

Yanfly Website ----->	<a href="http://yanfly.moe/">http://yanfly.moe/</a>	<a href="https://goo.gl/Y13Ucy">https://goo.gl/Y13Ucy</a>	Filter will only work with a LOCALLY DOWNLOADED spreadsheet, google docs wont let me allow you guys to filter :(											
Updated as of 1/12/16	<b>Core Plugins</b>		If you wish to download the spread sheet and have some form of excell/open office viewer											
			To Download the spreadsheet, go to File, then Save As, To filter, click the filter by the column then click "Filter by cell not empty"											
Plugin	Effect	Where to Use	Actor	Class	Weapon	Armor	Skill	Item	Enemy	State	Plugin Co	Map	Event	
<<CORE ENGINE >>	<a href="http://yanfly.moe/2015/10/09/yep-1-core-engine/">http://yanfly.moe/2015/10/09/yep-1-core-engine/</a>		x	x	x	x	x	x	x	x	x	x	x	
<Price: x>	Changes Price of Object to x	Weapon, Armor, Item			x	x		x						
<Max Item: x>	Changes the Max # of Items to x	Weapon, Armor, Item			x	x		x						
<Initial Level: x>	Changes the Initial Level of an Actor to x	Actor	x											
<Max Level: x>	Changes the Max Level of an Actor to x	Actor	x											
<Learn at Level: x>	Class Learns Skill at Level x	Skill					x							
<stat: x>	Changes specific enemy stat to x	Enemy							x					
<exp: x>	Changes amount of EXP of enemy to x	Enemy							x					
GainGold <x>	Party Gains x Amount of Gold	Plugin Command									x			
LoseGold <x>	Party Loses x Amount of Gold	Plugin Command									x			
<<CLASS CHANGE CORE>>	<a href="http://yanfly.moe/2015/11/27/yep-32-class-change-core/">http://yanfly.moe/2015/11/27/yep-32-class-change-core/</a>		x	x	x	x	x	x	x	x	x	x	x	
<Unlock Class: x>	Unlocks Class x	Actor	x											
<Unlock Class x,x,x>	Unlocks Multiple Classes	Actor	x											
<Unlock Class: x to y>	Unlock All Classes between x and y	Actor	x											
<Class x Character: filename y>	When Actor is Class x, its sprite is set to "filename" and index y	Actor	x											
<Class x Face: filename y>	When Actor is Class x, its face is set to "filename" and index y	Actor	x											
<Class x Battle: filename>	When Actor is Class x, its battler is set to "filename"	Actor	x											
<Icon: x>	Changes Class Icon to x	Class		x										
<Help Description> Text </Help Description>	Sets the help description for Class to "Text"	Class		x										
<Level Unlock Requirements> Class x: Level y	Sets the class x to be unlocked at level y	Class		x										
</Level Unlock Requirements>														
OpenClass	Opens the Class Change Screen	Plugin Command									x			
ShowClass	Shows the Class Option in the Main Menu	Plugin Command									x			
HideClass	Hides the Class Option in the Main Menu	Plugin Command									x			
EnableClass	This enables the Class Option	Plugin Command									x			
DisableClass	This disables the Class Option	Plugin Command									x			
UnlockClass x y	This will unlock class y for actor x	Plugin Command									x			
RemoveClass x y	This will remove class y from actor x	Plugin Command									x			
UnlockClassAll x	This will add class x from all actors	Plugin Command									x			
RemoveClassAll x	This will remove class x from all actors	Plugin Command									x			
<<SUBCLASS>>	<a href="http://yanfly.moe/2015/11/29/yep-34-subclass/">http://yanfly.moe/2015/11/29/yep-34-subclass/</a>		x	x	x	x	x	x	x	x	x	x	x	
<Subclass: x>	Sets Actors subclass to x	Actor	x											
<Restrict Class: x>	Actor can not switch to Class x	Actor	x											
<Restrict Class: x,x,x>	Actor can no switch to Classes	Actor	x											
<Restrict Class: x to y>	Actor can not switch to any Class between x and y	Actor	x											
<Restrict Subclass: x>	Actor can not switch to Subclass x	Actor	x											
<Restrict Subclass: x,x,x>	Actor can not use Subclasses	Actor	x											
<Restrict Subclass: x to y>	Actor can not use any subclass between x and y	Actor	x											
<Primary Only>	This class can only be a primary Class	Class		x										
<Subclass Only>	This class can only be a Subclass	Class		x										
<Subclass x Combo Name: text>	If this class has the Subclass X equipped, the displayed class name will be "text"	Class		x										
<Require Class: x>	This Skill/Item can only be used by class x	Skill, Item					x	x						
<Require Class: x,x,x>	This Skill/Item can only be used by classes listed	Skill, Item					x	x						
<Require Class: x to y>	This Skill/Item can only be used by classes between x and y	Skill, Item					x	x						
ShowSubclass	Shows the Subclass menu in the Class Change Menu	Plugin Command									x			
HideSubclass	Hides the Subclass menu in the Class Change Menu	Plugin Command									x			
EnableSubclass	Enables the Subclass menu in the Class Change Menu	Plugin Command									x			
DisableSubclass	Disables the Subclass menu in the Class Change Menu	Plugin Command									x			
ChangeSubclass x y	Change Actor x to Subclass y	Plugin Command									x			
<b>Battle Plugins</b>														
<<BATTLE ENGINE CORE>>	<a href="http://yanfly.moe/2015/10/10/yep-3-battle-engine-core/">http://yanfly.moe/2015/10/10/yep-3-battle-engine-core/</a>		x	x	x	x	x	x	x	x	x	x	x	
<Cast Animation: x>	Sets Skill Cast Animation to Animation x	Skill					x							
<Reflect Animation ID: x>	Changes the Users Reflect Animation to x	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
<Sprite Cannot Move>	Prevents Battle Sprite From Moving	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
setBattleSys DTB,CTB,ATB	Sets the battle type to Default, Active or Charged, Respectively	Plugin Command									x			
<<ANIMATED SIDEVIEW ENEMIES>>	<a href="http://yanfly.moe/2015/12/13/yep-44-animated-sideview-enemies/">http://yanfly.moe/2015/12/13/yep-44-animated-sideview-enemies/</a>		x	x	x	x	x	x	x	x	x	x	x	
<Breathing>	Enables the Enemy Sprite "breathing"	Enemy							x					
<No Breathing>	Disables the Enemy Sprite "breathing"	Enemy							x					

<Breathing Speed: x>	Enables how many frames for a full breath	Enemy									x					
<Breathing Rate X: x.y>	Sets the breathing rate for the X changes (0.0 through 1.0)	Enemy									x					
<Breathing Rate Y: x.y>	Sets the breathing rate for the Y changes (0.0 through 1.0)	Enemy									x					
<Floating>	Sets the Enemy to be Floating	Enemy									x					
<Floating Speed: x>	Sets the Number of Frames the enemy Floats	Enemy									x					
<Floating Height: x>	Sets how high the enemy is floating	Enemy									x					
<Scale Sprite: x%>	Scales the enemy sprite by X%	Enemy									x					
<Scale Sprite Width: x%>	Scales the Enemy sprite horizontally by x%	Enemy									x					
<Scale Sprite Height: x%>	Scales the Enemy sprite vertically by x%	Enemy									x					
<Sideview Battler: filename>	Sets Enemy's battler sprite to "filename"	Enemy									x					
<Sideview Anchor X: y.z>	Sets the anchor for the Sideview x cords	Enemy									x					
<Sideview Anchor Y: y.z>	Sets the anchor for the Sideview y cords	Enemy									x					
<Sideview Width: x>	Sets the width of the Sideview battler (if custom)	Enemy									x					
<Sideview Height: x>	Sets the height of the Sideview battler (if custom)	Enemy									x					
<Sideview Collapse>	When enemy dies battler will disappear	Enemy									x					
<Sideview No Collapse>	When enemy dies it will leave a corpse	Enemy									x					
<Sideview Frame Speed: x>	Sets the frame speed for the sideview battler (lower is faster)	Enemy									x					
<Sideview Attack Motion: swing>	Sets the basic attack of the enemy to use "Swing"	Enemy									x					
<Sideview Attack Motion: thrust>	Sets the basic attack of the enemy to use "Thrust"	Enemy									x					
<Sideview Attack Motion: missile>	Sets the basic attack of the enemy to use "Missile"	Enemy									x					
<Sideview Weapon: x>	Sets the weapon of the enemy based on the sideview weapon	Enemy									x					
<Sideview Weapon: x, y, z>	x is sideview weapon sprite, y is motion, z is animation	Enemy									x					
<Sideview Idle Motion: x>	Sets the Battlers Idle Animation	Enemy									x					
<Sideview Damage Motion: x>	Sets the Battlers Damaged Animation	Enemy									x					
<Sideview Evade Motion: x>	Sets the Battlers Evade Animation	Enemy									x					
<Sideview Escape Motion: x>	Sets the Battlers Escape Animation	Enemy									x					
<Sideview Guard Motion: x>	Sets the Battlers Guard Animation	Enemy									x					
<Sideview Abnormal Motion: x>	Sets the Battlers Abnormal Animation	Enemy									x					
<Sideview Sleep Motion: x>	Sets the Battlers Sleep Animation	Enemy									x					
<Sideview Dying Motion: x>	Sets the Battlers Dying Animation	Enemy									x					
<Sideview Show Shadow>	Shows The Battlers Shadow	Enemy									x					
<Sideview Hide Shadow>	Hides The Battlers Shadow	Enemy									x					
<Sideview Shadow Width: x%>	Scales The Enemy's Shadow Width by x%	Enemy									x					
<Sideview Shadow Height: x%>	Scales The Enemy's Shadow Height by x%	Enemy									x					
<Hide Sideview Weapon>	Hides Enemys Sideview Weapon	Enemy									x					
<<BATTLE SYSTEM: ACTIVE TURN BATTLE>>	<a href="http://yanfly.moe/2015/11/06/yep-24-battle-system-active-turn-battle/">http://yanfly.moe/2015/11/06/yep-24-battle-system-active-turn-battle/</a>		x	x	x	x	x	x	x	x	x	x	x	x	x	
<ATB Help> text </ATB Help>	This will set skill or items help to display "text" when using ATB	Skill, Item							x	x						
<ATB Speed: x>	This will set the ATB speed to x	Skill, Item							x	x						
<ATB Speed: x%>	This will set the ATB speed to x% of the gauge	Skill, Item							x	x						
<ATB Speed: +x>	This will increase the speed of the ATB gauge by x	Skill, Item							x	x						
<ATB Speed: +x%>	This will increase the speed of the ATB gauge by x%	Skill, Item							x	x						
<ATB Charge: x>	This will set the ATB charge speed to x	Skill, Item							x	x						
<ATB Charge: x%>	This will set the ATB charge speed to x% of the gauge	Skill, Item							x	x						
<ATB Charge: +x>	This will increase the ATB charge speed by x	Skill, Item							x	x						
<ATB Charge: +x%>	This will increase the ATB charge speed by x%	Skill, Item							x	x						
<ATB Gauge: x>	This will set the speed of the whole ATB to x	Skill, Item							x	x						
<ATB Gauge: x%>	This will set the speed of the whole ATB to x% of the gauge	Skill, Item							x	x						
<ATB Gauge: +x>	This will increase the speed of the whole ATB gauge by x	Skill, Item							x	x						
<ATB Gauge: +x%>	This will increase the speed of the whole ATB gauge by x%	Skill, Item							x	x						
<After ATB: x>	This will set the ATB to x after use	Skill, Item							x	x						
<After ATB: x%>	This will set the ATB to x% after use	Skill, Item							x	x						
<ATB Interrupt>	This will interrupt the targets ATB	Skill, Item							x	x						
<ATB Interrupt: x%>	This will interrupt the targets atb (x is the percent to succeed)	Skill, Item							x	x						
<ATB Start: +x>	This will set the starting ATB for the Actor to x	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x				
<ATB Start: +x%>	This will set the starting ATB for the Actor to x% of the gauge	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x				
<ATB Turn: +x>	This will set the ATB to x after each turn	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x				
<ATB Turn: +x%>	This will set the ATB to x% of the gauge after each turn	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x				
<<VISUAL ATB GAUGE>>	<a href="http://yanfly.moe/2015/11/22/yep-31-visual-atb-gauge/">http://yanfly.moe/2015/11/22/yep-31-visual-atb-gauge/</a>		x	x	x	x	x	x	x	x	x	x	x	x	x	
<Show ATB Gauge>	This will either show the enemys ATB gauge	Enemy									x					
<Hide ATB Gauge>	This will hide the enemys ATB gauge	Enemy									x					
<ATB Gauge Width: x>	This will determine how wide the enemys ATB gauge is	Enemy									x					
<<BATTLE SYSTEM: CHARGE TURN BATTLE>>	<a href="http://yanfly.moe/2015/12/05/yep-36-battle-system-charge-turn-battle/">http://yanfly.moe/2015/12/05/yep-36-battle-system-charge-turn-battle/</a>		x	x	x	x	x	x	x	x	x	x	x	x	x	
<CTB Icon: x>	This will change the Icon in the CTB to x	Actor, Enemy	x								x					
<CTB Border Color: x>	This will change the border color of the CTB to x	Actor, Enemy	x								x					

<CTB Background Color: x>	This will change the background color of the CTB icon to x	Actor, Enemy	x							x						
<CTB Help> text text </CTB Help>	This will change the help text of object while battle mode is CTB	Skill, Item							x	x	x					
<CTB Speed: x>	Sets the CTB speed to x	Skill, Item							x	x						
<CTB Speed: +x>	Increases the CTB speed to x	Skill, Item							x	x						
<CTB Speed: +x%>	Increases the CTB speed to x%	Skill, Item							x	x						
<CTB Order: +x>	This will either increase or decrease targets order in CTB	Skill, Item							x	x						
<After CTB: x>	After action target will have x added to charge	Skill, Item							x	x						
<CTB Start: +x>	At the start of the battle targets charge is set to x	Skill, Item							x	x						
<CTB Turn: +x>	After each turn targets charge is increase by x	Skill, Item							x	x						
<<VISUAL HP GAUGE>>	<a href="http://yanfly.moe/2015/11/21/yep-30-visual-hp-gauges/">http://yanfly.moe/2015/11/21/yep-30-visual-hp-gauges/</a>		x	x	x	x	x	x	x	x	x	x	x	x	x	
<Show HP Gauge> <Hide HP Gauge>	This will either display or hide enemies HP Gauge	Class, Enemy		x							x					
<HP Gauge Height: x>	Determines HP Gauges Height	Class, Enemy		x							x					
<HP Gauge Width: x>	Determines HP Gauges Width	Class, Enemy		x							x					
<HP Gauge Back Color: x>	Changes HP Gauges Back Color to x (text color)	Class, Enemy		x							x					
<HP Gauge Color 1: x>	Sets HP Gauge 1 Color to x (text color)	Class, Enemy		x							x					
<HP Gauge Color 2: x>	Sets HP Gauge 2 Color to x (text color)	Class, Enemy		x							x					
<<BUFFS AND STATES CORE>>	<a href="http://yanfly.moe/2015/12/25/yep-50-buffs-states-core/">http://yanfly.moe/2015/12/25/yep-50-buffs-states-core/</a>		x	x	x	x	x	x	x	x	x	x	x	x	x	
<Max stat Buff: +x>	This determines the max number of times a stat can be buffed to x	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x					
<Max stat Debuff: +x>	This determines the max number of times a stat can be debuffed to x	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x					
<stat Buff Turns: +x>	This will incerase or decrease the amount of turns a buff lasts by x	Skill, Item							x	x						
<stat Debuff Turns: +x>	This will increase or decrease the amount of turns a debuff lasts by x	Skill, Item							x	x						
<Show Turns>	This will show the remaining number of turns on a state	State										x				
<Hide Turns>	This will hide the remaining number of turns on a state	State										x				
<Turn Font Size: x>	This will change the Turn Font Size to x	State										x				
<Turn Buffer X: +x>	Adjust the horizontal position of the Turn Count by X	State										x				
<Turn Buffer Y: +x>	Adjust the vertical positon of the Turn Count by X	State										x				
<Turn Color: x>	This changes the Turn Count Text Color to x	State										x				
<Reapply Ignore Turns>	If State is reapplied turn account is ignored	State										x				
<Reapply Reset Turns>	If State is reapplied, turn count is reset	State										x				
<Reapply Add Turns>	If State is reapplied, turn count is added together	State										x				
<State x Turns: +y>	This will increase/decrease state x duration by y number of turns	Skill, Item							x	x						
<Show State Turns>	If enemy is selected will show state turn remaining	Enemy										x				
<Hide State Turns>	If enemy is selected will hide state turn remaining	Enemy														
<<DAMAGE CORE>>	<a href="http://yanfly.moe/2015/11/07/yep-25-damage-core/">http://yanfly.moe/2015/11/07/yep-25-damage-core/</a>		x	x	x	x	x	x	x	x	x	x	x	x	x	
<Bypass Damage Cap>	This will cause object to bypass damage limit	Actor, Class, Enemy, Weapon, Armor, State, Skill, Ite	x	x	x	x	x	x	x	x	x					
<Damage Cap: x> <Heal Cap: x>	This will set the skill/item to have skill/damage cap	Skill, Item							x	x						
<<ARMOR SCALING>>	<a href="http://yanfly.moe/2015/11/28/yep-33-armor-scaling/">http://yanfly.moe/2015/11/28/yep-33-armor-scaling/</a>		x	x	x	x	x	x	x	x	x	x	x	x	x	
<Armor Reduction: x>	This will reduce the targets Armor level by x	Skill, Item							x	x						
<Armor Reduction: x%>	This will reduce the targets Armor level by x%	Skill, Item							x	x						

<Physical Taunt>	Any Skill/Item set as physical must target	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x				x	x				
<Magical Taunt>	Any Skill/Item set as magical must target	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x				x	x				
<Certain Taunt>	Any Skill/Item set as certain hit must target	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x				x	x				
<Null Physical Taunt>	Will remove the physical taunt effect	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x				x	x				
<Null Magical Taunt>	Will remove the magical taunt effect	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x				x	x				
<Null Certain Taunt>	Will remove the certain hit taunt effect	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x				x	x				
<Ignore Physical Taunt>	Is able to ignore physical taunt effect	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x				x	x				
<Ignore Magical Taunt>	Is able to ignore magical taunt effect	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x				x	x				
<Ignore Certain Taunt>	Is able to ignore certain hit taunt effect	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x				x	x				
<Bypass Taunt>	Is able to bypass all taunt effects	Skill, Item						x	x						
<<VICTORY AFTERMATH>>	<a href="http://yanfly.moe/2015/10/13/yep-7-victory-aftermath/">http://yanfly.moe/2015/10/13/yep-7-victory-aftermath/</a>		x	x	x	x	x	x	x	x	x	x	x	x	
DisableVictoryAftermath	Disables the Victory Aftermath sequence	Plugin Command											x		
EnableVictoryAftermath	Enables the Victory Aftermath sequence	Plugin Command											x		
DisableVictoryMusic	Disables the Victory Aftermath music	Plugin Command											x		
EnableVictoryMusic	Enables the Victory Aftermath music	Plugin Command											x		
Item Plugins															
<<ITEM CORE>>	<a href="http://yanfly.moe/2015/10/16/yep-11-item-core/">http://yanfly.moe/2015/10/16/yep-11-item-core/</a>		x	x	x	x	x	x	x	x	x	x	x	x	
<Random Variance: x>	Offset stats of item by x%	Item, Weapon, Armor			x	x		x							
<Not Independent item>	Sets an item to be non-independent	Item, Weapon, Armor			x	x		x							
<Priority Name>	Sets the Items Priority Name	Item, Weapon, Armor			x	x		x							
EnableVarianceStock	Causes all items to lose variance	Plugin Command											x		
DisableVarianceStock	Causes all items to regain variance	Plugin Command											x		
<<ITEM UPGRADE SLOTS>>	<a href="http://yanfly.moe/2015/10/16/yep-12-item-upgrade-slots/">http://yanfly.moe/2015/10/16/yep-12-item-upgrade-slots/</a>		x	x	x	x	x	x	x	x	x	x	x	x	
<Upgrade Slots: x>	Determines the number of slots the object will have	Weapon, Armor			x	x									
<Slot Variance: x>	Determines the number of slot variance the object will have	Weapon, Armor			x	x									
<Upgrade Sound: filename>	Determines the sound played when an item is upgraded	Weapon, Armor			x	x									
<Upgrade Effect> effect </Upgrade Effect>	This are the changes applied to the item upgrade	Item							x						
<Upgrade Weapon Type: x>	This will allow item to upgrade weapon types x	Item							x						
<Upgrade Weapon Type: x, x, x>	This will allow item to upgrade weapon types x	Item							x						
<Upgrade Weapon Type: x through y>	This will allow item to upgrade weapon types x to y	Item							x						
<Upgrade Armor Type: x>	This will allow item to upgrade armor types x	Item							x						
<Upgrade Armor Type: x, x, x>	This will allow item to upgrade armor types x	Item							x						
<Upgrade Armor Type: x through y>	This will allow item to upgrade armor types x to y	Item							x						
ShowItemUpgrade	Shows the Item Upgrade Screen	Plugin Command											x		
HideItemUpgrade	Hides the Item Upgrade Screen	Plugin Command											x		
DisableItemUpgrade	Disables the Item Upgrade Screen in the item menu	Plugin Command											x		
EnableItemUpgrade	Enables the Item Upgrade Screen in the item menu	Plugin Command											x		
<<SHOP MENU CORE>>	<a href="http://yanfly.moe/2015/10/16/yep-12-item-upgrade-slots/">http://yanfly.moe/2015/10/16/yep-12-item-upgrade-slots/</a>														
<Price: x>	Sets the buying price of object to x	Item, Weapon, Armor			x	x		x							
<Sell Price: x>	Sets the selling price of object to x	Item, Weapon, Armor			x	x		x							
<Cannot Sell>	Item can not be sold	Item, Weapon, Armor			x	x		x							
<Can Sell>	Item can be sold	Item, Weapon, Armor			x	x		x							
Skill Plugins															
<<SKILL CORE>>	<a href="http://yanfly.moe/2015/10/13/yep-8-skill-core/">http://yanfly.moe/2015/10/13/yep-8-skill-core/</a>		x	x	x	x	x	x	x	x	x	x	x	x	
<HP Cost: x>	This will cause skill to cost x amount of hp	Skill					x								
<HP Cost: x%>	This will cause skill to cost x% amount of hp	Skill					x								
<MP Cost: x>	This will cause skill to cost x amount of mp	Skill					x								
<MP Cost: x%>	This will cause skill to cost x% amount of mp	Skill					x								
<TP Cost: x>	This will cause skill to cost x amount of tp	Skill					x								
<TP Cost: x%>	This will cause skill to cost x% amount of tp	Skill					x								
<Hide in Battle>	This will hide the skill when in battle	Skill					x								
<Hide in Field>	this will hide the skill when in the field	Skill					x								
<Hide if Learned Skill: x>	Will disable if skill x is learned	Skill					x								
<Hide if Learned Skill: x, x, x>	Will disable if any of the skills are learned	Skill					x								
<Hide if Learned Skill: x to y>	Will disabled if any skill from x to y is learned	Skill					x								
<Swap Gauge x: y>	This will change gauge x with gauge y (1HP 2MP 3TP)	Class, Weapon, Armor, State		x	x	x					x				
<<LIMITED SKILL USES>>	<a href="http://yanfly.moe/2016/01/09/yep-56-limited-skill-uses/">http://yanfly.moe/2016/01/09/yep-56-limited-skill-uses/</a>		x	x	x	x	x	x	x	x	x	x	x	x	
<Unlimited Use>	This will make a skill have unlimited uses	Skill					x								

<Limit Uses: x>	This will make a skill usable x number of times	Skill						x									
<Recover All Uses>	This allows a skill to recover uses	Skill						x									
<Not Recover All Uses>	This stops a skill from recovering uses	Skill						x									
<Victory Uses Recover: x>	When user wins a battle, skill gains x uses back	Skill						x									
<Escape uses Recover: x>	When user flees a battle, skill gains x uses back	Skill						x									
<Lose Uses Recover: x>	When user loses a battle, skill gains x uses back	Skill						x									
<After Battle Uses Recover: x>	When user ends a battle, skill gains x uses back	Skill						x									
<Global Limited Uses: +x>	This will add x back to all charged skills	Skill, Item						x	x								
<SType x Limited Uses: +y>	This will add y back to all charged skills of x type	Skill, Item						x	x								
<Skill x Limited Uses: +y>	This will add y back to skill id x	Skill, Item						x	x								
<Global Use Max: +x>	This will increase/decrease the charge count of all skills by x	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<SType x Use Max: +y>	This will increase/decrease the amount of all charge skills of type y by x	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<Skill x Use Max: +y>	This will increase/decrease the amount of charges of skill x by y amount	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<<SKILL COOLDOWNS>>	<a href="http://yanfly.moe/2015/10/14/yep-9-skill-cooldowns/">http://yanfly.moe/2015/10/14/yep-9-skill-cooldowns/</a>		x	x	x	x		x	x		x	x	x	x	x	x	
<Cooldown: x>	Will force skill to have x number of turns cooldown	Skill						x									
<After Battle Cooldown: +x>	After battle increase/decrease the number of turns on cooldown	Skill						x									
<Cooldown Steps: x>	After x number of steps reduce the cooldown of skill by 1	Skill						x									
<Skill x Cooldown: y>	After skill is used skill x will be all cooldown for y number of turns	Skill						x									
<SType x Cooldown: y>	After skill is used all skills under skill type x will be all cooldown for y turns	Skill						x									
<Global Cooldown: x>	When skill is used, all skills will be on cooldown for X number of turns	Skill						x									
<Bypass Cooldown>	Skill bypasses all cooldown restrictions	Skill						x									
<Skill x Cooldown: +y>	Target hit by this skill will have skill x reduced/increase cooldown by y turns	Skill, Item						x	x								
<SType x Cooldown: +y>	Target hit by this skill will have skill type x reduced/increase cooldown by y turns	Skill, Item						x	x								
<Global Cooldown: +x>	Target hit by this skill will have global cooldown reduced/increase cooldown by y turns	Skill, Item						x	x								
<Skill x Cooldown Duration: y%>	Makes skill x have a cooldown duration increased/decreased by y%	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<SType x Cooldown Duration: y%>	Makes skill type x have a cooldown duration increased/decreased by y%	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<Global Cooldown Duration: x%>	All skills have their cooldown duration increased/decreased duration by y%	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<Skill x Cooldown Rate: y%>	Makes skill x have a cooldown rate increased/decreased by y%	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<SType x Cooldown Rate: y%>	Makes skill type x have a cooldown rate increased/decreased by y%	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<Global Cooldown Rate: x%>	All skills have their cooldown rate increased/decreased duration by y%	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<Skill x Cooldown: +y>	If skill x is used, it will have its cooldown increased/decreased by y	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<SType x Cooldown: +y>	If skill type x is used, it will have its cooldown increased/decreased by y	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<Global Cooldown: +x>	If any skill is used, its cooldown will be increased/decreased by x	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<Skill x Warmup: +y>	At the start of battle skill x will have its cooldown increased/decreased by y	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<SType x Warmup: +y>	At the start of battle skill type x will have its cooldown increased/decreased by y	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<Global Warmup: +x>	At the start of battle, all skills will have their cooldown increased/decreased by x	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<<SKILL COST ITEMS>>	<a href="http://yanfly.moe/2015/12/12/yep-43-skill-cost-items/">http://yanfly.moe/2015/12/12/yep-43-skill-cost-items/</a>		x	x	x	x		x	x		x	x	x	x	x	x	
<Item x Cost y>	When skill is used, costs y number of x item	Skill						x									
<Weapon x Cost y>	When skill is used, costs y number of x weapon	Skill						x									
<Armor x Cost y>	When skill is used, costs y number of x armor	Skill						x									
<Item Cost: x y>	x can be replaced with the item name, y being the amount	Skill						x									
<Swap Gauge x: Item y>	Will swap gauge x and display quantity of item y	Class, Weapon, Armor, State		x	x	x							x				
<Swap Gauge x: Weapon y>	Will swap gauge x and display quantity of weapon y	Class, Weapon, Armor, State		x	x	x							x				
<Swap Gauge x: Armor y>	Will swap gauge x and display quantity of armor y	Class, Weapon, Armor, State		x	x	x							x				
<Item x Cost: +y>	This will cause skill to have increased/decreased cost of item x by y amount	Actor, Class, Weapon, Armor, State	x	x	x	x							x				
<Weapon x Cost: +y>	This will cause skill to have increased/decreased cost of weapon x by y amount	Actor, Class, Weapon, Armor, State	x	x	x	x							x				
<Armor x Cost: +y>	This will cause skill to have increased/decreased cost of armor x by y amount	Actor, Class, Weapon, Armor, State	x	x	x	x							x				
<Item x Cost: y%>	This will cause skill to have increased/decreased cost of item x by y% amount	Actor, Class, Weapon, Armor, State	x	x	x	x							x				
<Weapon x Cost: y%>	This will cause skill to have increased/decreased cost of weapon x by y% amount	Actor, Class, Weapon, Armor, State	x	x	x	x							x				
<Armor x Cost: y%>	This will cause skill to have increased/decreased cost of armor x by y% amount	Actor, Class, Weapon, Armor, State	x	x	x	x							x				
<Replace Type x Cost: Type y>	This will replace the cost of item/weapon/armor x with id y	Actor, Class, Weapon, Armor, State	x	x	x	x							x				
<Item Gauge Color 1: x>	This will change the color of the item gauge to color x	Item, Weapon, Armor				x	x				x						
<Item Gauge Color 2: x>	This will change the color of the item gauge to color x	Item, Weapon, Armor				x	x				x						
<Item Gauge Text: x>	This will change the text of the item gauge to x	Item, Weapon, Armor				x	x				x						
<Item Gauge Text Color: x>	This will change the text color of the item gauge to x	Item, Weapon, Armor				x	x				x						
<<INSTANT CAST>>	<a href="http://yanfly.moe/2015/10/30/yep-22-instant-cast-2/">http://yanfly.moe/2015/10/30/yep-22-instant-cast-2/</a>		x	x	x	x		x	x		x	x	x	x	x	x	
<Instant>	This skill or item will become instant	Skill, Item						x	x								
<Instant Skill: x>	This will cause skill x to become instant	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<Instant Skill: x,x,x>	This will cause skill x to become instant	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<Instant Skill: x to y>	This will cause skills x to y to become instant	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<Cancel Instant Skill: x>	This will cause skill x to not be instant	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					
<Cancel Instant Skill: x, x, x>	This will cause skill x to not be instant	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x					x	x					

<Cancel Instant Skill: x to y>	This will cause skills x to y to not be instant	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
<Cancel Instant Item: x>	This will cause item x to not be instant	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
<Cancel Instant Item: x, x, x>	This will cause item x to not be instant	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
<Cancel Instant item: x to y>	This will cause items x to y to not be instant	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
<<SKILL LEARN SYSTEM>>	<a href="http://yanfly.moe/2015/11/14/yep-28-skill-learn-system/">http://yanfly.moe/2015/11/14/yep-28-skill-learn-system/</a>		x	x	x	x	x	x	x	x	x	x	x	
<Learn Skill: x>	Enable Class to learn skill x	Class		x										
<Learn Skill: x, x, x>	Enable Class to learn skill x	Class		x										
<Learn Skill: x to y>	Enable Class to learn skills x to y	Class		x										
<Learn Cost: x Gold>	Set skill to have a learn cost of x Gold	Skill						x						
<Learn Cost: x JP>	Set skill to have a learn cost of x JP	Skill						x						
<Learn Cost> Item x: y Weapon x: y Armor x: y </Learn Cost>	Set the learn cost of skill to item x and y amount or weapon x and y amount or armor x and y amou	Skill						x						
<Learn Require Level: x>	Skill requires Actors level to be x or greater to learn	Skill						x						
<Learn Require Skill: x>	In order to learn skill, actor must learn skill x	Skill						x						
<Learn Require Skill: x, x, x>	In order to learn skill, actor must learn all skill x	Skill						x						
<Learn Require Skill: x to y>	In order to learn skill, actor must learn all skills between skill x and y	Skill						x						
<Learn Require Switch: x>	In order for actor to learn skill switch x must be on	Skill						x						
<Learn Require Switch: x, x, x>	In order for actor to learn skill all switches x must be on	Skill						x						
<Learn Require Switch: x to y>	In order for actor to learn skill all switches x to y must be on	Skill						x						
Equip Plugins														
<<EQUIP CORE>>	<a href="http://yanfly.moe/2015/10/15/yep-10-equip-core/">http://yanfly.moe/2015/10/15/yep-10-equip-core/</a>		x	x	x	x	x	x	x	x	x	x	x	
<Equip Slot: x>	This changes the actors equipment slots	Class		x										
<Equip Slot: x, x, x>	This changes the actors equipment slots	Class		x										
<Equip Slot> string </Equip Slot>	This changes the actors equipment slots	Class		x										
<stat +x>	This changes the stat gain on a specific stat	Weapon, Armor			x	x								
<<WEAPON UNLEASH>>	<a href="http://yanfly.moe/2015/12/26/yep-51-weapon-unleash/">http://yanfly.moe/2015/12/26/yep-51-weapon-unleash/</a>													
<Replace Attack: x>	Will replace Attack with Skill ID x	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
<Replace Guard: x>	Will Replace Guard with Skill ID x	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
<Weapon Unleash: +x%>	Increase/Decrease Weapon Unleash by x%	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
<Weapon Unleash x: +y%>	Changes Weapon unleash rate of skill x by y%	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
<Guard Unleash: +x%>	Changes Guard unleash rate of skill x by y%	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
<Command Text: x>	Changes the Text of the unleash to x	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
<Attack Text: x>	Changes the Text of Attack Unleash to x	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
<Guard Text: x>	Changes Text of Guard Unleash to x	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x			x	x				
Status Menu Plugin														
<<ACTOR VARIABLES>>	<a href="http://yanfly.moe/2015/12/10/yep-41-actor-variables/">http://yanfly.moe/2015/12/10/yep-41-actor-variables/</a>		x	x	x	x	x	x	x	x	x	x	x	
<Column x Variables: y>	This will display variable y in column x in the status menu	Actor	x											
<Column x Variables: y, y, y>	This will display variables y in column x in the status menu	Actor	x											
<Column x Variables: y to z>	This will display variables y to z in column x in the status menu	Actor	x											
<<PROFILE STATUS>>	<a href="http://yanfly.moe/2015/12/20/yep-48-profile-status-page/">http://yanfly.moe/2015/12/20/yep-48-profile-status-page/</a>		x	x	x	x	x	x	x	x	x	x	x	
<Profile Text> text </Profile Text>	Inserts profile text in the status menu with "text"	Actor	x											
<Profile Image: filename>	Replaces profile picture in status with "filename"	Actor	x											
<Profile Image Align: Left>	Aligns the Profile Image to the Left	Actor	x											
<Profile Image Align: Center>	Aligns the Profile Image to the Center	Actor	x											
<Profile Image Align: Right>	Aligns the Profile Image to the Right	Actor	x											
ClearProfileText x	Clears the profile text of actor x	Plugin Command										x		
AddProfileText x "text"	This will add line of "text" to actor id x	Plugin Command										x		
ProfileTextLine x y text	This will add line of "text" to line x to actor y	Plugin Command										x		
ProfileImage x filename	This will change the profile picture of actor x to filename	Plugin Command										x		
ProfileImageAlign x align	This will align profile picture of actor x to align in "align" direction	Plugin Command										x		
Game Play Plugins														
<<AUTO PASSIVE STATES>>	<a href="http://yanfly.moe/2015/10/17/yep-13-auto-passive-states/">http://yanfly.moe/2015/10/17/yep-13-auto-passive-states/</a>		x	x	x	x	x	x	x	x	x	x	x	
<Passive State: x>	This will allow actor or weapon/armor to have passive state x	Actor,Class, Skills, Weapon, Armor, Enemy	x	x	x	x	x		x					

[illegible]

<<ROW FORMATION>>	<a href="http://yanfly.moe/2015/11/20/yep-29-party-system/">http://yanfly.moe/2015/11/20/yep-29-party-system/</a>														
<Default Row: x>	This will default actor or enemy to row x	Actor, Enemy	x							x					
<Row Lock>	This will lock object into current row	Actor, Class, Enemy, Weapon, Armor, State	x	x	x	x				x	x				
<Not Row Lock>	This will remove the row lock	Actor, Class, Enemy, Weapon, Armor, State													
<Row Only: x>	This can only be used from row x	Skill, Item						x	x						
<Row Only: x, x, x>	This can only be used from row x	Skill, Item						x	x						
<Row Only: x to y>	This can only be used from row x to y	Skill, Item						x	x						
<Change Target Row: x>	This will change target to row x	Skill, Item						x	x						
<Push Back Target Row: x>	This will push target back x number of rows	Skill, Item						x	x						
<Pull Forward Target Row: x>	This will pull target forward x number of rows	Skill, Item						x	x						
<Change User Row: x>	This will change user to row x	Skill, Item						x	x						
<Push Back User Row: x>	This will push self back x number of rows	Skill, Item						x	x						
<Pull Forward User Row: x>	This will pull self forward x number of rows	Skill, Item						x	x						
Utility Plugins															
<<EVENT MINI LABEL>>	<a href="http://yanfly.moe/2015/12/08/yep-40-event-mini-label/">http://yanfly.moe/2015/12/08/yep-40-event-mini-label/</a>		x	x	x	x	x	x	x	x	x	x	x	x	
HideMiniLabel	Hides all event mini labels	Plugin Command											x		
ShowMiniLabel	Shows all event mini labels	Plugin Command											x		
<<EXTERNAL LINKS>>	<a href="http://yanfly.moe/2015/10/25/yep-021-external-links/">http://yanfly.moe/2015/10/25/yep-021-external-links/</a>		x	x	x	x	x	x	x	x	x	x	x	x	
OpenNewTab <a href="http://www.google.com/">http://www.google.com/</a>	Opens a new tab with said website	Plugin Command											x		
OpenNewWindow <a href="http://www.google.com/">http://www.google.com/</a>	Opens a new window with said website	Plugin Command											x		
<<MAP GOLD WINDOW>>	<a href="http://yanfly.moe/2015/12/03/yep-36-map-gold-window/">http://yanfly.moe/2015/12/03/yep-36-map-gold-window/</a>		x	x	x	x	x	x	x	x	x	x	x	x	
OpenMapGoldWindow	Opens the Map Gold Window	Plugin Command											x		
CloseMapGoldWindow	Closes the Map Gold Window	Plugin Command											x		
MapGoldWindowPosition x	Moves the Map Gold Window to position x 7 8 9 4 5 6 1 2 3	Plugin Command											x		
<<REGION BATTLEBACK>>			x	x	x	x	x	x	x	x	x	x	x	x	
<Region x Battleback1: filename>	Changes Battle back of Region x to "filename"	Map												x	
<Region x Battleback2: filename>	Changes Battle back of Region x to "filename"	Map												x	
<<REGION EVENTS>>	<a href="http://yanfly.moe/2015/10/19/yep-17-region-events/">http://yanfly.moe/2015/10/19/yep-17-region-events/</a>		x	x	x	x	x	x	x	x	x	x	x	x	
<Region x Event: y>	If player steps on region x common event y will run	Map												x	
<<SAVE EVENT LOCATIONS>>	<a href="http://yanfly.moe/2015/10/21/yep-19-save-event-locations/">http://yanfly.moe/2015/10/21/yep-19-save-event-locations/</a>		x	x	x	x	x	x	x	x	x	x	x	x	
<Save Event Locations>	This will cause either all map events or specific events location to be saved	Map, Event												x	
ResetAllEventLocations	Resets all Event Locations	Plugin Command												x	
<<STOP MAP MOVEMENT>>	<a href="http://yanfly.moe/2015/12/01/yep-35-stop-map-movement/">http://yanfly.moe/2015/12/01/yep-35-stop-map-movement/</a>		x	x	x	x	x	x	x	x	x	x	x	x	
StopEventMovement	Stop all Events from moving	Plugin Command												x	
AllowEventMovement	Allows all Events to move	Plugin Command												x	
StopPlayerMovement	Stops players movement	Plugin Command												x	
AllowPlayerMovement	Allows players movement	Plugin Command												x	
<<SWAP ENEMIES>>	<a href="http://yanfly.moe/2015/12/17/yep-45-swap-enemies/">http://yanfly.moe/2015/12/17/yep-45-swap-enemies/</a>		x	x	x	x	x	x	x	x	x	x	x	x	
<Swap: x, x, x>	Will Swap this Enemy with ID X	Enemy								x					
<Swap: x to y>	Will Swap this Enemy with IDs X to Y	Enemy								x					