

Editor's Note - Mikha	Official OPMTS SEA discord server community - <a href="https://discord.gg/yqsztwMhr">https://discord.gg/yqsztwMhr</a>		For easy viewing, <b>open in Google Sheets</b> . Scroll right for more info on talent sigils and gear sets based on experienced China players' and my recommendations.		Always remember, 4 orange gears with perfect primary AND secondary stats e.g. (ATK%, HP%, SPD, CRIT) is way better than orange SETS without perfect primary AND secondary stats.	
Name	Basic	ULT (Red: Ultra Ultimate)	Passive (Orange: 5' / AWK 2' ; (Purple: 5P)	Core / Notes	Gear Set	Talent Sigil
L SSR+						
Upgraded Child Emperor (S2)	2 hit single target for 120% ATK	Attacks all enemies with 5 consecutive strikes for 250% (300%) ATK and reduces Max HP of all enemies by 20% (30%) for 2 rounds.	At start of battle, increases 25% (30%) (35%) crit rate to self and same row for 2 (3) rounds. Grants permanent immunity to burn/force field/injury/internal injury to self and same row.  Awakened Passive: <b>Increases 150 Energy Gauge after action</b> . When battle begins, summon 1 (2) robot dog (100% ATK of CE). After ally's action, robot dog will deal direct damage to enemy with the lowest HP ratio by 200% ATK as EXTRA DMG and heal an ally with the lowest HP ratio by 25% HP.		Martial Arts, Knight, Gunner ATK	Sharp Sword, Vitality
Monster Bakuzan (Dragon)	2 hits 140% Single Damage	Deals Charge DMG to a column by 200% ATK per stack. (At least 2 stacks. Has a 40% chance to increase Charge to 3 stacks.)	Before any character's action, removes ATK boost of 3 random enemies. After his action, reduces ATK of his target by 40% for 2 rounds.  Awakened Passive: After being defeated, revives with 70% HP when the next round begins (once [twice] per battle). Grants [Tenacity] (absorbs damage by 50% [70%] HP) for the first revival.		Do not worry too much for gear sets to use, prioritise stats > sets	
Awakened Boros (Dragon)	Attacks a single target with 2 consecutive strikes that deal 140% ATK(+10) DMG.	Attacks target(s) in a column with 5 consecutive strikes for a fixed total amount of damage by 1300% (1500%) ATK. Ignores [Unyielding] of the target(s) once. <b>This attack has a 40% increase in CRIT DMG.</b>	Passive (Dissolve Restraint): When allies restore HP, Boros is healed for 60% (80%) (85%) of this value. Triggered up to 6 (7) (8) times per round. Permanently increases HP by (20).  Awakened Passive: <b>Increase 150 Energy Gauge after action</b> . When battle begins, summons 1 (2) Dark Matter Thief (Thieves), which will inherit HP by 1800% of Boros' basic ATK. One of them will share 80% incoming damage (except Emblem Skill and DMG Reflection) for allies in Boros' row. <b>The other thief will share that for allies in the other row.</b> After consuming all HP, deals EXTRA DMG by 30% of its Max HP to 3 random enemies.		Martial Arts, Primal, Gunner ATK	Sharp Sword, Vitality
Extreme Carnage Kabuto (Dragon)	5 hits 35% of Max HP as [Charge-Up] damage.	Deals 100% ATK damage to a single target and deals [Charge] DMG by 35% (45%) Max HP. Triggers [Out of control]. Launches [Ultimate Follow-up] against enemies after their action. (100% dmg and effect of Ultimate skill, no cost, up to 2 times per round). <b>Heals itself within 1 round (up to 35% Max HP).</b>	When attacked (even with shields) OR defeated, reflects 60% of damage taken to 4 random units (the entire enemy team).  Awakened Passive: <b>Increase 150 energy gauge after action</b> . When battle begins, increases Max HP by 25% (30%), and quadruples (means 4 times) Max HP boost effect (exactly same as gyoro core, but not stackable with WDM HP boost) and gain 50% of his Max HP (basically filling up his missing HP). <b>Revives with 70% HP after taking fatal damage for the first time in every battle.</b>	CK+ KS heal works like Sonic After CK+ ults and is attacked by enemy, CK+ will heal up to 35% based on his maximum HP which means once CK+ reach his threshold for healing within the turn, CK+ cannot heal until next turn. CK+ must use Ultimate Attack to trigger this effect	Battle, Magic, Suit HP	Sharp Sword, Vitality
Unparalleled Metal Bat (S1)	3 hits deal 150% single damage.	Attacks a single target with 3 consecutive strikes for 120% (150%) ATK and deals [Charge] DMG by 380% (420%) ATK. Launches [Consecutive Follow-up] to 2 (3) enemies with the lowest HP ratio. (When there are less than 2 remaining, enemies will suffer combo attacks). <b>Heals 12% HP for every [Ultimate Follow-up].</b>	Permanently grants immunity against [Stun] to other allies in his row, <b>including himself</b> . From 3rd (2nd) round onwards (the start), grants immune to [Extra DMG] to himself only  Awakened Passive: Triggers [Reborn] (does not matter whether ally is present, recovers 40% (70%) HP, up to 3 (4) times). When [Reborn] is triggered, launches [Consecutive Follow-up] (damage and effect of Ultimate skill) to the (3) lowest HP enemy.		Martial Arts, Gunner ATK	Sharp Sword, Vitality
Awakened King (S2)	Restore an ally's HP by 150% ATK	(No energy consumed) Inflicts [Fear] to all enemies (Seals 2 (3) energy for 1 round). Reduces [Resilience/Tenacity] of 3 highest Max HP (all) enemies to 40% of [Tenacity]. Restores HP of 2 (4) allies with lowest HP ratio by 300% of their ATK.	<b>Increase SPD by 16% (20%) when battle begins.</b> Increase SPD of allies in the same row by 90% (95%) of King's SPD (even if King is dead).  Awakened Passive: When battle begins, summons 1 (2) drone(s). Drone will inherit 100% basic ATK of King and inherit HP by 800% of King's ATK. Drone will absorb 90% of all types of DMG received by King (except Emblem Skill and DMG Reflection) until its HP is 1%. After ally's action, Drone will deal direct damage to 1 random enemy (350% ATK, up to 2 times each round).		Monk, Flash SPD	Sharp Sword, Vitality

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Name	Basic	ULT (Red: Ultra Ultimate)	Passive (Orange: 5' / AWK 2) ; (Purple: 5P)	Core / Notes	Gear Set	Talent Sigil	
Awakened Geryuganshoop (Dragon)	Deal single target 120% ATK	(No energy consumed) Attacks all enemies with 5 consecutive strikes for 120% (150%) ATK. Grants [Specialized Berserk] to allies in the same row (all allies). (First strike will also deal Berserk DMG by 200% of Geryuganshoop's ATK, with a chance of Crit. Consumes 150 Energy Gauge every time when 1 enemy takes Berserk DMG). Lasts 1 round.	When battle begins, reduces ATK of all Hero enemies (all enemies) by 30% (40%) for 1 (2) round/s. Grants 35% (45%) (50%) Injury DMG Free (starting from round 2). (Note that Injury DMG Free reduces charge DMG, so its not a useless buff)	Basic Core Effect: Gain 3 energy per round (1 Grappler, 2 Esper)  Awakened Core Effect (1): When an ally takes fatal damage, triggers [Specialized Unyielding] (Ignores all incoming damage, replaces [Unyielding], will not affected by Unyielding Ignoration). Effect disappears after 4 characters act. Recovers HP by 100% of MAX HP (2 Grappler 2 Esper)  (4): trigger 3 times per battle for each unit, recovers 60% of MAX HP  (10): trigger 2 times per battle for each unit, recovers 100% of MAX HP, and every trigger deals 150% ATK as EXTRA DMG to 3 random enemies  Awakened 2 Basic & Advanced Core Effect: Each round gain 3 energy, the accompany support character follow up will gain extra one energy, triggers once each round.	Martial Arts, Knight, Gunner ATK	Sharp Sword, Vitality	<div>effect Affects all charact</div> <div>ATK 1980</div> <div>DEF 480</div> <div>HP 11940</div> <div>Evolution effect</div> <div>Lv.1 Activate Core Skill to grant 500 Energy Gauge as battle begins</div> <div>Lv.2 All characters Injury DMG+3%</div> <div>Lv.3 All characters Injury DMG+3%</div> <div>Lv.4 New Core Skill Brutal Power-II</div> <div>Lv.5 All characters S.ATK Boost+3%</div> <div>Lv.6 All characters S.ATK Boost+3%</div> <div>Lv.7 Activate Core Skill to grant 500 Energy Gauge as battle begins</div>
Extreme Silverfang (S2)	Single target 2 hit 120% ATK. Triggers [Combo Attack]	Attacks all enemies with 5 consecutive strikes for 300% (350%) ATK. Has a 100% chance to inflict 3 random enemies (the whole team) with [Internal Injury] (When attacked, takes Internal Injury DMG by 200% (250%) of Silverfang's ATK, effect disappears once triggered). Triggers [Combo Attack]	After taking action, removes sealed energy of the enemy (once per round, for first 2 (3) (4) rounds). Has a 30% (40%) (50%) chance to trigger [Evade] (Reduce Direct/Extra/Charge/Berserk DMG to 1 DMG)  Awakened Passive: When Bang attacks, summons Bomb to deal [Combo Attack] with the same attack style. Bomb will inherit 100% ATK of Bang. Basic - Deals 100% ATK damage to a random target. Ultimate - Attacks all enemies with 3 consecutive strikes and deals damage by 180% (210%) ATK. [Combo Attack] uses Bang's ATK stat as DMG (Bomb doesn't need to be in your team) Every internally injured enemy, reduces 250 enemy's energy gauge.		Martial Arts, Knight, Gunner ATK	Sharp Sword, Vitality	
Unparalleled Atomic Samurai (S2)	Single target 120% ATK	Attacks enemies in a column with 5 consecutive strikes for 650% (750%) ATK. Reduces targets' triggered/existing [Specialized Unyielding] state by 2 actions. Increases all allies [Specialized Unyielding] state by 1 action.  e.g. When enemy enters [Specialized Unyielding], effect disappears after 4 characters act. After AS launches [Ultimate], effect disappears after 2 characters act (which means you can kill enemies quicker as [Specialized Unyielding] disappears faster)	Grants 60% (70%) (80%) Non-Crit DMG Free. When each character acts, heals 10% (15%) (20%) of MAX HP.  Awakened Passive: Reduces the enemies MAX HP by 50% (up to Atomic Samurai's 600% ATK) and prevents the target to increase in Max HP, permanently decrease 40% ATK (works on enemies in PVP and PVE). After defeating an enemy or triggering the enemy's [Unyielding/Specialized Unyielding], After taking action, launches [Ultimate Follow-up] to a random enemy. (Enemy takes Damage by 80% (120%) of Ultimate Attack with special effect, 1 time per round)	If CK+ died without AS+ in enemy team (CK+ will comeback at 70% @ 220% hp). If CK+ is attacked by AS+, he will come back at 70% @ 130% HP (due to AS+ passive once attacked, AS+ will reduce up to 50% targets' Max HP based on 600% of own attack, and make targets ignore HP boost/amplification effect). Which mean if CK+ without including the HP boost, his HP will be 130% instead of 220% (awk2).  The cutting HP effect wouldn't take into account during his comeback to field the next round, only ignore target HP boost/amplification will take effect.	Martial Arts, Primal, Gunner ATK	Sharp Sword, Vitality	
Extreme Garou (Martial Arts)	4 hit single target 120% ATK	Attacks a single target with 5 consecutive strikes for 950% (1200%) ATK. When Garou deals crit damage, Without crit damage, triggers [Breakthrough] condition (cancels normal and special unyielding effect), trigger once every attack. Heal up to 50% HP once [Breakthrough] is triggered.	After any character's action, remove [Stun] for himself. After any ally moves, launches [Ultimate Follow-up] (60% dmg and effect of Ultimate) to a random enemy that is in [Specialized Unyielding] state, up to 2 times per round.  Awakened Passive: At the start of match, Garou obtains 2x unyielding effect of his 50% MAX HP. Once the number of unyielding effect is reduced, Garou obtains [Specialized Protection] of 800% ATK (removes damage, stackable with extra HP effects, accumulated damage removed will not be more than 15x of his original HP). Once allies' unyielding/special unyielding condition have fully triggered, Garou obtains [Specialized Protection] of 600% ATK, up to 3 times per battle.		Martial Arts ATK	Sharp Sword, Vitality	
Awakened Phoenix Man (Demon)	Attacks a single target with 5 consecutive strikes for 150% ATK	Attacks a single target with 2 consecutive strikes, dealing DMG of 150% ATK + 40% (50%) MAX HP. After action, makes the target [Exit] (not affected by Formal Set, summoned characters like Boros' Dark Matter Thief or CE's Underdog Man Robot are not affected), returns in next round (Exited character is unable to perform any move, unable to activate passive attack and unable to receive damage but still able to increase allies' speed)	When battle begins, permanently increases self MAX HP by 100%, recovers 50% of MAX HP (Basically another CK+). Triggers [Resurrection] after receiving fatal damage without any [Unyielding] effect. (When ally is present, recovers 15% (25%) HP before action, up to 1 (2) time(s)). Unable to [Exit], for himself only.  Awakened Passive: After an ally is being defeated, revives with 100% HP when the next round begins. (total 4 (6) times per battle) (Effect disappears once Phoenixman dies before the number of revival is used up.) Grants 30% non-crit DMG FREE to all allies		Battle HP	Sharp Sword, Vitality	

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Name	Basic	ULT (Red: Ultra Ultimate)	Passive (Orange: 5' / AWK 2' ; Purple: 5P)	Core / Notes	Gear Set	Talent Sigil	
Extreme Gouketsu (Dragon)	120% ATK single target	Increase Crit Rate and Crit DMG by 30%. Attacks enemies in a column with 3 consecutive strikes, dealing DMG of 150% (180%) ATK and 42% (54%) MAX HP. Can trigger [Breakthrough] (cancels normal and specialized unyielding effect), only once per target in an attack.	When battle begins, permanently increases self MAX HP by 100%, recovers 50% of MAX HP (Basically another CK+). Before next round begins, recovers 50% (70%) (90%) of MAX HP. Before any unit moves, remove [Stun] from an ally. (Up to 2 (3) times per round)  Awakened Passive: When battle begins, summons 1 (2) crow(s) (400% of Gouketsu's original HP). One of them will share 85% damage for allies in Gouketsu's row. The other crow will share that for allies in the other row. After consuming all HP, deals EXTRA DMG by 30% of its Max HP to 3 random enemies which are not in any [Unyielding] state. Reduces main target's [Specialized Unyielding] state by 2 actions.	1. Gouketsu crow can share damage with boros minion(the highest goes first-Crow-Boros) 2. King drone can share damage together with gouketsu crows and boros minion (drone will reduce first) 3. Gouketsu damage will not share between others 4. Gouketsu HP will be cut based on 200% hp (same as kfc v2) 5. Gouketsu DMG needs crit (if tank just stack hp) 6. Gouketsu crow still on the field after kfc carry gouketsu away. 7. All enemies will be reduced unyield by 2 turns after the explosion from crow 8. Crow explosion extra damage can be shared by crow itself for 85% 9. If gouketsu breakthrough unyield, garou follow up cannot breakthrough unyield (because only trigger once per turn if ally move in the same target with same effect) 10. Unyield will be affected by As+ (increase the unyield turn and decrease the turn)	Battle HP	Sharp Sword, Vitality	
Unparalleled Flashy Flash	120% ATK single target	(No energy consumed) Attacks all enemies with 5 consecutive strikes, dealing DMG by 120% (150%) ATK. Grants [Specialized Acceleration] (Increases SPD of ally in the same column to 90% (95%) of Flashy Flash's SPD, only when ally SPD is lower than expected), lasts for 1 round. Removes 1 (3) energy (Once per round, after removing successfully, unable to inflict [Fear] on the enemy again in the same round)	At the start of the battle, grants [Specialized Acceleration] (Increases SPD by 5% (20%) (25%), if the main target's SPD is lower than Flashy Flash, deals 300% ATK as Extra DMG). After any character acts, remove enemy's [Basic Acceleration]  Awakened Passive: Flashy Flash has a 70% chance and ally in the same column has a 50% chance to trigger [Evade] (Reduce direct/extra/charge/berserk DMG to 1 DMG). After any character acts, if Flashy Flash triggers [Evade], deals 400% ATK as Extra DMG to 1 random enemy which is not in any [Unyielding] state and restores HP by 150% ATK (3 [4] times per round).	1. If King is faster than Flashy Flash, the energy King sealed will not be affected by Flashy Flash. (King seals 3 energy, FF removes 1 energy, enemy is left with 2 energy) 2. Metal bat is also immune to Extra DMG by Flashy Flash 3. Flashy Flash is faster than King only when Flashy Flash reaches 5P 4. Chance of [Evade] does not stack with SF+ 5. King can still be used if the enemy has no flash. Train Flashy Flash to 5P then replace King 6. King can speed up Flashy Flash in the same row, and then let Flashy Flash pull the character in the same column (if the enemy does not have FF) 7. The character accelerated by FF+ can also deal 300% of the character's own attack as Extra DMG. 8. Eliminating the acceleration can eliminate the passive acceleration of the king and the acceleration of the same row 9. FF is ok for normal PVE stages but requires support for PVE Boss.	Flash SPD	Sharp Sword, Vitality	
Awakened Gyoro-gyoro	Heals an ally by 150% ATK	Attacks all enemies with 5 consecutive strikes, dealing DMG by 160% (250%) ATK. Has a 100% chance to inflict [Silence] on the main target and 1 (2) random enemy (enemies) for 1 round (Unable to perform [Ultimate], but [Ultimate Follow-up] will not be affected)	After any character's action, if a support dies, launches [Ultimate Follow-up] (80% (100%) (120%) damage and effect). Permanently grants 80% (65%) (70%) Non-Crit DMG Free (effective for all types of DMG, cannot co-exist with [Agility])  Awakened Passive: When battle begins, summons 1 (2) Candle Monster(s) for itself and ally in the same column separately. (Unable to summon if there is conflict). Candle Monster will inherit 100% basic ATK of Gyoro-gyoro. After any character's action, every Candle Monster has a 50% chance to launch [Follow-up] against any enemy which is not in any [Unyielding] state, dealing damage by 150% ATK. After Candle Monster moves 4 times or [Self-detonation] when Gyoro-gyoro is defeated, deals 200% ATK to 3 random enemies.	1. [Silence] cannot be stacked. Faster character is unable to perform Ultimate in the next round. 2. Formal set works for [Silence] 3. Gyoro's [Ultimate Follow-up] only triggers once per round and only if the support character dies. (CE+ dog does not die so it is not counted) 4. [Ultimate Follow-up] can also inflict [Silence] 5. Keepsake is recommended if you have characters that summon support 6. [Silence] is removed after [Reborn]			
Awakened Pig God	Deal 2 consecutive strikes to a single target, dealing 120% ATK	Attacks a single target with 4 consecutive strikes, dealing DMG by 300% (400%) ATK. [Devour] the enemy and make the enemy [Exit] for 1 round. After [Devour], reduces [Specialized Unyielding] state by 2 (4) actions.	When battle begins, obtains [Specialized Protection] of 1000% (1100%) (1200%) ATK (removes damage, stackable with extra HP effects, accumulated damage removed will not be more than 15x of his original HP). After entering [Specialized Unyielding], gains another [Specialized Protection] of 600% (700%) (800%) ATK. Unable to [Exit] and immune to [Devour]  Awakened Passive: When ally triggers [Exit], inflicts [Specialized Corrode] (DOT by 150% (200%) ATK. After any character acts, transfers the effect to a random target, disappears after transferring 3 times). Once a surrounding ally is defeated, Pig God can [Devour] an ally. After any character acts, ally returns to battle and recovers 60% (75%) Max HP, up to 3 (4) times.	1. [Specialized Corrode] can be affected by hit%/res% and Formal Set 2. [Specialized Corrode] will first transfer to characters which are not in any [Unyielding] state. 3. [Specialized Corrode] can be stacked. (5 characters transfer to 1 character) 4. Extreme DSK, Monsterized Chozo and Vaccine Man can deal Extra DMG by the [Specialized Corrode] 5. [Specialized Corrode] can transfer to [Revived] and [Resurrected] characters. 6. [Specialized Corrode] is not affected by [Evade].			
Unparalleled Subterranean King	Deal 2 consecutive strikes to a single target, dealing 120% ATK	Attacks all enemies with 4 consecutive strikes, dealing DMG by 240% (400%) ATK. Can trigger [Breakthrough] (cancels normal and unyielding state), only once per target per round	When battle begins, obtains [Specialized Protection] of 800% (1500%) (2200%) ATK (removes damage, stackable with extra HP effects, accumulated damage removed will not be more than 15x of his original HP)  Awakened Passive: Has a 50% (90%) chance to inflict [Specialized Burn] (DOT by 150% (200%) ATK. After any character acts, transfers the effect to a random target, disappears after transferring 3 times). Absorbs [Specialized Burn] DOT DMG on enemies to restore [Specialized Protection]. Permanently grants 30% Bonus Ultimate DMG.	1. [Specialized Burn] can be affected by hit%/res% and Formal Set 2. [Specialized Burn] will first transfer to characters which are not in any [Unyielding] state. 3. [Specialized Burn] can be stacked. (5 characters transfer to 1 character) 4. Extreme DSK, Monsterized Chozo and Vaccine Man can deal Extra DMG by the [Specialized Burn] 5. [Specialized Burn] can transfer to [Revived] and [Resurrected] characters. 6. [Specialized Burn] is not affected by [Evade].			

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Extreme Deep Sea King	Deal 100% ATK to a single target. 50% chance to inflict [Specialized Corrode] (DOT by 100% ATK. After any character acts, transfers the effect to a random target, disappears after transferring 1 time.)	Attacks a single target with 5 consecutive strikes, dealing DMG by 1050% (1300%) ATK. Can trigger [Breakthrough] (cancels normal and specialized unyielding state), only once per round. Has a 75% (90%) chance of inflicting [Specialized Corrode] on the main target and its surrounding characters (DOT by 100% ATK. After any character acts, transfers the effect to a random target, disappears after transferring 3 times.) Obtains [Specialized Protection] of 450% (600%) ATK (removes damage, stackable with extra HP effects, accumulated damage removed will not be more than 15x of his original HP)	When enemies suffer DOT, deals Extra DMG to all enemies by 60% (80%) (88%) Dot DMG (Only 1 effect of the same type works throughout the whole battle).  Awakened Passive: Causes enemies with [Specialized Corrode] to be [Stuck] (Unable to launch [Follow-up] and [Consecutive Follow-up], lasts for 2 rounds) After any ally acts, has a 60% (70%) chance of inflicting [Combo Follow-up] to a random enemy (Deep Sea King and ally in the same column will launch [Ultimate Follow-up], once (twice) per round)	1. [Stuck] also applies to [Ultimate Follow-up]. 2. [Specialized Corrosion] can be affected by hit%/res% and Formal Set 3. [Specialized Corrosion] will first transfer to characters which are not in any [Unyielding] state. 4. [Combo Follow-up] can inflict multiple debuffs. 5. [Specialized Corrode] can transfer to [Revived] and [Resurrected] characters. 6. [Specialized Corrode] is not affected by [Evade].			
Extreme Tank-top Master		Attacks enemies in a column with 5 consecutive strikes, dealing DMG by 110% (140%) Max HP. Can trigger [Breakthrough] (cancels specialized and normal unyielding state), only once per target per round	When battle begins, obtains [Specialized Protection] of 180% HP (205%) (230%) (removes damage, stackable with extra HP effects, accumulated damage removed will not be more than 15x of his original HP). When battle begins, remove enemies team [DMG sharing]. When attacked or defeated, reflects 51% (56%) (61%) of damage taken to 4 random units (the entire enemy team) (including [Specialized Protection] and decrease in HP, only 1 effect of the same type works throughout the whole battle)  Awakened Passive: When battle begins, summons Tank-Top Tiger (and Tank-Top Blackhole) (ATK by 30% of TTM's HP). After an ally acts, Tank-Top Tiger will deal damage to 1 random enemy by 100% ATK. Prioritises enemies in [Specialized Unyielding] and trigger [Breakthrough] (cancels specialized and normal unyielding state). Restores Tank-Top Master's [Specialized Protection] by 20% Max HP				
LSSR							
Boros (Dragon)	1-hit, 120% damage to one foe, and grants Berserk to self (increases damage dealt by 30%).	Attacks a single target with 3 consecutive strikes for 210% (264%) ATK(+XX) damage. Every Esper ally will increase Boros' attack to increase skill damage by 105% (158%), stacks up to 3 times.	When allies restore HP, Boros is healed for 50% (70%) (80%) of that ally's HP restoration. Activates a maximum of 6 (8) times per round.  *Boros' own heals can activate his passive.		Primal ATK	Sharp sword/piercing, Vitality/Chaos/Rebellion(when he's in the front row)	
King (S2)	1-hit of 1 damage to one foe, and 100% chance to inflict 30% Shatter on that foe. Restores HP to King equal to 80% of his ATK.	Apply [Fear] to all enemy (Seal 2 ability point for 1 round), meanwhile heal all ally by 50% (65%) ATK of King.	Deal additional damage to attacked foes equal to 20% of King's ATK. For every point of energy your team has when attacking with King, deal an additional stack of damage equal to 20% of King's ATK, up to a maximum of 120% damage.		Knight ATK SPD/Prisoner ATK CRIT	Sharp edge, Vitality/Chaos/Rebellion	
Metal Knight (S2)	1-hit, 120% damage to one foe, and inflicts Burn on that foe for two rounds (deals 50% of Metal Knight's ATK as damage on enemy's turn).	AOE Attack and deal 100% (120%) damage, has 50% chance to apply injury (Injury Effect 50% (65%) of ATK) to all enemies, and 100% chance to apply burn on main target for 2 rounds (Burn Damage is 50% (100%) of Metal Knight's ATK).	Each enemy that has injury, will increase ally's ATK by 10% (Stack up to 3 (4) for total of 30% ATK). Each enemy has burn, will reduce enemies' ATK by 10% (20%).		Formal HP, 3 SPD, 1 HIT You should be pairing MK w Tatsu, TT talent 3 deals more dmg to enemies above 80% hp, if MK deals too much dmg, TT will deal underwhelming dmg and overall lesser dmg	Sharp sword/piercing, Chaos	
Bang (S2)	1-hit, 120% damage to one foe, and grants Berserk to self (increases damage dealt by 30%).	5 hits column damage deal 150% (190%) damage and apply internal injury to attacked unit. (internal injury damage is based on bang 140% [160%] ATK)	Increases the block rate of all allies by 30% for two rounds. Whenever an ally activates a block, grants them a 7% HP shield, up to 3 times per round. *		Suit HP	Ruthless, Chaos/Rebellion  *Tenacity Sigil does not affect allies as it uses their own HP	
Metal Bat (S1)	1-hit, 120% damage to one foe. Restores 10% of Metal Bat's maximum HP when used, up to 3 times per round.	Attacks each enemy in a column with 5 consecutive strikes for 150% (190%) ATK damage, has a 50% (60%) chance to inflict [Injury] on the target for 2 rounds and grants you [Tenacity] (absorbs damage 10% [20%] of Metal Bat MAX HP)	As Metal Bat's HP lowers, his damage reduction potency increases, up to a maximum of 50% (55%) damage reduction from direct damage. Whenever Metal Bat takes damage and his current HP is 80% or lower, Metal Bat will counterattack with 80% (110%) damage.		Suit/Gangster HP	Ruthless/Sharp sword, Rebellion/Chaos	
Garou (Martial Arts)	1-hit 120% damage to one foe, and 100% chance to inflict Internal Injury to that foe (deals 100% of Garou's ATK as damage when foe is attacked again - effect disappears after foe is hit)	Deals 5 consecutive attack to all targets, dealing damage of 100% (120%) ATK, has 100% chance to inflict [Internal Injury] on 3 (4) random targets (when attacked, grants Internal Injury DMG by 130% (145%) of Garou's ATK, effect disappears once triggered).	Whenever an enemy takes their turn, Garou has a 40% chance to perform a follow-up on that foe with 80% damage and 100% Internal injury. If the enemy that takes their turn is a Hero unit, Garou has a 100% chance to perform a follow-up instead. Can perform up to 3 follow-ups per round. Whenever Garou takes fatal damage, grants Unyielding and revives Garou with 30% of his maximum HP. (5 Star 40% Counter ATK with 90% damage and Internal Injury Effect with 4 times per round).	Gangster ATK, Knight ATK SPD If Garou is 5", best to give Gangster. A spd 3 or 4 Garou will deal internal injury with his follow-ups, allowing his ult to deal more dmg and re-apply the internal injury. If Garou is <5", it is okay to give him spd 1 atk knight for his ult to apply the internal injury to enemies, followed by another AOE ally.		Ruthless/Sharp sword, Chaos/Rebellion/Vitality	

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Name		Basic	ULT (Red: Ultra Ultimate)	Passive (Orange: 5* / AWK 2) ; (Purple: 5P)	Core / Notes	Gear Set	Talent Sigil	
	Zombieman (S2)	1-hit 120% damage to one foe, and 100% chance to inflict Injury to that foe for one round (100% extra damage when attacked)	Attacks a single target with 5 consecutive strikes for 240% (300%) ATK damage. In addition, heals your team for HP equal to 100% (150%) ATK.	Whenever Zombieman is defeated, he will deal EXTRA damage to all foes equal to 60% of his ATK (80% when 5*), and he will be temporarily defeated until his next turn. On Zombieman's next turn, he will revive with 15% of his maximum HP. Can activate up to four times per battle (six times when 5*).	Basic - Whenever an ally is granted a Shield, gain 2 Energy. Whenever a foe is afflicted with Injury or Internal Injury, gain 2 Energy. Both effects can activate once per round for a maximum of 4 Energy per round.  Advanced Core 1 - For two rounds, after any unit's turn, restore 4% of Max HP to all allies. Inflicting Internal Injury permanently increases ult dmg by 20% for the rest of the battle. Advanced Core 2 - Whenever a foe is afflicted with Internal Injury, gain 1 Energy. Activates once per round. Advanced Core 3 - At the beginning of each round, inflict Fear on foes (Seals 2 of opponent's energy, where applicable). Advanced Core 4 - For two rounds, after any unit's turn, restore 4.5% of Max HP to all allies. Inflicting Internal Injury permanently increases ult dmg by 25% for the rest of the battle. Advanced Core requirements - 1 Duelist, 3 Grapplers	Suit/Primal ATK. 1 or 2 SPD gear is recommended for PVP for the team's SPD tuning so ZM won't go last	Sharp sword/ruthless, Vitality/Rebellion	
	Gyoro-Gyoro (Dragon)	Commands the ally with the highest ATK to perform a follow-up attack, and restores HP* equal to 120% of Gyoro Gyoro's ATK. (Follow-up dmg is based on the unit performing the follow-up, e.g. will use RMG atk% + extra dmg from her gangster gear set)	Deals Damage to all enemies by 110% (140%) ATK, and reduces Max HP of the target by 15% (25%) for 2 rounds (HP will be immediately reduced).	Increases the maximum HP of all allies by 15% for two rounds. If the ally that is in the same column as Gyoro Gyoro is a Monster ally, they will redirect 50% of the damage Gyoro Gyoro takes to themselves. Ally will no longer redirect damage if their HP is lower than 20%.  *HP restored is to Gyoro Gyoro	Basic - At the start of each round, gain 3 Energy. All allies start with Berserk for 1 round (Increases damage dealt by 30%).  Advanced Core 1 - Within 2 rounds, x4 Max HP Boost effect, if allies have lower than 50% HP, they will be healed by 40% of Max HP (effective on the same character once per round) Advanced Core 2 - Increases all allies' damage from Ultimate skills by 30% for the entire battle. If any ally's HP drops to 50% or below, they will restore 40% of their maximum HP. Activates once per round, for the first two rounds. Advanced Core 3 - Increases the potency of DoT damage by 80%. If any ally's HP drops to 50% or below, they will restore 40% of their maximum HP. Activates once per round, for the first two rounds. Advanced Core 4 - Increases all allies' damage from Ultimate skills by 30% for the entire battle. If any ally's HP drops to 60% or below, they will restore 50% of their maximum HP. Activates once per round, for the first two rounds. Advanced Core requirements - 1 Grappler, 3 Espers	Suit HP or Knight ATK SPD if using as an attacker. Gyoro should go first to reduce the max HP of opponent's SSR genos, thus, I recommend using Monk HP SPD once genos is out.	Frenzy/Sharp sword, Chaos/Vitality. *Frenzy sigil affects all allies	
	Phoenix Man (Demon)	3-hit, 120% damage to one foe.	Attacks all enemies in the back row dealing 150% (180%) Damage and 70% (100%) chance of inflicting Burn to enemies hit by phoenix air strike. (Burn damage is 20% [25%] MAX HP of Phoenix).	Whenever Phoenix Man takes fatal damage, he will be temporarily defeated until his next turn. On Phoenix Man's next turn, he will revive with 15% of his maximum HP. Can activate up to 3 times per battle. Whenever Phoenix Man deals damage, he will deal EXTRA damage equal to 35% of his missing HP.		Primal HP	Sharp sword/Pain, Vitality(as many as possible)	
	Flashy (S1)	2-hit, 120% damage to one foe, and increases Flashy's SPD by 20% for one round.	Attacks each enemy in a row with 5 consecutive strikes that deal 140% (170%) ATK damage, has a 70% (80%) chance to inflict shatter on enemies hit by flashy for 2 rounds (Increases damage taken by 30% [35%]). Grants Tenacity by 60% (65%) HP	Whenever an enemy takes their turn, and if their SPD is lower than Flashy, Flashy will counterattack with 80% damage, up to 3 times per round. Whenever an ally* performs a follow-up or counter, Flashy will deal 80% (5* 90%) of his ATK as EXTRA damage to all foes, up to 3 times per round.  *Flashy himself counts as an ally		Monk ATK SPD	Ruining/Sharp sword, Chaos/Rebellion/Vitality (Indomitable against opponents with King)	
	Gouketsu (Dragon)	1-hit 120% damage to one foe, and 100% chance to inflict Internal Injury to that foe (deals 100% of Gouketsu's ATK as damage when foe is attacked again - effect disappears after foe is hit)	Attacks all enemies with 3 consecutive strikes and deals Damage by 180% (210%) ATK, heals himself by 20% (30%) Max HP	When received non-critical damage, it will be reduced by 30%. For first 2 rounds, Gouketsu and allies surrounding him will gain 70% boost for thickness of all shields and Healing Rate. *Surround = T shape e.g. MG ult		Knight/ATK/HP. Gouketsu should ult right after Garou's ult to detonate the internal injury to whole enemy team	Sharp sword/ Piercing, Bastion*/Chaos/Vitality	(Note that EXTRA dmg % is based off of the unit's ATK stat. Knight set deals EXTRA DMG, so a HP Knight Gouketsu deals lesser EXTRA DMG than an ATK Knight Gouketsu) Note that Gouketsu can position directly in front or behind ZM or TTM to boost the heal rate for the whole team or shield rate for the whole of TTM's row.
	graded Genos (S1)	2-hit, 180% damage to one foe.	Attacks all targets with 2 consecutive strikes, dealing DMG by Genos' 24% (32%) Max HP, has a 70% chance to burn the main target and its surrounding allies for 2 rounds (DoT by 70% [90%] ATK). Then Genos will lose 30% (20%) Max HP until the current round ends	If Genos takes fatal damage, he will be temporarily defeated until his next turn, where he will revive with 50% HP. If he takes fatal damage again, deal damage equal to 160% of his ATK as EXTRA damage to all foes.		Knight/Prisoner* HP CRIT CRIT DMG SPD Aim to have high crit Prisoner set Genos, a lot better than knight set	Sharp sword/piercing, Vitality (as many as possible)	
	Red Mosquito Girl (Demon)	4-hit, 180% damage to one foe, and deal an additional 60% damage to the target as EXTRA damage. This extra damage stacks after every round, up to 3 stacks for a maximum of 360% damage at round 3.	Gains Life Steal 50% (70%) for 2 round, deals 500% (600%) ATK damage with 2 consecutive strikes to a single target in the back row	When received non-critical damage, it will reduce by 33% (38% 5 star. 45% 5 purple). From the second round onwards, after an ally attacks, Mosquito Girl will Chase for 80% damage (100% 5 purple), plus any additional effects, on the foe with the lowest HP remaining, up to four times per round (5 times and chasing start on 1st round when 5 purple).		Gangster/Primal ATK. Gangster to increase basic atk and follow up dmg (Essential for PVE and when purple 5 stars). Primal to increase ult dmg and basic atk.	Sharp sword/Piercing, Vitality	

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	Name	Basic	ULT (Red: Ultra Ultimate)	Passive (Orange: 5* / AWK 2) ; (Purple: 5P)	Core / Notes	Gear Set	Talent Sigil	
	Watch Dog Man (S1)	1-hit, 150% damage to one foe. Restores HP to Watchdog Man equal to 30% of his max HP.	Attacks a row of targets with 5 consecutive strikes and deals DMG by 25% (30%) Max HP, inflicts fear (seal 2 [3] energy for 1 round)	Gain 2 Energy at the start of round for 2 rounds, and raises the max HP of Watchdog Man and the ally in the same column as him by 25% for 3 rounds. Whenever Watchdog Man takes fatal damage, activates Unyielding and restores 20% of his max HP. Unyielding can activate twice per battle.  5 Star: 30% HP Boost and last for 5 turn. Revive with 30% of Max HP 5 Purple Star: 33% HP Boost and last for 10 turn. Revive 50% of Max HP. Will gain 2 ability point for first 3 rounds.		Suit/Primal/Prisoner HP	Sharp sword/piercing, Vitality (as many as possible)	
	Awakened Tatsus (S2)	Attacks a single target, dealing 140% of ATK (+x) dmg, and self enters [Tenacity] state (absorbs 30% of own max HP)	Attacks all enemies with 3 consecutive strikes and deals DMG by 150% (180%) ATK. Permanently grants 50% DoT bonus for herself. Has a 100% chance to inflict Field on all targets for 1 round (DoT by 160% (220%) ATK before action. Has a 50% chance to ignore immunity)	After taking action, removes enemy sealed energy (once per round). When receiving NON CRIT DMG, decrease dmg taken by 30% (all type of dmg) (35% 5 star, 40% purple 5). Absorbs 50% of DoT DMG (75% 5 star, 100% purple 5) and convert back to self's HP.		Knight/Gunner ATK	Pain/Sharp Sword, Bastion/Vitality	
	Extreme Amal (A Class)	Attacks a single target dealing 130% ATK as dmg, and decrease the target's current max/remaining HP by 30% for 2 rounds (dmg beyond the HP decreased will be removed immediately and permanently)	No energy needed Restores HP of all allies by 100% (150%) ATK. Increases SPD of allies in the same row to 90% (95%) of Amal Mask's SPD	At the start of the round, grants [Tenacity] to all ally (absorbs 30% of Ally's own Max HP, like SilverFang). For every enemy slower than own SPD, increase own ULT DMG reduction by 15%, (up to 3 stack). After taking action, [Follow-up] on the highest max HP enemy (Attack with 80% basic ATK DMG and effect, with a 70% chance of follow up, up to 3 times each round)  *5 star, Ultimate Damage reduction 18%, Follow Up 100%. *5 purple star, Shield 40% of HP, ULT DMG reduction 20%, Follow up 4 times.		Monk/Flash SPD	Sharp Sword, Vitality	
	Drive Knight (S2)	Single target 130% ATK as dmg	Every layer of charge uses 500 energy gauge Attacks a row with 3 consecutive strikes and deals DMG by 120% (150%) ATK, Afflict the main target with Field for 1 round (takes DoT by 160% [220%] ATK before action). In Silver state, deals Charge DMG to a row (every enemy with Field will increase 1 layer of Charge by 240% [330%] ATK, up to 4 layers)	At the start of battle, all allies increase ULT DMG reduction by 40% for 2 rounds. Drive Knight permanently receives 50% less dmg for non-crit dmg, and permanently reduce its speed by 90%. When the enemy is hit by [Force Field] dmg, Drive Knight transforms into Silver Form. *SSR Amal unable to boost Drive Knight SPD. Force Field DMG can come from Awakened Tatsus.  *5 star, 45% ULT DMG Reduction, and 55% self DMG Reduction for non-crit DMG. *5 purple star, 50% ULT DMG Reduction (lasts for 3 rounds), and 65% self DMG Reduction for non-crit DMG.		Primal/Suit ATK/HP	Pain/Sharp Sword, Bastion	
	Bomb (Martial Arts)	Deals 130% attack as damage and decrease the target's healing effect by 30% (last for 2 rounds)	3 hit 195% (240%) attack to front row of enemy, 100% chance to reduce the main target healing, 50% chance to other target healing (healing effect reduced by 45% [65%] for 2 rounds)	At the start of the round, self and surrounding ally receive [Agility] (the lesser number of hit received, the more direct damage is nullified, 1 hit 60%, 2 hit 48%, 3 hit 36%, 4 hit 24%, 5 hit 12%) (only one effect, [dexterity] OR [non-crit dmg free] will be activated). When taking fatal damage, grant unyielding and heal 40% of self max HP (up to 1 time)	Basic Core: Every turn gain 3 energy, permanently increase all ally block rate by 30% Requires: 1 duelist, 1 grappler, 1 hi tech  Advance Core 1: At the start of the match, all allies gain 100% of charged [tenacious] (absorb direct damage AND extra damage. Does not absorb [DOT], [Injury] etc. [tenacious] effect can be charged up by [tenacity] to maximum of 480% [tenacious] of each individual ally's max HP). (granting effect up to 3 rounds, refreshes 100% [tenacious] per turn) Requires: 1 duelist, 1 grappler, 1 hi tech, 1 esper  Advance core 2: At the start of the battle, grant all ally 150% max HP [tenacity], and permanently grant 50% DOT rate  Advance core 3: At the start of the battle, grant all ally 150% max HP [tenacity], and permanently grant 50% injury rate  Advance core 4: At the start of the match, all ally gain 100% of charged [tenacious] (absorb direct damage AND extra damage. Does not absorb [DOT], [Injury] etc. [tenacious] effect can be charged up by [tenacity] to maximum of 480% [tenacious] of each individual ally's max HP). (granting effect up to 3 rounds, refreshes 100% [tenacious] per turn) *Changes Basic Core to increase all ally block rate by 40% when adv core 4 activated	Suit HP	Sharp Sword, Vitality (Acts as supporting unit like Bang, so not worth to invest heavily)	
	Suiryu (Martial Arts)	Single target 2 hit 140% atk dmg and gain tenacity (absorb dmg of 25% of max hp)	5 hit backrow 120% (150%) ATK, every layer of [charge up] suiryu has, deal extra 160% (240%) atk as charge damage and when Suiryu deals Crit damage, weaken their atk by 30%	When suiryu gain [tenacity], gain 1 layer of [charge-up], up to 2 times. permanently increase 25% atk of allies in [charge-up]. 35% 5*, 45% 5 purple. Suiryu himself permanently gain 40% [non crit dmg free] (reduce all types of dmg, only one effect [dexterity] or [non crit dmg free] will be activated)		Primal/Knight ATK	Sharp Sword, Bastion/Vitality	



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	Name	Basic	ULT (Red: Ultra Ultimate)	Passive (Orange: 5* / AWK 2) ; (Purple: 5P)	Core / Notes	Gear Set	Talent Sigil	
	Unparalleled Sonic (Outlaw)	3 hits to a single target , 120% attack damage	5 hits to a single backline target, dealing 600% (700%) attack damage, on top of charge up damage of 60% (80%) of the target's max HP, (capped at 500% [800%] of attack), continuously heal for 1 round (up to 50% [60%] of damage done)	At the start of the battle, increase own speed by 15%, gives tenacity (20% of ally's HP) to allies in the same row that has no tenacity on them, up to 2 times per battle.  5 Stars: At the start of the battle, increase own speed by 15% and raise ally units in the same row to 90% of his speed (Effect remains even when Sonic dead). Gives tenacity (25% of ally's HP) to allies in the same row that has no tenacity on them, up to 2 times per battle.		Monk/Flash SPD	Sharp Sword, Vitality	
	Awakened Vaccine Man (Dragon)	2 hits to a single target for 120% attack damage, 100% chance to land [Force Field] on that unit for 1 turn (deals 150% DOT dmg before that unit moves)	3 hits AoE for 150% (180%) ATK, 100% chance to land [Force Field] on all units for 1 turn (deals 150% [230%] DOT dmg before that unit moves), if in gargantuan mode, increase DOT dmg by 50%.	Whenever any unit moves, detonate all [Force Field] (deals detonate dmg as 100% of Force Field dmg and remove Force Fields) (5 star 110%, 5 purple 120%), max 3 times per round. After detonation, enter gargantuan mode, which allows Awakened VM to activate Unyielding and restore 50% (5 star 60%, 5 purple 80%) of max HP whenever taking fatal damage, up to twice per battle.		Knight ATK	Pain/Sharp Sword, Vitality	
	Gale Wind (Demon)	2 hits single target, 160% ATK, 100% chance to inflict [Internal Injury] (155% of Gale Wind's ATK)	Uses 900 (950) energy gauge Attacks targets in a cross-shaped area with 4 consecutive strikes and deals DMG by 200% (250%) ATK. In the first 2 rounds, there is a 100% chance to inflict Stun on 2 (3) random targets for 1 round. (Cannot take action and this effect is not affected by Hit. Has a 50% chance to ignore immunity)	40% NON CRIT DMG Reduction. After any character action, does a [Follow-Up] to the enemy with the highest ATK (80% of Gale Wind's ATK, up to 3 times per round)		Formal ATK	Sharp Sword, Bastion/Vitality	
	Hellfire (Demon)	Single target 130% ATK. Increases own MAX HP by 20% for 2 rounds.	3 hits front row for DMG equal to 30% (40%) of the Main Target's MAX HP (DMG cannot be more than 30% [40%] of Hellfire's MAX HP). 100% chance to deal [Burn] on main target for 2 rounds(100% ATK).	At the start of round, grants [Orange Tenacity] (allows [Tenacity] and [Tenacious] effects to absorb [DOT], [Injury], [Internal Injury] and [Charge Up] type attacks) to self and surrounding allies for 2 rounds (all allies when 5*). At the start of every round, absorb up to 20% of Hellfire's MAX HP for self and column ally (effect gone if Hellfire dies)		Suit HP	Sharp Sword, Vitality	
	SSR							
	Pig God	Deals 2 consecutive strikes to a single target dealing 120% ATK, grants [Tenacity] of 30% HP	Attacks a single target of 45% Max HP, [Devour] the target and [Exit] for 1 round.	Grants 15% Non-Crit DMG Free, immune to [Devour] and [Exit]				
	Awakened Fubuki	Attacks a single target for 120% ATK damage	Attacks all enemies with 5 consecutive strikes and deals damage by 140% ATK. After attack, inflicts Field on up to 3 enemies (without Unyielding effects triggered on them) and instantly ignites the Field, dealing damage by 150% ATK, with a 60% chance to ignore immunity.	Start of battle, gain 30% non crit DMG FREE (include all type of damage, only trigger either one between agility), remove 'FEAR' from team after moving.				
	Atomic Samurai	Attacks a single target for 130% ATK damage	Attacks all enemies with 5 consecutive strikes for 100% (125%) ATK (+XX) damage. First phase ATK has a 50% chance to make the target [Shatter] for 2 rounds (receive 30% more damage).	After a Duelist ally attacks, Atomic Samurai immediately [Follow-up] (Attack with 80% Basic ATK DMG and effect, up to 3 times each round). Permanently increases HP by ()		Knight ATK SPD		
	Carnage Kabuto	Deal 120% ATK damage to a single target, and deals 8% of your Max HP as extra DMG	Attacks a single target with 2 consecutive strikes for 210% (262%) ATK(+XX) damage. Heals self for 20% (35%) of max HP. If the second phase of the attack deals Crit DMG (Without Crit damage), there's a 100% chance to afflict the main target with [Injury] for 2 rounds. (when attacked, deals a follow-up attack of 50% (80%) ATK as extra DMG)	When attacked, reflects 20% of damage taken to the entire enemy team. Permanently increases HP by ()		Suit/Battle HP (In tournament, CK vs CK situation, the faster CK will lose the battle)	Vitality/Chaos/Rebellion/Indomitable, Sharp sword	
	Child Emperor	Attacks a single target for 120% ATK damage	Attacks each enemy in a row with 5 consecutive strikes that deal 130% (165%) ATK(+XX) damage with a 50% chance to afflict the main target with [Stun] for 1 round (cannot take action and this effect is not affected by Hit). Dealing Crit DMG afflicts the target with [Shatter] for 2 rounds (receives 30% [40%] more damage).	Every time Child Emperor finishes his action, allies in the same row enter [Berserk] state for 1 round (DMG increases by 30%) Permanently increases HP by ()	[Basic Effect]: Grants 2 Energy when allies land a critical hit. Can only trigger 4 times per battle. [Require]: Deploy 1 Duelist, 1 Grappler, 1 Hi-Tech  [Advanced Effect]: Increases ally ULT DMG by 30% in the first round [Require]: Deploy 1 Duelist, 1 Grappler, 1 Hi-Tech, 1 Esper  [Lv 4. Advanced Effect]: When enemies are in the [Shatter] status, you immediately gain 1 Energy. Can only trigger once per round. [Lv 10. Advanced Effect]: Increases the Crit DMG and Hit of ally characters by 30% at the start of the battle. Lasts for 2 rounds. [Lv 17. Advanced Effect]: Increases ally ULT DMG by 40% in the first round.	Formal SPD	Ruining, Chaos/Rebellion/Vitality	

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Name		Basic	ULT (Red: Ultra Ultimate)	Passive (Orange: 5* / AWK 2) ; (Purple: 5P)	Core / Notes	Gear Set	Talent Sigil	
	Deep Sea King (Demon)	Deal 120% ATK damage to a single target, with a 100% chance to make the main target [Corrode] for 2 rounds (8% ATK as DoT)	Attacks a single target with 3 consecutive strikes for 210% (264%) ATK(+XX) damage and deals 50% (75%) of your missing HP as extra DMG.	When your HP is under 50%, you become [Tenacious] (absorb damage of 10% your HP) for a max of 3 times per round. Permanently increases HP by ()	[Basic Effect]:When your characters block attacks, you immediately gain 1 Energy. Can only trigger 4 times per round [Require]: Deploy 1 Duelist, 1 Grappler, 1 Hi-Tech  [Advanced Effect]: Increases your team's DMG Reflect by 30% [Require]: Deploy 1 Duelist, 1 Grappler, 1 Hi-Tech, 1 Esper  [Lv 4. Advanced Effect]: At the start of each round, seal 2 enemy Energy points (seal 2 Energy for 1 round(s). When same effects coexist, the one with the highest effect shall prevail) [Lv 10. Advanced Effect]: All ally characters are immune to one fatal attack when near death. [Lv 17. Advanced Effect]: Increases your team's DMG Reflect by 40%.	Suit HP	Pain/Sharp Sword, Vitality/Rebellion	
	Geryuganshoop	Attacks a single target with 3 consecutiv strikes for 120% ATK(+95) damage. Grants a random ally [Berserk] state (DMG increased by 30% when attacking) after action is taken.	Attacks each enemy in a row with 5 consecutive strikes that deal 130% (165%) ATK(+XX) damage and afflicting the enemies with [Fear] (seals 1 [2] energy for 1 round, the fear with the max value prevails).	After taking action, removes main target's sealed Energy. Every point of Energy deducted deals extra DMG of 40% ATK to all the targets. Permanently increases HP by ()		Suit HP		
	Groribas	Attacks a single target with 2 consecutive strikes for 120% ATK damage Dealing Crit DMG afflicts the target with [Corrode] for 2 rounds (15% ATK as DoT)	Attacks each enemy in a row with 5 consecutive strikes that deal 130% (165%) ATK(+XX) damage. There's a 100% chance to afflict the main target with [Corrode] for 2 rounds (20% [30%] ATK as DoT). It has a 100% chance to inflict [Corrode] for 2 rounds to the enemy who received crit (to the enemies in the same row when the main target receives crit dmg)	Every enemy on the field afflicted with [Corrode] increases your team's ATK by 10% to a max of 3 stacks		Formal SPD	Not really recommended to work too much on him as he is expensive to train up, but if you want to, Pain , Vitality	
	Melzargard	Deal 120% ATK damage to a single target, and reduces damage taken by 20% for 1 round	Attacks enemies in a cross-shaped area with 5 consecutive strikes that deal 130% (165%) ATK (+XX) damage and heals self for 20% (25%) of Max HP. All allies are healed for 8% (10%) of Melzargard's Max HP.	Shares 20% of damage taken by all allies While sharing damage, Melzargard reduces damage taken by 50% (cannot share damage when HP is below 20%) Permanently increases HP by ()		Suit HP	Sharp sword, Vitality	
	Puri-Puri Prisoner	Attacks a single target for 120% ATK +() damage	Attacks a single target in the back row with 5 consecutive strikes for 210% (265%) ATK(+XX) damage. Make the target enter [Weaken] state for 2 rounds (ATK is decreased by 40% [50%]).	The last hit deals 40% ATK splash damage to enemies surrounding the target, critical hit increases the splash damage by 100%, up to 2 stacks Permanently increases HP by ()		Primal ATK / Suit HP		
	Speed-o'-Sound Sonic (Outlaw)	Deal 120% ATK(+10) damage to a single target with a 100% chance to make the target [Shatter] for 2 rounds (receive 30% more damage)	Deals 210% (263%) ATK(+XX) damage to a single target. Has a 50% chance to increase the SPD of the caster and adjacent (all) allies immediately 20% for 1 rounds. When landing a critical hit, increases SPD.	After taking action, attacks enemies afflicted with [Shatter], dealing 50% ATK extra DMG. Permanently increases HP by ()		Primal/Suit ATK		
	Subterranean King	Attack a single target with 2 consecutive strikes for 130% ATK damage	Attacks each enemy in a row with 5 consecutive strikes that deal 140% (165%) ATK(+XX) damage with a 100% chance to afflict the main target with [Burn] for 2 rounds (60% [80%] ATK as DoT) and a 50% chance to afflict targets in the same row with [Burn] for 2 rounds (80% ATK as DoT).	After an enemy in the [Burned] state has taken action, Subterranean King launches a [follow-up] (Attack with 60% ATK damage, up to 3 times each round) Permanently increases HP by ()		Knight ATK		
	Superalloy Blackluster	Attacks a single target with 2 consecutive strikes for 120% ATK (+10) damage Grants you [Tenacity] (absorbs damage 10% of own HP)	Deals 130% ATK(+XX) damage to targets in a cross-shaped area with a 100% chance to inflict the main target with [Injury] for 2 rounds. (when attacked), deals a follow-up attack of 50% ATK as extra DMG) shares 40% of damage taken by 2 low-HP allies for 2 rounds. By sharing damage, reduces damage taken by 20%(cannot share damage when HP is below 20%).	When battle starts, increases the ULT DMG Reduction Rate of self and allies in the same row by 40% for 2 rounds. When taking fatal damage for the first time each battle, heals you for 30% of your Max HP by ()		Suit HP	Sharp sword, Chaos, Vitality (take note that he does not reduce damage from king, since king does EXTRA dmg from his passive and not his ultimate)	
	Tank-Top Master	Deal 120% ATK +() damage to a single target, and reduces damage taken by 20% for 1 round	Deals 150% ATK(+XX) damage to each enemy in a column. It grants [Tenacity] to self and allies in the same row (absorbs damage of 20% of own HP).	Deals 8% of your Max HP as extra DMG.		Primal HP SPD	Tenacity(at most 1) / Vitality/Chaos, Sharp sword  *Tenacity sigil boosts ally's shields as TTM uses his own HP	
	Terrible Tornado	Attacks a single target with 3 consecutiv strikes for 120% ATK(+95) damage, Triggering Crit makes the target enter [Weaken] state (for 1 round, ATK is decreased by 10%)	Attacks all enemies with 5 consecutive strikes for 100% ATK(+XX) damage, with a 50% chance of afflicting the main target and its nearby allies with [Injury] for 2 rounds (when attacked, deals a follow-up attack of 50% ATK as extra DMG). This attack has 20% increased CRIT.	Every [Injured] enemy increases Tornado's CRIT DMG by 30% for a max of 3 stacks. Permanently increase HP by ().		Knight/Prisoner ATK CRIT	Piercing/Sharp sword/Ruthless, Vitality	
	Vaccine Man	Deal 120% ATK(+10) damage to a single target, and deals 5% of your MAX HP as extra dmg	Attacks each enemy in a row with 3 consecutive strikes that deal 132% ATK(+XX) damage with a 50% chance of afflicting the target with [Burn] for 2 rounds (80% ATK as DoT).	When enemy receives [DoT], immediately deals 50% of the DoT to all enemies. Permanently increases HP by ()		Suit HP	Sharp sword/Pain, Chaos/Vitality/Rebellion	



Editor's Note - Mikha	Official OPMTS SEA discord server community - <a href="https://discord.gg/yqszzfwmhr">https://discord.gg/yqszzfwmhr</a>		For easy viewing, <b>open in Google Sheets</b> . Scroll right for more info on talent sigils and gear sets based on experienced China players' and my recommendations.		Always remember, 4 orange gears with perfect primary AND secondary stats e.g. (ATK%, HP%, SPD, CRIT) is way better than orange SETS without perfect primary AND secondary stats.		
Name	Basic	ULT (Red: Ultra Ultimate)	Passive (Orange: 5* / AWK 2) ; (Purple: 5P)	Core / Notes	Gear Set	Talent Sigil	
G4 (Demon)	Attacks a single target with 2 consecutive strike dealing 140% of ATK (+x) DMG. 100% chance to inflict [Shatter] on target, last for 2 round (DMG increase by 15%)	3 hits single attack and deal 240% damage and 100% apply shatter (take more damage by 30%), and when critical procs, will apply [Weaken, deal 25% less damage].	For every type of debuff enemy had, [Charge-Up] itself. (when attacking, deals 117% of ATK as Charge-Up attack, up to 3 stacks). When there is a [Shattered] enemy unit, self enter [Tenacity] (absorbs 20% of own max HP, every round up to one time).		Primal/Suit ATK	Ruining/Sharp Sword, Vitality	
Monster Chozo (Dragon)	Attack a single target for 3 hit, dealing 120% ATK damage	Attack the row enemy for 3 hit, dealing 195% ATK damage, 100% chance to apply [Force Field] on main target for 1 round, and 50% chance to apply [Force Field] on the target in the same row (before action, take 160% of choze's ATK as DOT damage)	After action heal 30% of max HP. when enemy receives [DOT], immediately deals 60% of the damage to all enemies as EXTRA damage (Not stackable with VM passive) (5 star heal 35% max HP and 78% EXTRA damage)		Suit HP	Pain/Sharp Sword, Vitality	
SR							
Butterfly Man	Attacks a single target with 100% ATK	Attack a single target, dealing 120% ATK. 100% chance of inflicting the target with [Field] for 1 round. (before action, takes 100% ATK as DoT DMG and 50% chance of ignoring the immunity)	At the start of the battle, permanently grants 20% DOT DMG increase to himself and allies in the same row and grants [Resilience] (20% HP)				
Lin Lin	3-hit, 102% damage to one foe, and 100% chance to inflict Internal Injury to that foe (deals 100% of Lin Lin's ATK as damage when foe is attacked again - effect disappears after foe is hit)	4 hit single attack deal 140% damage and heal All Ally by 100% of her ATK Stat.	First 3 round of the game, all ally will have 50% more healing rate effect. (60% when 5 star, 70% when 5 purple star)		Suit ATK	Supporting unit	
Amai	Attack a single target with 3 consecutive strikes for 105% ATK (+) damage.	Attacks single target in the back row with 2 (3) to 5 consecutive strikes that deal a max of 500% ATK damage	When attacking Monster or Outlaw, it will inflict [Injury] on the target for 2 rounds (when attacked, grants 50% ATK extra DMG). Permanently increases HP by (20).	[Basic Effect]: Restores 6 Energy when defeating an enemy character. Can only trigger once per battle. [Requires]: Deploy 1 Duelist, 1 Grappler, 1 Hi-Tech.  [Advanced Effect]: Your first character to take action each round gains the [Berserk] effect. [Requires]: Deploy 1 Duelist, 1 Grappler, 1 Hi-Tech, 1 Esper.  [Lv 4. Advanced Effect]: Grants 2 Energy at the start of battle [Lv 10. Advanced Effect]: When any character is defeated, you gain 30% Drain until end of battle [Lv 17. Advanced Effect]: Your first character to take action each round gains the Berserk effect, increases the power by 50%	Primal ATK	Sharp Sword, Vitality	
Bakuzan	Attacks a single target for 100% ATK (+) damage.	Deals 200% ATK(+XX) damage to a single target. Has a 100% chance to inflict [Internal Injury] (when attacked, takes follow-up extra DMG of Bakuzan 140% ATK, effect disappears after trigger) on the target.	If there is an enemy afflicted with [Internal Injury], enter [Berserk] state (DMG increased by 30% when attacking).	[Basic Effect]: Grants 3 Energy at the start of the battle and 1 bonus Energy every round. [Require]: Deploy 1 Duelist, 1 Grappler, 1 Hi-Tech  [Advanced Effect]: At the start of battle, all your characters go [Berserk] for 1 round (DMG +20%). [Require]: Deploy 1 Duelist, 1 Grappler, 1 Hi-Tech, 1 Esper  [Lv 4. Advanced Effect]: Grants 1 Energy if there is [Berserk] allied character. Can only trigger 1 time per round. [Lv 10. Advanced Effect]: In the 1st round, all your characters' SPD +20% and ULT DMG +20%. [Lv 17. Advanced Effect]: At the start of battle, all your characters go [Berserk] for 1 round (DMG +30%).			
Lightning Genji	Single target, 2 hits 120% ATK	Cross-Shape 4 hits 150% ATK. Grants [Tenacity] buff for self and same column ally (30% HP)	After any unit takes action (ally or enemy), allies under any type of [Tenacity] buff gets a 25% ATK increase (works like Genus, Genji must be alive for buff to take effect)				
Beast King	Attacks a single target for 100% ATK (+) damage	Attacks each enemy in a row with 5 consecutive strikes that deal 120% ATK (+XX) damage, with a 100% chance to afflict the main target with [injury] for 2 round(s) (when attacked, deals a follow-up attack of 50% ATK as extra DMG)	Whenever an ally attacks a target afflicted with [Injury], Beast King launches a [Follow-up] (Attack with 80% Basic ATK DMG and effect, up to 3 times each round). Permanently increases HP by ().		Gangster ATK	Sharp Sword, Vitality	
Genos	Attack a single target with 5 consecutive strikes for 100% ATK damage	Attacks each enemy in a column with 4 consecutive strikes for 140% ATK(+XX) damage, with a 100% chance to make the main target [Burn] for 2 rounds (50% ATK as DoT).	If an enemy is [Burning], you enter [Berserk] state (deal 30% more damage when attacking)	[Basic Effect]: Gain 1 energy per round. When your characters are [Berserk] gain extra 1 energy per round. [Requires]: Deploy 1 Duelist, 1 Grappler, 1 Hi-Tech.  [Advanced Effect]: Increase ally ATK by 10% [Requires]: Deploy 1 Duelist, 1 Grappler, 1 Hi-Tech, 1 Esper.  [Lv 4. Advanced Effect]: When enemies are in the Burn status, you immediately gain 1 Energy. Triggers once per round [Lv 10. Advanced Effect]: Increase strength of ally DOT skills by 100% [Lv 17. Advanced Effect]: Increase ally ATK by 15%			

[illegible]

[illegible]

[illegible]