56","Increases the wearer's Break Effect by <font color=f29e38><unbreak>28%</unbreak></font>. When the wearer uses their Ultimate, increases CRIT Rate by <font color=f29e38><unbreak>15%</unbreak></font>, lasting for <unbreak>2</unbreak> turn(s).",<a href="\moon-rage-fang-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="\dream-making-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],[<a href="\concert-for-two-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>,"<a href="\concert-for-two-item/?lang=EN">Concert for Two</a>,"<span class="rsh">4</span><div class="nowrap\_cont"></div>,"<span class="rsh">preservation-class</span><a href="\preservation-class/"></a>","370.44","463.05","952.56","Increases the wearer's DEF by <font color=f29e38><unbreak\">16%</unbreak></font> . For every o n-field character that has a Shield, the DMG dealt by the wearer increases by <font color=f29e38><unbreak\">4%</unbreak></font> .","<a href=\"\"/divine-amber-item /?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Divi ne Amber\" src=\"\"/img/item/divine-amber-item\_icon\_35.webp\" width=\"35\" height =\"35\"></div></a><a href=\"\"/shards-of-desires-item/?lang=EN\"><div class=\"it empic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Shards of Desires\" src=\"\"/img /item/shards-of-desires-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div>< /a>\"],[<a href=\"\"/yet-hope-is-priceless-item/?lang=EN\"><div class=\"itempic\_c ont rar\_bg\_5\"><img loading=\"lazy\" alt=\"Yet Hope Is Priceless\" src=\"\"/img/it em/yet-hope-is-priceless-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div>< /a>\",\"<a href=\"\"/yet-hope-is-priceless-item/?lang=EN\">Yet Hope Is Priceless</ a>\",\"<span class=\"rsh\">5</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_ 35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src= \"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" a lt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class= \"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /></div>\",\" <span class=\"rsh\">erudition-class</span><a href=\"\"/erudition-class/\"><img lo ading=\"lazy\" src=\"\"/img/class/erudition-class\_icon\_35.webp\"></a>","582.1 2","529.2","952.56","Increases the wearer's CRITRate by <font color=f29e38><unbre ak\">16%</unbreak></font> . While the wearer is in battle, for every <unbreak\"> 20%</unbreak> CRIT DMG that exceeds <unbreak\">120%</unbreak>, the DMG dealt by Follow-up ATK increases by <font color=f29e38><unbreak\">12%</unbreak></font> . This effect can stack up to <unbreak\">4</unbreak> time(s). When the battle start s or after the wearer uses their Basic ATK, enables the DMG dealt by Ultimate or F ollow-up ATK to ignore <font color=f29e38><unbreak\">20%</unbreak></font> of th e target's DEF, lasting for <unbreak\">2</unbreak> turn(s).","<a href=\"\"/exquisi te-colored-draft-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loadin g=\"lazy\" alt=\"Exquisite Colored Draft\" src=\"\"/img/item/exquisite-colored-dr aft-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/dream-ma king-engine-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading= \"lazy\" alt=\"Dream Making Engine\" src=\"\"/img/item/dream-making-engine-item\_i con\_35.webp\" width=\"35\" height=\"35\"></div></a>\"],[<a href=\"\"/sailing-towa rds-a-second-life-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_5\"><img loadi ng=\"lazy\" alt=\"Sailing Towards a Second Life\" src=\"\"/img/item/sailing-towa rds-a-second-life-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\",\"<a href=\"\"/sailing-towards-a-second-life-item/?lang=EN\">Sailing Towards a Second L ife</a>\",\"<span class=\"rsh\">5</span><div class=\"nowrap\_cont\"><img loading= \"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp \"/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/i icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarst r\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon e moji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" /></div>\",\"<span class=\"rsh\">the-hunt-class</span><a href=\"\"/the-hunt-class/\"><im g loading=\"lazy\" src=\"\"/img/class/the-hunt-class\_icon\_35.webp\"></a>","582.1 2","463.05","1058.4","Increases the wearer's Break Effect by <font color=f29e38><u nbreak\">60%</unbreak></font> . The Break DMG dealt by the wearer ignores <font color=f29e38><unbreak\">20%</unbreak></font> of the target's DEF. When the wear er's Break Effect in battle is at <unbreak\">150%</unbreak> or greater, increases their SPD by <font color=f29e38><unbreak\">12%</unbreak></font> .","<a href=\"\"/countertemporal-shot-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img lo ading=\"lazy\" alt=\"Countertemporal Shot\" src=\"\"/img/item/countertemporal-sho

t-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/shards-of-desires-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Shards of Desires\" src=\"\"/img/item/shards-of-desires-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\"], [\"<a href=\"\"/boundless-choreo-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Boundless Choreo\" src=\"\"/img/item/boundless-choreo-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/boundless-choreo-item/?lang=EN\">Boundless Choreo</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/></div>\", \"<span class=\"rsh\"> nihility-class</span><a href=\"\"/nihility-class\\/\"><img loading=\"lazy\" src=\"\"/img/class/nihility-class\_icon\_35.webp\"></a>\", \"476.28\", \"330.75\", \"952.56\", \"Increase the wearer's CRIT Rate by <font color=f29e38><unbreak\">8%</unbreak></font> . The wearer deals <font color=f29e38><unbreak\">24%</unbreak></font> more CRIT DMG to enemies that are currently Slowed or have reduced DEF.\"\", \"<a href=\"\"/heaven-incinerator-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Heaven Incinerator\" src=\"\"/img/item/heaven-incinerator-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/shards-of-desires-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Shards of Desires\" src=\"\"/img/item/shards-of-desires-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\"], [\"<a href=\"\"/after-the-charmony-fall-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"After the Charmony Fall\" src=\"\"/img/item/after-the-charmony-fall-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/after-the-charmony-fall-item/?lang=EN\">After the Charmony Fall</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">erudition-class</span><a href=\"\"/erudition-class\\/\"><img loading=\"lazy\" src=\"\"/img/class/erudition-class\_icon\_35.webp\"></a>\", \"476.28\", \"396.9\", \"846.72\", \"Increases the wearer's Break Effect by <font color=f29e38><unbreak\">28%</unbreak></font> . After the wearer uses Ultimate, increases SPD by <font color=f29e38><unbreak\">8%</unbreak></font> , lasting for <unbreak\">2</unbreak> turn(s).\", \"<a href=\"\"/exquisite-colored-draft-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Exquisite Colored Draft\" src=\"\"/img/item/exquisite-colored-draft-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/shards-of-desires-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Shards of Desires\" src=\"\"/img/item/shards-of-desires-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\"], [\"<a href=\"\"/poised-to-bloom-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Poised to Bloom\" src=\"\"/img/item/poised-to-bloom-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/poised-to-bloom-item/?lang=EN\">Poised to Bloom</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">harmony-class</span><a href=\"\"/harmony-class\\/\"><img loading=\"lazy\" src=\"\"/img/class/harmony-class\_icon\_35.webp\"></a>\", \"423.36\", \"396.9\", \"952.56\", \"Inc

reases the wearer's ATK by <font color=f29e38><unbreak>">16%</unbreak></font> . Upon entering battle, if two or more characters follow the same Path, then these characters' CRIT DMG increases by <font color=f29e38><unbreak>">16%</unbreak></font> . Abilities of the same type cannot stack.", "<a href=\"\"/heavenly-melody-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Heavenly Melody\" src=\"\"/img/item/heavenly-melody-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/dream-making-engine-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Dream Making Engine\" src=\"\"/img/item/dream-making-engine-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\"/shadowed-by-night-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Shadowed by Night\" src=\"\"/img/item/shadowed-by-night-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/shadowed-by-night-item/?lang=EN\">Shadowed by Night</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">the-hunt-class</span><a href=\"\"/the-hunt-class/\><img loading=\"lazy\" src=\"\"/img/class/the-hunt-class\_icon\_35.webp\"></a>\", \"476.28\", \"396.9\", \"846.72\", \"Increases the wearer's Break Effect by <font color=f29e38><unbreak>">28%</unbreak></font> . When entering battle or after dealing Break DMG, increases SPD by <font color=f29e38><unbreak>">8%</unbreak></font> , lasting for <unbreak>">2</unbreak> turn(s). This effect can only trigger once per turn.", "<a href=\"\"/countertemporal-shot-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Countertemporal Shot\" src=\"\"/img/item/countertemporal-shot-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/artifexs-gyreheart-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Artifex's Gyreheart\" src=\"\"/img/item/artifexs-gyreheart-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\"/dreams-montage-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Dream's Montage\" src=\"\"/img/item/dreams-montage-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/dreams-montage-item/?lang=EN\">Dream's Montage</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">abundance-class</span><a href=\"\"/abundance-class/\><img loading=\"lazy\" src=\"\"/img/class/abundance-class\_icon\_35.webp\"></a>\", \"423.36\", \"396.9\", \"952.56\", \"Increases the wearer's SPD by <font color=f29e38><unbreak>">8%</unbreak></font> . After attacking enemy targets that are Weakness Broken, regenerates <font color=f29e38><unbreak>">3</unbreak></font> Energy. This effect can trigger up to <unbreak>">2</unbreak> time(s) per turn.", "<a href=\"\"/myriad-fruit-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Myriad Fruit\" src=\"\"/img/item/myriad-fruit-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/dream-making-engine-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Dream Making Engine\" src=\"\"/img/item/dream-making-engine-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\"/for-tomorrows-journey-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"For Tomorrow's Journey\" src=\"\"/img/item/for-tomorrows-journey-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/for-tomorrows-journey-item/?lang=EN\">For Tomorrow's Journey</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji



i" alt="Rarstr" src="//img/icons/star\_35.webp" /></div>","<span class="rsh">harmony-class</span><a href="//harmony-class/"></a>,"476.28","330.75","952.56","Increases the wearer's ATK by <font color=f29e38><unbreak">16%</unbreak></font> . After the wearer uses their Ultimate, increases their DMG dealt by <font color=f29e38><unbreak">18%</unbreak></font> , lasting for <unbreak">1</unbreak> turn(s).","<a href="//heavenly-melody-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//dream-making-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//flowing-nightglow-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,"<a href="//flowing-nightglow-item/?lang=EN">Flowing Nightglow</a>","<span class="rsh">5</span><div class="nowrap\_cont"></div>","<span class="rsh">harmony-class</span><a href="//harmony-class/"></a>,"635.04","463.05","952.56","Every time an ally attacks, the wearer gains 1 stack of Cantillation. Each stack of Cantillation increases the wearer's Energy Regeneration Rate by <font color=f29e38><unbreak">3%</unbreak></font> , stacking up to <unbreak">5</unbreak> time(s). When the wearer uses their Ultimate, removes Cantillation and gains Cadenza. Cadenza increases the Wearer's ATK by <font color=f29e38><unbreak">48%</unbreak></font> and increases all allies' DMG dealt by <font color=f29e38><unbreak">24%</unbreak></font> , lasting for <unbreak">1</unbreak> turn(s).","<a href="//heavenly-melody-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//dream-making-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//dance-at-sunset-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>,"<a href="//dance-at-sunset-item/?lang=EN">Dance at Sunset</a>","<span class="rsh">5</span><div class="nowrap\_cont"></div>","<span class="rsh">destruction-class</span><a href="//destruction-class/"></a>,"582.12","463.05","1058.4","Greatly increases the wearer's chance of getting attacked and increases CRIT DMG by <font color=f29e38><unbreak">36%</unbreak></font> . After the wearer uses Ultimate, receives 1 stack of Firedance, lasting for 2

turns and stacking up to <unbreak\>2</unbreak> time(s). Each stack of Firedance increases the DMG dealt by the wearer's Follow-up ATK by <font color=f29e38><unbreak\>36%</unbreak></font >.", "<a href=\"\"/moon-rage-fang-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Moon Rage Fang\" src=\"\"/img/item/moon-rage-fang-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/artifexs-gyreheart-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Artifex's Gyreheart\" src=\"\"/img/item/artifexs-gyreheart-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\"/those-many-springs-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_5\"><img loading=\"lazy\" alt=\"Those Many Springs\" src=\"\"/img/item/those-many-springs-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/those-many-springs-item/?lang=EN\">Those Many Springs</a>\", \"<span class=\"rsh\">5</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">nihility-class</span><a href=\"\"/nihility-class\"><img loading=\"lazy\" src=\"\"/img/class/nihility-class\_icon\_35.webp\"></a>\", \"582.12\", \"529.2\", \"952.56\", \"Increases the wearer's Effect Hit Rate by <font color=f29e38><unbreak\>60%</unbreak></font >. After the wearer uses Basic ATK, Skill, or Ultimate to attack an enemy target, there is a <unbreak\>60%</unbreak> base chance to inflict \"Unarmored\" on the target. While in the Unarmored state, the enemy target receives <font color=f29e38><unbreak\>10%</unbreak></font > increased DMG, lasting for <unbreak\>2</unbreak> turn(s). If the target is under a DoT state inflicted by the wearer, there is a <unbreak\>60%</unbreak> base chance to upgrade the \"Unarmored\" state inflicted by the wearer to the \"Cornered\" state, which additionally increases the DMG the enemy target receives by <font color=f29e38><unbreak\>14%</unbreak></font >, lasting for <unbreak\>2</unbreak> turn(s). During this period, the wearer cannot inflict \"Unarmored\" on the target.", "<a href=\"\"/heaven-incinerator-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Heaven Incinerator\" src=\"\"/img/item/heaven-incinerator-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/immortal-lumintwig-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Immortal Lumintwig\" src=\"\"/img/item/immortal-lumintwig-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\"/i-venture-forth-to-hunt-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_5\"><img loading=\"lazy\" alt=\"I Venture Forth to Hunt\" src=\"\"/img/item/i-venture-forth-to-hunt-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/i-venture-forth-to-hunt-item/?lang=EN\">I Venture Forth to Hunt</a>\", \"<span class=\"rsh\">5</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">the-hunt-class</span><a href=\"\"/the-hunt-class\"><img loading=\"lazy\" src=\"\"/img/class/the-hunt-class\_icon\_35.webp\"></a>\", \"635.04\", \"463.05\", \"952.56\", \"Increases the wearer's CRIT Rate by <font color=f29e38><unbreak\>15%</unbreak></font >. When the wearer launches a Follow-up ATK, gains 1 stack of \"Luminflux,\" stacking up to <unbreak\>2</unbreak> time(s). Each stack of \"Luminflux\" enables the Ultimate DMG dealt by the wearer to ignore <font color=f29e38><unbreak\>27%</unbreak></font > of the target's DEF. When the wearer's turn ends, removes 1 stack of \"Luminflux.\"\", \"<a href=\"\"/countertempo

ral-shot-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//artifexs-gyreheart-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//scent-alone-stays-true-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>", "<a href="//scent-alone-stays-true-item/?lang=EN">Scent Alone Stays True</a>", "<span class='rsh'>5</span><div class='nowrap\_cont'><img loading='lazy' class='cur\_icon emoji' alt='Rarstr' src='//img/icons/star\_35.webp' \/><img loading='lazy' class='cur\_icon emoji' alt='Rarstr' src='//img/icons/star\_35.webp' \/><img loading='lazy' class='cur\_icon emoji' alt='Rarstr' src='//img/icons/star\_35.webp' \/><img loading='lazy' class='cur\_icon emoji' alt='Rarstr' src='//img/icons/star\_35.webp' \/><img loading='lazy' class='cur\_icon emoji' alt='Rarstr' src='//img/icons/star\_35.webp' \/><img loading='lazy' class='cur\_icon emoji' alt='Rarstr' src='//img/icons/star\_35.webp' \/><img loading='lazy' class='cur\_icon emoji' alt='Rarstr' src='//img/icons/star\_35.webp' \/></div>", "<span class='rsh'>abundance-class</span><a href='/abundance-class/'><img loading='lazy' src='/img/class/abundance-class\_icon\_35.webp'></a>", "529.2", "529.2", "1058.4", "Increases the wearer's Break Effect by <font color=f29e38><unbreak>60%</unbreak></font>. After the wearer uses Ultimate to attack enemy targets, inflicts the targets with the \"Woefree\" state, lasting for <unbreak>2</unbreak> turn(s). While in \"Woefree,\" enemy targets take <font color=f29e38><unbreak>10%</unbreak></font> increased DMG. The effect of increasing DMG taken is additionally boosted by <font color=f29e38><unbreak>8%</unbreak></font> if the wearer's current Break Effect is <unbreak>150%</unbreak> or higher.", "<a href='/myriad-fruit-item/?lang=EN'><div class='itempic\_cont rar\_bg\_4'><img loading='lazy' alt='Myriad Fruit' src='//img/item/myriad-fruit-item\_icon\_35.webp' width='35' height='35'></div></a><a href='/immortal-lumintwig-item/?lang=EN'><div class='itempic\_cont rar\_bg\_4'><img loading='lazy' alt='Immortal Lumintwig' src='//img/item/immortal-lumintwig-item\_icon\_35.webp' width='35' height='35'></div></a>],["<a href='/ninjutsu-inscription-dazzling-evilbreaker-item/?lang=EN'><div class='itempic\_cont rar\_bg\_5'><img loading='lazy' alt='Ninjutsu Inscription: Dazzling Evilbreaker' src='//img/item/ninjutsu-inscription-dazzling-evilbreaker-item\_icon\_35.webp' width='35' height='35'></div></a>", "<a href='/ninjutsu-inscription-dazzling-evilbreaker-item/?lang=EN'>Ninjutsu Inscription: Dazzling Evilbreaker</a>", "<span class='rsh'>5</span><div class='nowrap\_cont'><img loading='lazy' class='cur\_icon emoji' alt='Rarstr' src='//img/icons/star\_35.webp' \/><img loading='lazy' class='cur\_icon emoji' alt='Rarstr' src='//img/icons/star\_35.webp' \/><img loading='lazy' class='cur\_icon emoji' alt='Rarstr' src='//img/icons/star\_35.webp' \/><img loading='lazy' class='cur\_icon emoji' alt='Rarstr' src='//img/icons/star\_35.webp' \/><img loading='lazy' class='cur\_icon emoji' alt='Rarstr' src='//img/icons/star\_35.webp' \/><img loading='lazy' class='cur\_icon emoji' alt='Rarstr' src='//img/icons/star\_35.webp' \/></div>", "<span class='rsh'>erudition-class</span><a href='/erudition-class/'><img loading='lazy' src='/img/class/erudition-class\_icon\_35.webp'></a>", "582.12", "529.2", "952.56", "Increases the wearer's Break Effect by <font color=f29e38><unbreak>60%</unbreak></font>. When entering battle, immediately regenerates <font color=f29e38><unbreak>30</unbreak></font> Energy. After the wearer uses Ultimate, obtains \"Raiton.\" After using 2 Basic ATKs, advances the wearer's action by <font color=f29e38><unbreak>50%</unbreak></font> and removes \"Raiton.\" After the wearer uses Ultimate, resets \"Raiton.\"", "<a href='/exquisite-colored-draft-item/?lang=EN'><div class='itempic\_cont rar\_bg\_4'><img loading='lazy' alt='Exquisite Colored Draft' src='//img/item/exquisite-colored-draft-item\_icon\_35.webp' width='35' height='35'></div></a><a href='/dream-making-engine-item/?lang=EN'><div class='itempic\_cont rar\_bg\_4'><img loading='lazy' alt='Dream Making Engine' src='//img/item/dream-making-engine-item\_icon\_35.webp' "

width="35" height="35"></div></a>],["<a href="/ninja-record-sound-hunt-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>","<a href="/ninja-record-sound-hunt-item/?lang=EN">Ninja Record: Sound Hunt</a>","<span class="rsh">4</span><div class="nowrap\_cont"></div>","<span class="rsh">destruction-class</span><a href="/destruction-class/"></a>","476.28","264.6","1058.4","Increases the wearer's Max HP by <font color=f29e38><unbreak>12%</unbreak></font>. When losing or restoring this unit's HP, increases CRIT DMG by <font color=f29e38><unbreak>18%</unbreak></font>, lasting for <unbreak>2</unbreak> turn(s). This effect can only trigger once per turn.",["<a href="/moon-rage-fang-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/shards-of-desires-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="/long-road-leads-home-item/?lang=EN"><div class="itempic\_contrar\_bg\_5"></div></a>","<a href="/long-road-leads-home-item/?lang=EN">Long Road Leads Home</a>","<span class="rsh">5</span><div class="nowrap\_cont"></div>","<span class="rsh">nihility-class</span><a href="/nihility-class/"></a>","476.28","661.5","952.56","Increases the wearer's Break Effect by <font color=f29e38><unbreak>60%</unbreak></font>. When an enemy target's Weakness gets broken, there is a <unbreak>100%</unbreak> base chance to inflict the "Charring" state on it, which increases its Break DMG taken by <font color=f29e38><unbreak>18%</unbreak></font>, lasting for <unbreak>2</unbreak> turn(s). This effect can stack <unbreak>2</unbreak> time(s).",["<a href="/heaven-incinerator-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/immortal-lumintwig-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="/a-grounded-ascent-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>","<a href="/a-grounded-ascent-item/?lang=EN">A Grounded Ascent</a>","<span class="rsh">5</span><div class="nowrap\_cont"></div>","<span class=\"rsh\">harmony-class</span><a href=\"\"/harmony-class\"/><img loading=\"lazy\" src=\"\"/img/class/harmony-class\_icon\_35.webp\"></a>","476.28","529.2","1164.24","After the wearer uses Skill or Ultimate on one ally character, the wearer regenerates <font color=f29e38><unbreak\">6</unbreak></font> Energy and the ability's target receives 1 stack of \"Hymn\" for <unbreak\">3</unbreak> turn(s), stacking up to <unbreak\">3</unbreak> time(s). Each stack of \"Hymn\" increases its holder's DMG dealt by <font color=f29e38><unbreak\">15%</unbreak></font>. After every <unbreak\">2</unbreak> instance(s) of Skill or Ultimate the wearer uses on one ally character, recovers 1 Skill Point.", "<a href=\"\"/heavenly-melody-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Heavenly Melody\" src=\"\"/img/item/heavenly-melody-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/shards-of-desires-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Shards of Desires\" src=\"\"/img/item/shards-of-desires-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>],[<a href=\"\"/victory-in-a-blink-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Victory In a Blink\" src=\"\"/img/item/victory-in-a-blink-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>,<a href=\"\"/victory-in-a-blink-item/?lang=EN\">Victory In a Blink</a>,<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \/></div>","<span class=\"rsh\">remembrance-class</span><a href=\"\"/remembrance-class\"/><img loading=\"lazy\" src=\"\"/img/class/remembrance-class\_icon\_35.webp\"></a>","476.28","396.9","846.72","Increases the wearer's CRIT DMG by <font color=f29e38><unbreak\">12%</unbreak></font>. When the wearer's memospriete uses an ability on an ally target, increases the DMG dealt by all ally targets by <font color=f29e38><unbreak\">8%</unbreak></font>, lasting for <unbreak\">3</unbreak> turn(s).", "<a href=\"\"/flower-of-laya-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Flower of \u0100laya\" src=\"\"/img/item/flower-of-laya-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/conquerors-will-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Conqueror's Will\" src=\"\"/img/item/conquerors-will-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>],[<a href=\"\"/into-the-unreachable-veil-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_5\"><img loading=\"lazy\" alt=\"Into the Unreachable Veil\" src=\"\"/img/item/into-the-unreachable-veil-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>,<a href=\"\"/into-the-unreachable-veil-item/?lang=EN\">Into the Unreachable Veil</a>,<span class=\"rsh\">5</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \/></div>","<span class=\"rsh\">erudition-class</span><a href=\"\"/erudition-class\"/><img loading=\"lazy\" src=\"\"/img/class/erudition-class\_icon\_35.webp\"></a>","635.04","463.05","952.56","Increases the wearer's CRIT Rate by <font color=f29e38><unbreak\">12%</unbreak></font>. When the wearer uses their Ultimate, increases the wearer's Skill DMG and Ultimate DMG dealt by <font color=f29e38><unbreak\">60%</unbreak></font>, lasting for <unbreak\">3</unbreak> turn(s). After the wearer uses their Ultimate, if this Ultimate consumed <unbreak\">140</unbreak> or more Energy, recovers 1 Skill Point.", "<a href=\"\"/exquisite-colored-draft-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Exquisite Colored Draft\" src=\"\"/img/item/exquis

ite-colored-draft-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\squirming-core-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Squirming Core\" src=\"\\img\\item\\squirming-core-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\"],[\"<a href=\"\\shadowburn-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_3\"><img loading=\"lazy\" alt=\"Shadowburn\" src=\"\\img\\item\\shadowburn-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\\shadowburn-item\\/?lang=EN\">Shadowburn</a>\", \"<span class=\"rsh\">3</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\></div>\", \"<span class=\"rsh\">remembrance-class</span><a href=\"\\remembrance-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\remembrance-class\_icon\_35.webp\"></a>\", \"317.52\", \"264.6\", \"846.72\", \"When the wearer summons memosprite for the first time, recovers <unbreak\">1</unbreak> Skill Point(s) and regenerates <font color=f29e38><unbreak\">12</unbreak></font> Energy for this unit.\"\", \"<a href=\"\\flower-of-laya-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Flower of \u0100laya\" src=\"\\img\\item\\flower-of-laya-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\squirming-core-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Squirming Core\" src=\"\\img\\item\\squirming-core-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\"],[\"<a href=\"\\reminiscence-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_3\"><img loading=\"lazy\" alt=\"Reminiscence\" src=\"\\img\\item\\reminiscence-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\\reminiscence-item\\/?lang=EN\">Reminiscence</a>\", \"<span class=\"rsh\">3</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\></div>\", \"<span class=\"rsh\">remembrance-class</span><a href=\"\\remembrance-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\remembrance-class\_icon\_35.webp\"></a>\", \"423.36\", \"264.6\", \"635.04\", \"When memosprite's turn starts, the wearer and memosprite each gain 1 stack of \"Commemoration.\" Each stack increases DMG dealt by <font color=f29e38><unbreak\">8%</unbreak></font>, stacking up to <unbreak\">4</unbreak> time(s). When memosprite disappears, remove s \"Commemoration\" from the wearer and memosprite.\"\", \"<a href=\"\\flower-of-laya-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Flower of \u0100laya\" src=\"\\img\\item\\flower-of-laya-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\\glory-aspersed-torso-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Glory-Aspersed Torso\" src=\"\\img\\item\\glory-aspersed-torso-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\"],[\"<a href=\"\\geniuses-greetings-item\\/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Geniuses' Greetings\" src=\"\\img\\item\\geniuses-greetings-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\\geniuses-greetings-item\\/?lang=EN\">Geniuses' Greetings</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\\img\\icons\\star\_35.webp\" \\></div>\", \"<span class=\"rsh\">remembrance-class</span><a href=\"\\remembrance-class\\\"><img loading=\"lazy\" src=\"\\img\\class\\remembrance-class\_icon\_35.webp\"></a>\", \"476.28\", \"330.75\", \"952.56\", \"Increases the wearer's ATK by <font color=f29e38><unbreak\">16%</unbreak></font>. After the wearer uses Ultimate, increases the Basic ATK DMG dealt by the wearer and their memosprite by <font color=f29e38><unbreak\">20%</unbreak>

ak></font> >, lasting for <unbreak>3</unbreak> turn(s).", "<a href=\"\"/flower-of-laya-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Flower of \u0100laya\" src=\"\"/img/item/flower-of-laya-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/glory-aspersed-torso-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Glory-Aspersed Torso\" src=\"\"/img/item/glory-aspersed-torso-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\"/sweat-now-cry-less-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Sweat Now, Cry Less\" src=\"\"/img/item/sweat-now-cry-less-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/sweat-now-cry-less-item/?lang=EN\">Sweat Now, Cry Less</a>\", \"<span class=\"rsh\">4</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">remembrance-class</span><a href=\"\"/remembrance-class\"><img loading=\"lazy\" src=\"\"/img/class/remembrance-class\_icon\_35.webp\"></a>\", \"529.2\", \"198.45\", \"1058.4\", \"Increases the wearer's CRIT Rate by <font color=f29e38><unbreak>12%</unbreak></font> >. When the wearer's memosprite is on the field, increases the DMG dealt by the wearer and their memosprite by <font color=f29e38><unbreak>24%</unbreak></font> >.\", \"<a href=\"\"/flower-of-laya-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Flower of \u0100laya\" src=\"\"/img/item/flower-of-laya-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/glory-aspersed-torso-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Glory-Aspersed Torso\" src=\"\"/img/item/glory-aspersed-torso-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\"/time-woven-into-gold-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_5\"><img loading=\"lazy\" alt=\"Time Woven Into Gold\" src=\"\"/img/item/time-woven-into-gold-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/time-woven-into-gold-item/?lang=EN\">Time Woven Into Gold</a>\", \"<span class=\"rsh\">5</span><div class=\"nowrap\_cont\"><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/><img loading=\"lazy\" class=\"cur\_icon emoji\" alt=\"Rarstr\" src=\"\"/img/icons/star\_35.webp\" \\/></div>\", \"<span class=\"rsh\">remembrance-class</span><a href=\"\"/remembrance-class\"><img loading=\"lazy\" src=\"\"/img/class/remembrance-class\_icon\_35.webp\"></a>\", \"635.04\", \"396.9\", \"1058.4\", \"Increases the wearer's base SPD by <font color=f29e38><unbreak>12%</unbreak></font> >. After the wearer and the wearer's memosprite attacks, the wearer gains 1 stack of \"Brocade.\" Each stack of \"Brocade\" increases the wearer's and their memosprite's CRIT DMG by <font color=f29e38><unbreak>9%</unbreak></font> >, stacking up to <unbreak>6</unbreak> time(s). When reaching maximum stacks, each \"Brocade\" stack additionally increases Basic ATK DMG dealt by <font color=f29e38><unbreak>9%</unbreak></font> >.\", \"<a href=\"\"/flower-of-laya-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Flower of \u0100laya\" src=\"\"/img/item/flower-of-laya-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a><a href=\"\"/glory-aspersed-torso-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_4\"><img loading=\"lazy\" alt=\"Glory-Aspersed Torso\" src=\"\"/img/item/glory-aspersed-torso-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", [\"<a href=\"\"/if-time-were-a-flower-item/?lang=EN\"><div class=\"itempic\_cont rar\_bg\_5\"><img loading=\"lazy\" alt=\"If Time Were a Flower\" src=\"\"/img/item/if-time-were-a-flower-item\_icon\_35.webp\" width=\"35\" height=\"35\"></div></a>\", \"<a href=\"\"/if-time-were-a-flower-item/?lang=EN\">If Time

Were a Flower</a>","<span class="rsh">5</span><div class="nowrap\_cont"></div>","<span class="rsh">harmony-class</span><a href="//harmony-class/"></a>","529.2","396.9","1270.08","Increases the wearer's CRIT DMG by <font color=f29e38><unbreak">36%</unbreak></font>. After the wearer launches Follow-up ATK, additionally regenerates <unbreak">12</unbreak> Energy and gains "Presage," lasting for <unbreak">2</unbreak> turn(s). While the wearer has "Presage," all ally targets' CRIT DMG increases by <font color=f29e38><unbreak">48%</unbreak></font>. When entering battle, the wearer regenerates <unbreak">21</unbreak> Energy and gains "Presage," lasting for <unbreak">2</unbreak> turn(s).","<a href="//heavenly-melody-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//glory-aspersed-torso-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//memorys-curtain-never-falls-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>","<a href="//memorys-curtain-never-falls-item/?lang=EN">Memory's Curtain Never Falls</a>","<span class="rsh">5</span><div class="nowrap\_cont"></div>","<span class="rsh">remembrance-class</span><a href="//remembrance-class/"></a>","529.2","396.9","1058.4","Increases the wearer's SPD by <font color=f29e38><unbreak">6%</unbreak></font>. After the wearer uses Skill, increases the DMG dealt by all allies by <font color=f29e38><unbreak">8%</unbreak></font>, lasting for <unbreak">3</unbreak> turn(s).","<a href="//flower-of-laya-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//squirring-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>],["<a href="//flame-of-blood-blaze-my-path-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>","<a href="//flame-of-blood-blaze-my-path-item/?lang=EN">Flame of Blood, Blaze My Path</a>","<span class="rsh">5</span><div class="nowrap\_cont"></div>","<span class="rsh">destruction-class</span><a href="//destruction-class/"><im



g loading="lazy" src="//img/class/destruction-class\_icon\_35.webp"></a>", "476.28", "396.9", "1375.92", "Increases the wearer's Max HP by <font color=f29e38><unbreak>18%</unbreak></font> > and Incoming Healing by <font color=f29e38><unbreak>20%</unbreak></font> >. When using Skill or Ultimate, consumes HP equal to <font color=f29e38><unbreak>6%</unbreak></font> > of the wearer's Max HP and increases the DMG dealt by this attack by <font color=f29e38><unbreak>30%</unbreak></font> >. If this effect's consumed HP is greater than <unbreak>500</unbreak>, the DMG additionally increases by <font color=f29e38><unbreak>30%</unbreak></font> >.

<br>If the current HP is not sufficient, this effect reduces the wearer's current HP down to 1.", <a href="//moon-rage-fang-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//glory-aspersed-torso-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>], [<a href="//may-rainbows-remain-in-the-sky-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>, <a href="//may-rainbows-remain-in-the-sky-item/?lang=EN">May Rainbows Remain in the Sky</a>, <span class="rsh">5</span><div class="nowrap\_cont"></div>, <span class="rsh">remembrance-class</span><a href="//remembrance-class/"></a>, "476.28", "529.2", "1164.24", "Increases the wearer's SPD by <font color=f29e38><unbreak>18%</unbreak></font> >. When the wearer uses Basic ATK, Skill, or Ultimate, consumes all allies' HP equal to <font color=f29e38><unbreak>1%</unbreak></font> > of the current HP. And after the next attack of the wearer's memosprite, enables it to additionally deal 1 instance of Additional DMG equal to <font color=f29e38><unbreak>250%</unbreak></font> > of the total consumed HP to the attacked target. The total HP consumed is then reset. When the wearer's memosprite uses Memosprite Skill, increases the DMG received by all enemies by <font color=f29e38><unbreak>18%</unbreak></font> >, lasting for <unbreak>2</unbreak> turn(s).", <a href="//flower-of-laya-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="//glory-aspersed-torso-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a>], [<a href="//life-should-be-cast-to-flames-item/?lang=EN"><div class="itempic\_cont rar\_bg\_5"></div></a>, <a href="//life-should-be-cast-to-flames-item/?lang=EN">Life Should Be Cast to Flames</a>, <span class="rsh">5</span><div class="nowrap\_cont"></div>, <span class="rsh">erudition-class</span><a href="//erudition-class/"></a>", "582.12", "529.2", "952.56", "When the wearer's turn starts, regenerate s <unbreak\ ">10</unbreak> Energy. If the enemy target has a Weakness implanted by the wearer, increases the wearer's DMG dealt to it by <font color=f29e38><unbreak \ ">60%</unbreak></font >. <br\ />When an enemy target gets attacked by the wearer, the wearer decreases the target's DEF by <font color=f29e38><unbreak\ ">12%</unbreak></font >, lasting for <unbreak\ ">2</unbreak> turn(s). The same types of effects cannot stack.", "<a href=\ "/>exquisite-colored-draft-item\ /?lang=EN\ "><div class=\ "itempic\_cont rar\_bg\_4\ "><img loading=\ "lazy\ " alt=\ "Exquisite Colored Draft\ " src=\ "/img\ /item\ /exquisite-colored-draft-item\_icon\_35.webp\ " width=\ "35\ " height=\ "35\ "></div></a><a href=\ "/>eternal-lament-item\ /?lang=EN\ "><div class=\ "itempic\_cont rar\_bg\_4\ "><img loading=\ "lazy\ " alt=\ "Eternal Lament\ " src=\ "/img\ /item\ /eternal-lament-item\_icon\_35.webp\ " width=\ "35\ " height=\ "35\ "></div></a>"], [<a href=\ "/>make-farewells-more-beautiful-item\ /?lang=EN\ "><div class=\ "itempic\_cont rar\_bg\_5\ "><img loading=\ "lazy\ " alt=\ "Make Farewells More Beautiful\ " src=\ "/img\ /item\ /make-farewells-more-beautiful-item\_icon\_35.webp\ " width=\ "35\ " height=\ "35\ "></div></a>", "<a href=\ "/>make-farewells-more-beautiful-item\ /?lang=EN\ ">Make Farewells More Beautiful</a>", "<span class=\ "rsh\ ">5</span><div class=\ "nowrap\_cont\ "><img loading=\ "lazy\ " class=\ "cur\_icon emoji\ " alt=\ "Rarstr\ " src=\ "/img\ /icons\ /star\_35.webp\ " \ /><img loading=\ "lazy\ " class=\ "cur\_icon emoji\ " alt=\ "Rarstr\ " src=\ "/img\ /icons\ /star\_35.webp\ " \ /><img loading=\ "lazy\ " class=\ "cur\_icon emoji\ " alt=\ "Rarstr\ " src=\ "/img\ /icons\ /star\_35.webp\ " \ /><img loading=\ "lazy\ " class=\ "cur\_icon emoji\ " alt=\ "Rarstr\ " src=\ "/img\ /icons\ /star\_35.webp\ " \ /><img loading=\ "lazy\ " class=\ "cur\_icon emoji\ " alt=\ "Rarstr\ " src=\ "/img\ /icons\ /star\_35.webp\ " \ /><img loading=\ "lazy\ " class=\ "cur\_icon emoji\ " alt=\ "Rarstr\ " src=\ "/img\ /icons\ /star\_35.webp\ " \ /></div>", "<span class=\ "rsh\ ">remembrance-class</span><a href=\ "/>remembrance-class\ /><img loading=\ "lazy\ " src=\ "/img\ /class\ /remembrance-class\_icon\_35.webp\ "></a>", "529.2", "396.9", "1270.08", "Increases the wearer's Max HP by <font color=f29e38><unbreak\ ">30%</unbreak></font >. When the wearer or their memosprite loses HP during their own turn, the wearer gains \ "Death Flower.\ " \ "Death Flower\ " allows the wearer and their memosprite to ignore <font color=f29e38><unbreak\ ">30%</unbreak></font > of the target's DEF when dealing DMG, lasting for <unbreak\ ">2</unbreak> turn(s). <br\ />When the wearer's memosprite disappears, advances the wearer's action by <font color=f29e38><unbreak\ ">12%</unbreak></font >. This effect can only trigger up to 1 time, and the trigger count resets every time the wearer uses Ultimate.", "<a href=\ "/>flower-of-laya-item\ /?lang=EN\ "><div class=\ "itempic\_cont rar\_bg\_4\ "><img loading=\ "lazy\ " alt=\ "Flower of \u0100laya\ " src=\ "/img\ /item\ /flower-of-laya-item\_icon\_35.webp\ " width=\ "35\ " height=\ "35\ "></div></a><a href=\ "/>eternal-lament-item\ /?lang=EN\ "><div class=\ "itempic\_cont rar\_bg\_4\ "><img loading=\ "lazy\ " alt=\ "Eternal Lament\ " src=\ "/img\ /item\ /eternal-lament-item\_icon\_35.webp\ " width=\ "35\ " height=\ "35\ "></div></a>"], [<a href=\ "/>the-great-cosmic-enterprise-item\ /?lang=EN\ "><div class=\ "itempic\_cont rar\_bg\_4\ "><img loading=\ "lazy\ " alt=\ "The Great Cosmic Enterprise\ " src=\ "/img\ /item\ /the-great-cosmic-enterprise-item\_icon\_35.webp\ " width=\ "35\ " height=\ "35\ "></div></a>", "<a href=\ "/>the-great-cosmic-enterprise-item\ /?lang=EN\ ">The Great Cosmic Enterprise</a>", "<span class=\ "rsh\ ">4</span><div class=\ "nowrap\_cont\ "><img loading=\ "lazy\ " class=\ "cur\_icon emoji\ " alt=\ "Rarstr\ " src=\ "/img\ /icons\ /star\_35.webp\ " \ /><img loading=\ "lazy\ " class=\ "cur\_icon emoji\ " alt=\ "Rarstr\ " src=\ "/img\ /icons\ /star\_35.webp\ " \ /><img loading=\ "lazy\ " class=\ "cur\_icon emoji\ " alt=\ "Rarstr\ " src=\ "/img\ /icons\ /star\_35.webp\ " \ /><img loading=\ "lazy\ " class=\ "cur\_icon emoji\ " alt=\ "Rarstr\ " src=\ "/img\ /icons\ /star\_35.webp\ " \ /><img loading=\ "lazy\ " class=\ "cur\_icon emoji\ " alt=\ "Rarstr\ " src=\ "/img\ /icons\ /star\_35.webp\ " \ /></div>", "<span class=\ "rsh\ ">erudition-class</span><a href=\ "/>erudition-class\ /><img loading=\ "lazy\ " src=\ "/img\ /class\ /erudition-class\_icon\_35.webp\ "></a>", "476.28", "330.75", "952.56", "Increases the wearer's ATK by <font color=f29e38><unbreak\ ">8%</unbreak></font >. For every 1 different Weakness Type an enemy target has, increases the DMG dealt to it by the wearer by <font color=f29e38><unbreak\ ">4%</unbreak></font >. Up to a max of 7 Weakness Types can be taken into account for this effect.", "<a href=\ "/>exquisite-colored-draft-item\ /?lang=EN\ "><div class=\ "itempic\_cont rar\_bg\_4



[Cornucopia](/cornucopia-item/?lang=EN)

![Rarstr](/img/icons/star_35.webp)![Rarstr](/img/icons/star_35.webp)![Rarstr](/img/icons/star_35.webp)

abundance-class[abundance-class](/abundance-class/)

![Abundance Class Icon](/img/class/abundance-class_icon_35.webp)

264.6264.6952.56

When the wearer uses their Skill or Ultimate, their Outgoing Healing increases by 12%.

[Flower of Eternity](/flower-of-eternity-item/?lang=EN)

![Flower of Eternity](/img/item/flower-of-eternity-item_icon_35.webp)

[Silvermane Medal](/silvermane-medal-item/?lang=EN)

![Silvermane Medal](/img/item/silvermane-medal-item_icon_35.webp)

[Collapsing Sky](/collapsing-sky-item/?lang=EN)

![Collapsing Sky](/img/item/collapsing-sky-item_icon_35.webp)

[Collapsing Sky](/collapsing-sky-item/?lang=EN)

3

![Rarstr](/img/icons/star_35.webp)![Rarstr](/img/icons/star_35.webp)![Rarstr](/img/icons/star_35.webp)

destruction-class[destruction-class](/destruction-class/)

![Destruction Class Icon](/img/class/destruction-class_icon_35.webp)

370.44198.45846.72

The wearer's Basic ATK and Skill deal 20% more DMG.

[Worldbreaker Blade](/worldbreaker-blade-item/?lang=EN)

![Worldbreaker Blade](/img/item/worldbreaker-blade-item_icon_35.webp)

[Conqueror's Will](/conquerors-will-item/?lang=EN)

![Conqueror's Will](/img/item/conquerors-will-item_icon_35.webp)

[Amber](/amber-item/?lang=EN)

![Amber](/img/item/amber-item_icon_35.webp)

[Amber](/amber-item/?lang=EN)

3

![Rarstr](/img/icons/star_35.webp)![Rarstr](/img/icons/star_35.webp)![Rarstr](/img/icons/star_35.webp)

preservation-class[preservation-class](/preservation-class/)

![Preservation Class Icon](/img/class/preservation-class_icon_35.webp)

264.6330.75846.72

Increases the wearer's DEF by 16%. If the wearer's current HP percentage is lower than 50%, increases their DEF by a further 16%.

[Safeguard of Amber](/safeguard-of-amber-item/?lang=EN)

![Safeguard of Amber](/img/item/safeguard-of-amber-item_icon_35.webp)

[Squirming Core](/squirming-core-item/?lang=EN)

![Squirming Core](/img/item/squirming-core-item_icon_35.webp)

[Void](/void-item/?lang=EN)

![Void](/img/item/void-item_icon_35.webp)

[Void](/void-item/?lang=EN)

3

![Rarstr](/img/icons/star_35.webp)

r" class="cur\_icon emoji" decoding="async" loading="lazy" src="/img/icons/star\_35.webp"/></div></td><td><span class="rsh">nihility-class</span><a href="/nihility-class/"></a></td><td>317.52</td><td>264.6</td><td>846.72</td><td>At the start of the battle, the wearer's Effect Hit Rate increases by <font color="f29e38"><unbreak>20%</unbreak></font> for <unbreak>3</unbreak> turn(s).</td><td><a href="/obsidian-of-obsession-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/ancient-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td></tr><tr><td><a href="/chorus-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a></td><td><a href="/chorus-item/?lang=EN">Chorus</a></td><td><span class="rsh">3</span><div class="nowrap\_cont"></div></td><td><span class="rsh">harmony-class</span><a href="/harmony-class/"></a></td><td>317.52</td><td>264.6</td><td>846.72</td><td>After entering battle, increases the ATK of all allies by <font color="f29e38"><unbreak>8%</unbreak></font>. Abilities of the same type cannot stack.</td><td><a href="/stellaris-symphony-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/silvermane-medal-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td></tr><tr><td><a href="/data-bank-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a></td><td><a href="/data-bank-item/?lang=EN">Data Bank</a></td><td><span class="rsh">3</span><div class="nowrap\_cont"></div></td><td><span class="rsh">erudition-class</span><a href="/erudition-class/"></a></td><td>370.44</td><td>264.6</td><td>740.88</td><td>Increases DMG dealt by the wearer's Ultimate by <font color="f29e38"><unbreak>28%</unbreak></font>.</td><td><a href="/key-of-wisdom-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/squirring-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td></tr><tr><td><a href="/darting-arrow-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a></td><td><a href="/darting-arrow-item/?lang=EN">Darting Arrow</a></td><td><span class="rsh">3</span><div class="nowrap\_cont"></div></td><td><span class="rsh">the-hunt-class</span><a href="/the-hunt-class/"></a></td><td>370.44</td><td>264.6</td><td>740.88</td><td>When the wearer defeats an enemy, increases ATK by <font color="f29e38"><unbreak>24%</unbreak></font> for <unbreak>3</unbreak> turn(s).</td><td><a href="/arrow-of-the-starchaser-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/silvermane-medal-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td></tr><tr><td><a href="/fine-fruit-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a></td><td><a href="/fine-fruit-item/?lang=EN">Fine Fruit</a></td><td><span class="rsh">3</span><div class="nowrap\_cont"></div></td><td><span class="rsh">abundance-class</span><a href="/abundance-class/"></a></td><td>317.52</td><td>198.45</td><td>952.56</td><td>At the start of the battle, immediately regenerates <font color="f29e38"><unbreak>6</unbreak> Energy for all allies.</td><td><a href="/flower-of-eternity-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td><td><a href="/shattered-home-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a></td><td><a href="/shattered-home-item/?lang=EN">Shattered Home</a></td><td><span class="rsh">3</span><div class="nowrap\_cont"></div></td><td><span class="rsh">destruction-class</span><a href="/destruction-class/"></a></td><td>370.44</td><td>198.45</td><td>846.72</td><td>The wearer deals <font color="f29e38"><unbreak>20%</unbreak> more DMG to enemy targets whose HP percentage is greater than <unbreak>50%</unbreak>.</td><td><a href="/worldbreaker-blade-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/squirmin-g-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td></tr></tbody>

In [235...

```

row_data.find_all('td')
the extracted tbody is correct in the
previous part
using find_all to extract all the td/data
in the row data

```

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Out[235... [<td><div class="itempic_cont rar_bg_3"></div></td>,
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<td>3<div class="nowrap_cont"></div></td>,
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<td>264.6</td>,
<td>846.72</td>,
<td>At the start of the battle, the wearer's CRIT Rate increases by <font color
="f29e38"><unbreak>12%/</unbreak> for <unbreak>3</unbreak> turn(s).</td>,
<td><div class="itempic_cont rar
_bg_4"></div></
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<td><div class="itempic_cont rar_bg_3"></div></td>,
<td>Cornucopia</td>,
<td>3<div class="nowrap_cont"></div></td>,
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<td>264.6</td>,
<td>264.6</td>,
<td>952.56</td>,
<td>When the wearer uses their Skill or Ultimate, their Outgoing Healing increase
s by <unbreak>12%/</unbreak>.</td>,
<td><div class="itempic_cont rar_bg_
4"><img alt="Flower of Eternity" decoding="async" height="35" loading="lazy" src
="/img/item/flower-of-eternity-item_icon_35.webp" width="35"/></div><a href="/
silvermane-medal-item/?lang=EN"><div class="itempic_cont rar_bg_4"></div></td>,
<td><div class="itempic_cont rar_bg_3"><i
mg alt="Collapsing Sky" decoding="async" height="35" loading="lazy" src="/img/ite
m/collapsing-sky-item_icon_35.webp" width="35"/></div></td>,
<td>Collapsing Sky</td>,
<td>3<div class="nowrap_cont"></div></td>,
<td>destruction-class
```

</a></td>,  
<td>370.44</td>,  
<td>198.45</td>,  
<td>846.72</td>,  
<td>The wearer's Basic ATK and Skill deal <font color="f29e38"><unbreak>20%</unbreak></font> more DMG.</td>,  
<td><a href="/worldbreaker-blade-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/conquerors-will-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td>,  
<td><a href="/amber-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a></td>,  
<td><a href="/amber-item/?lang=EN">Amber</a></td>,  
<td><span class="rsh">3</span><div class="nowrap\_cont"></div></td>,  
<td><span class="rsh">preservation-class</span><a href="/preservation-class/"></a></td>,  
<td>264.6</td>,  
<td>330.75</td>,  
<td>846.72</td>,  
<td>Increases the wearer's DEF by <font color="f29e38"><unbreak>16%</unbreak></font>. If the wearer's current HP percentage is lower than <unbreak>50%</unbreak>, it increases their DEF by a further <font color="f29e38"><unbreak>16%</unbreak></font>.</td>,  
<td><a href="/safeguard-of-amber-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td>,  
<td><a href="/void-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a></td>,  
<td><a href="/void-item/?lang=EN">Void</a></td>,  
<td><span class="rsh">3</span><div class="nowrap\_cont"></div></td>,  
<td><span class="rsh">nihility-class</span><a href="/nihility-class/"></a></td>,  
<td>317.52</td>,  
<td>264.6</td>,  
<td>846.72</td>,  
<td>At the start of the battle, the wearer's Effect Hit Rate increases by <font color="f29e38"><unbreak>20%</unbreak></font> for <unbreak>3</unbreak> turn(s).</td>,  
<td><a href="/obsidian-of-obsession-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"><img alt="Obsidian of Obsession" decoding="async" height="35" loading="lazy"



</div><a href="/ancient-engine-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td>

<td><a href="/chorus-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a></td>

<td><a href="/chorus-item/?lang=EN">Chorus</a></td>

<td><span class="rsh">3</span><div class="nowrap\_cont"></div></td>

<td><span class="rsh">harmony-class</span><a href="/harmony-class/"></a></td>

<td>317.52</td>

<td>264.6</td>

<td>846.72</td>

<td>After entering battle, increases the ATK of all allies by <font color="f29e38"><unbreak>8%</unbreak></font>. Abilities of the same type cannot stack.</td>

<td><a href="/stellaris-symphony-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/silvermane-medal-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td>

<td><a href="/data-bank-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a></td>

<td><a href="/data-bank-item/?lang=EN">Data Bank</a></td>

<td><span class="rsh">3</span><div class="nowrap\_cont"></div></td>

<td><span class="rsh">erudition-class</span><a href="/erudition-class/"></a></td>

<td>370.44</td>

<td>264.6</td>

<td>740.88</td>

<td>Increases DMG dealt by the wearer's Ultimate by <font color="f29e38"><unbreak>28%</unbreak></font>.</td>

<td><a href="/key-of-wisdom-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td>

<td><a href="/darting-arrow-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a></td>

<td><a href="/darting-arrow-item/?lang=EN">Darting Arrow</a></td>

<td><span class="rsh">3</span><div class="nowrap\_cont"></div></td>,<br><td><span class="rsh">the-hunt-class</span><a href="/the-hunt-class/"></a></td>,<br><td>370.44</td>,<br><td>264.6</td>,<br><td>740.88</td>,<br><td>When the wearer defeats an enemy, increases ATK by <font color="f29e38"><unbreak>24%</unbreak></font> for <unbreak>3</unbreak> turn(s).</td>,<br><td><a href="/arrow-of-the-starchaser-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/silvermane-medal-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td>,<br><td><a href="/fine-fruit-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a></td>,<br><td><a href="/fine-fruit-item/?lang=EN">Fine Fruit</a></td>,<br><td><span class="rsh">3</span><div class="nowrap\_cont"></div></td>,<br><td><span class="rsh">abundance-class</span><a href="/abundance-class/"></a></td>,<br><td>317.52</td>,<br><td>198.45</td>,<br><td>952.56</td>,<br><td>At the start of the battle, immediately regenerates <font color="f29e38"><unbreak>6</unbreak></font> Energy for all allies.</td>,<br><td><a href="/flower-of-eternity-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a><a href="/squirming-core-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td>,<br><td><a href="/shattered-home-item/?lang=EN"><div class="itempic\_cont rar\_bg\_3"></div></a></td>,<br><td><a href="/shattered-home-item/?lang=EN">Shattered Home</a></td>,<br><td><span class="rsh">3</span><div class="nowrap\_cont"></div></td>,<br><td><span class="rsh">destruction-class</span><a href="/destruction-class/"></a></td>,<br><td>370.44</td>,<br><td>198.45</td>,<br><td>846.72</td>,<br><td>The wearer deals <font color="f29e38"><unbreak>20%</unbreak></font> more DMG to enemy targets whose HP percentage is greater than <unbreak>50%</unbreak>.</td>,<br><td><a href="/worldbreaker-blade-item/?lang=EN"><div class="itempic\_cont rar\_bg\_4"></div></a></td>

```
4"><img alt="Worldbreaker Blade" decoding="async" height="35" loading="lazy" src
="/img/item/worldbreaker-blade-item_icon_35.webp" width="35"/></div><a href="/
squirming-core-item/?lang=EN"><div class="itempic_cont rar_bg_4"></div></td>]
```

In [236...

```
a = []
creating a blank list
for row in row_data:
 #looping through all the entries of the
 #td in the tbody
 data = row.find_all('td')
 #text.strip is used to take only the
 #text of each td
 each = [data.text.strip() for data in data]
 #appending all extracted list to another list
 a.append(each)
print(a)
#displaying all
```

```
[[[], ['', 'Arrows', '3', 'the-hunt-class', '317.52', '264.6', '846.72', 'At the star
t of the battle, the wearer's CRIT Rate increases by 12% for 3 turn(s).', ''], ['',
'Cornucopia', '3', 'abundance-class', '264.6', '264.6', '952.56', 'When the wearer u
ses their Skill or Ultimate, their Outgoing Healing increases by 12%.'], ['', 'C
ollapsing Sky', '3', 'destruction-class', '370.44', '198.45', '846.72', 'The weare
r's Basic ATK and Skill deal 20% more DMG.'], ['', 'Amber', '3', 'preservation-c
lass', '264.6', '330.75', '846.72', 'Increases the wearer's DEF by 16%. If the weare
r's current HP percentage is lower than 50%, increases their DEF by a further 16%.'],
 ['', 'Void', '3', 'nihility-class', '317.52', '264.6', '846.72', 'At the start
of the battle, the wearer's Effect Hit Rate increases by 20% for 3 turn(s).'],
 ['', 'Chorus', '3', 'harmony-class', '317.52', '264.6', '846.72', 'After entering ba
ttle, increases the ATK of all allies by 8%. Abilities of the same type cannot stac
k.'], ['', 'Data Bank', '3', 'erudition-class', '370.44', '264.6', '740.88', 'In
creases DMG dealt by the wearer's Ultimate by 28%.'], ['', 'Darting Arrow', '3',
'the-hunt-class', '370.44', '264.6', '740.88', 'When the wearer defeats an enemy, in
creases ATK by 24% for 3 turn(s).'], ['', 'Fine Fruit', '3', 'abundance-class',
'317.52', '198.45', '952.56', 'At the start of the battle, immediately regenerates 6
Energy for all allies.'], ['', 'Shattered Home', '3', 'destruction-class', '370.
44', '198.45', '846.72', 'The wearer deals 20% more DMG to enemy targets whose HP pe
rcentage is greater than 50%.'], '']]
```

In [237...

```
in the created nested list
there is a blank entry
using pop(0)
#to delete the blank entry
a.pop(0)
print(a)
```

```
[[', 'Arrows', '3', 'the-hunt-class', '317.52', '264.6', '846.72', 'At the start of the battle, the wearer's CRIT Rate increases by 12% for 3 turn(s).', ''], [', 'Cornucopia', '3', 'abundance-class', '264.6', '264.6', '952.56', 'When the wearer uses their Skill or Ultimate, their Outgoing Healing increases by 12%.'], [', 'Collapsing Sky', '3', 'destruction-class', '370.44', '198.45', '846.72', 'The wearer's Basic ATK and Skill deal 20% more DMG.', ''], [', 'Amber', '3', 'preservation-class', '264.6', '330.75', '846.72', 'Increases the wearer's DEF by 16%. If the wearer's current HP percentage is lower than 50%, increases their DEF by a further 16%.'], [', 'Void', '3', 'nihility-class', '317.52', '264.6', '846.72', 'At the start of the battle, the wearer's Effect Hit Rate increases by 20% for 3 turn(s).'], [', 'Chorus', '3', 'harmony-class', '317.52', '264.6', '846.72', 'After entering battle, increases the ATK of all allies by 8%. Abilities of the same type cannot stack.', ''], [', 'Data Bank', '3', 'erudition-class', '370.44', '264.6', '740.88', 'Increases DMG dealt by the wearer's Ultimate by 28%.'], [', 'Darting Arrow', '3', 'the-hunt-class', '370.44', '264.6', '740.88', 'When the wearer defeats an enemy, increases ATK by 24% for 3 turn(s).'], [', 'Fine Fruit', '3', 'abundance-class', '317.52', '198.45', '952.56', 'At the start of the battle, immediately regenerates 6 Energy for all allies.'], [', 'Shattered Home', '3', 'destruction-class', '370.44', '198.45', '846.72', 'The wearer deals 20% more DMG to enemy targets whose HP percentage is greater than 50%.'], '']]
```

In [238...

```
#now looping through all of the rows to be placed in the dataframe
for i in range (len(a)):
 r = len(df)
 df.loc[r] = a[i]

df
#displaying the dataframe
```

Out[238...

	Concepts	Rarity	Path	ATK	DEF	HP	Skill	Character Materials
0	Arrows	3	the-hunt-class	317.52	264.6	846.72	At the start of the battle, the wearer's CRIT ...	
1	Cornucopia	3	abundance-class	264.6	264.6	952.56	When the wearer uses their Skill or Ultimate, ...	
2	Collapsing Sky	3	destruction-class	370.44	198.45	846.72	The wearer's Basic ATK and Skill deal 20% more...	
3	Amber	3	preservation-class	264.6	330.75	846.72	Increases the wearer's DEF by 16%. If the wear...	
4	Void	3	nihility-class	317.52	264.6	846.72	At the start of the battle, the wearer's Effec...	
5	Chorus	3	harmony-class	317.52	264.6	846.72	After entering battle, increases the ATK of al...	
6	Data Bank	3	erudition-class	370.44	264.6	740.88	Increases DMG dealt by the wearer's Ultimate b...	
7	Darting Arrow	3	the-hunt-class	370.44	264.6	740.88	When the wearer defeats an enemy, increases AT...	
8	Fine Fruit	3	abundance-class	317.52	198.45	952.56	At the start of the battle, immediately regene...	
9	Shattered Home	3	destruction-class	370.44	198.45	846.72	The wearer deals 20% more DMG to enemy targets...	

In [239...

```
the Path columns have "-class" in the string
#this part is deleting that part of the string and
```

```
df['Path'] = df['Path'].str[:-6]
```

```
df
```

Out[239...

	Concepts	Rarity	Path	ATK	DEF	HP	Skill	Character Materials
0	Arrows	3	the-hunt	317.52	264.6	846.72	At the start of the battle, the wearer's CRIT ...	
1	Cornucopia	3	abundance	264.6	264.6	952.56	When the wearer uses their Skill or Ultimate, ...	
2	Collapsing Sky	3	destruction	370.44	198.45	846.72	The wearer's Basic ATK and Skill deal 20% more...	
3	Amber	3	preservation	264.6	330.75	846.72	Increases the wearer's DEF by 16%. If the wear...	
4	Void	3	nihility	317.52	264.6	846.72	At the start of the battle, the wearer's Effec...	
5	Chorus	3	harmony	317.52	264.6	846.72	After entering battle, increases the ATK of al...	
6	Data Bank	3	erudition	370.44	264.6	740.88	Increases DMG dealt by the wearer's Ultimate b...	
7	Darting Arrow	3	the-hunt	370.44	264.6	740.88	When the wearer defeats an enemy, increases AT...	
8	Fine Fruit	3	abundance	317.52	198.45	952.56	At the start of the battle, immediately regene...	
9	Shattered Home	3	destruction	370.44	198.45	846.72	The wearer deals 20% more DMG to enemy targets...	

In [240...

`df.columns`

Out[240...

```
Index(['', 'Concepts', 'Rarity', 'Path', 'ATK', 'DEF', 'HP', 'Skill',
 'Character Materials'],
 dtype='object')
```

In [241...

```
#there is a blank column
and a column that has no entries
it has no entries because it contains images, that are not extracted
#those two columns are to be dropped
df.drop(['', 'Character Materials'], axis=1, inplace=True)
```

In [242...

`df`

Out[242...

	Concepts	Rarity	Path	ATK	DEF	HP	Skill
0	Arrows	3	the-hunt	317.52	264.6	846.72	At the start of the battle, the wearer's CRIT ...
1	Cornucopia	3	abundance	264.6	264.6	952.56	When the wearer uses their Skill or Ultimate, ...
2	Collapsing Sky	3	destruction	370.44	198.45	846.72	The wearer's Basic ATK and Skill deal 20% more...
3	Amber	3	preservation	264.6	330.75	846.72	Increases the wearer's DEF by 16%. If the wear...
4	Void	3	nihility	317.52	264.6	846.72	At the start of the battle, the wearer's Effec...
5	Chorus	3	harmony	317.52	264.6	846.72	After entering battle, increases the ATK of al...
6	Data Bank	3	erudition	370.44	264.6	740.88	Increases DMG dealt by the wearer's Ultimate b...
7	Darting Arrow	3	the-hunt	370.44	264.6	740.88	When the wearer defeats an enemy, increases AT...
8	Fine Fruit	3	abundance	317.52	198.45	952.56	At the start of the battle, immediately regene...
9	Shattered Home	3	destruction	370.44	198.45	846.72	The wearer deals 20% more DMG to enemy targets...

In [245...

```
#the concepts data is the name of each row lightcone
changing it to a more suitable name to understand
df = df.rename(columns = {'Concepts': 'Lightcone Name'})
df
```

Out[245...

	Lightcone Name	Rarity	Path	ATK	DEF	HP	Skill
0	Arrows	3	the-hunt	317.52	264.6	846.72	At the start of the battle, the wearer's CRIT ...
1	Cornucopia	3	abundance	264.6	264.6	952.56	When the wearer uses their Skill or Ultimate, ...
2	Collapsing Sky	3	destruction	370.44	198.45	846.72	The wearer's Basic ATK and Skill deal 20% more...
3	Amber	3	preservation	264.6	330.75	846.72	Increases the wearer's DEF by 16%. If the wear...
4	Void	3	nihility	317.52	264.6	846.72	At the start of the battle, the wearer's Effec...
5	Chorus	3	harmony	317.52	264.6	846.72	After entering battle, increases the ATK of al...
6	Data Bank	3	erudition	370.44	264.6	740.88	Increases DMG dealt by the wearer's Ultimate b...
7	Darting Arrow	3	the-hunt	370.44	264.6	740.88	When the wearer defeats an enemy, increases AT...
8	Fine Fruit	3	abundance	317.52	198.45	952.56	At the start of the battle, immediately regene...
9	Shattered Home	3	destruction	370.44	198.45	846.72	The wearer deals 20% more DMG to enemy targets...

In [246...

```
#turning the dataframe into a csv
df.to_csv('Lightcones.csv')
```

In [ ]:

In [ ]: