**Periodic Table KPKAD Game Planner**

1. Hydrogen – High damage, explode (oxygen)
2. Helium – Inert (does not react with anything), shield
3. Lithium – Low damage, explode (H2O)
4. Carbon – Buff HP
5. Oxygen – Moderate damage, combines with hydrogen
6. Neon – Reduce atk rate of opp
7. Sodium – Moderate damage, explode (H2O)
8. Magnesium – High damage, explode (H2O), asteroids (earth metals)
9. Aluminium – Corrosion resist
10. Silicon – Buff ATK
11. Sulfur - Corrosive
12. Potassium – High damage, explode (H2O), throw stone
13. Calcium – necromancy
14. Titanium – Shield
15. Iron – Buff buffs

Key:

xxxxxx: atk

xxxxxx: def

xxxxxx: buff

1. Bromine – Mutatation, moderate damage
2. Silver – Cast aura boost DEF
3. Tellurium – Boost DEF & ATK
4. Terbium – Reduce SP cost
5. Thulium – Sweeps across AOE damage (moderate)
6. Gold – Cast aura boost ATK
7. Mercury – Toxic and corrosive, moderate damage
8. Lead – Mist deal constant damage, low, high rate
9. Uranium – Highest raw damage, radioactive cause everything to lose HP/sec
10. Curium – Provide SP
11. Oganesson – Shield (s)