

SKILLS COMPENDIUM

PHYSICAL SKILLS

MELEE

CLEAVE

DMG: **1.0** COST: **6%HP**
RANK: **1**

Light Physical Damage to one enemy.

LOUNGE

DMG: **1.0** COST: **5%HP**
RANK: **1**

Light Physical Damage to one enemy.

CORNERED FANG

DMG: **1.5/2** COST: **5%HP**
RANK: **2**

Medium Physical damage to 1 enemy.
Heavy if being ambushed.

DOUBLE FANGS

DMG: **1.5** COST: **10%HP**
RANK: **2**

Medium physical damage to 1 enemy, 2 times.

DREAM NEEDLE

DMG: **1.0** COST: **8%HP**
RANK: **2**

Light Physical damage and medium odds to
inflict Sleep to 1 enemy.

GIANT SLICE

DMG: **1.5** COST: **9% HP**
RANK: **2**

Medium Physical Damage to one enemy.

LUCKY PUNCH

DMG: **0.5** COST: **6% HP**
RANK: **2**

Minuscule Physical damage to 1 enemy.
High critical rate.

SKULL CRACKER

DMG: **1.5** COST: **10% HP**
RANK: **2**

Medium Physical damage and
medium odds to inflicts Confuse to 1 enemy.

ASSAULT DIVE

DMG: **2.0** COST: **13% HP**
RANK: **3**

Heavy Physical Damage to one enemy.

BRAIN SHAKE

DMG: **1.5** COST: **9% HP**
RANK: **3**

Medium Physical damage and medium odds to
inflict Brainwash to 1 enemy.

HEADBUTT

DMG: **1.5** COST: **9%HP**
RANK: **3**

Medium Physical damage and
medium odds to inflict Forget to all enemies.

HYSTERICAL SLAP

DMG: **1.5** COST: **9% HP**
RANK: **3**

Medium Physical damage and medium odds to
inflict Rage to 1 enemy.

RAMPAGE

DMG: **1.0** COST: **13% HP**
RANK: **3**

Light Physical damage to all enemies from 1 to
3 times.

SLEDGEHAMMER

DMG: **1.5** COST: **10% HP**
RANK: **3**

Medium Physical damage and
medium odds to inflicts Dizzy to 1 enemy.

TERROR CLAWDMG: **1.5** COST: **8% HP**
RANK: **3**

Medium Physical damage and medium odds to inflict Fear to 1 enemy.

DORMIN RUSHDMG: **1.5** COST: **13%HP**
RANK: **4**

Medium Physical damage and low odds to inflict Sleep to all enemies.

MEMORY BLOWDMG: **1.5** COST: **15%HP**
RANK: **4**

Medium Physical damage and low odds to inflict Sleep to all enemies.

MIND SLICEDMG: **1.5** COST: **19%HP**
RANK: **4**

Medium Physical damage and low odds to inflict Confuse to all enemies.

TEMPEST SLASHDMG: **0.5** COST: **17%HP**
RANK: **4**

Minuscule Physical damage to 1 enemy from 3 to 5 times.

VAJRA BLASTDMG: **1.5** COST: **14%HP**
RANK: **4**

Medium Physical damage to all enemies.

VICIOUS STRIKEDMG: **1.5** COST: **18%HP**
RANK: **4**

Medium Physical damage to all enemies.

FLASH BOMBDMG: **1.5** COST: **19%HP**
RANK: **5**

Medium Physical damage and low odds to inflict Dizzy to all enemies.

HEAT WAVEDMG: **2.0** COST: **20%HP**
RANK: **5**

Heavy Physical damage to all enemies.

NEGATIVE PILEDMG: **2.0** COST: **12%HP**
RANK: **5**

Heavy Physical damage and low odds to inflict Despair to one enemy.

ONI KAGURADMG: **1.5** COST: **16%HP**
RANK: **5**

Medium Physical damage and low odds to inflict Rage to all enemies.

RISING SLASHDMG: **2.0** COST: **14%HP**
RANK: **5**

Heavy Physical damage to 1 enemy. Sever if used right after Baton Pass.

MYRIAD SLASHESDMG: **1.5** COST: **20%HP**
RANK: **6**

Medium Physical damage to 1 enemy from 2 to 3 times.

MEGATON RAIDDMG: **2.5** COST: **16%HP**
RANK: **7**

Severe Physical damage to 1 enemy.

MIRACLE PUNCHDMG: **1.5** COST: **8% HP**
RANK: **7**

Medium Physical damage to 1 enemy. High critical rate.

CROSS SLASHDMG: **2.0** COST: **20%HP**
RANK: **8**

Heavy Physical damage to 1 enemy 2 times.

DEADLY FURYDMG: **2.5** COST: **18%HP**
RANK: **8**

Severe Physical damage to 1 enemy.
More powerful under Baton Pass.

BEAST WEAVERDMG: **3.0** COST: **20%HP**
RANK: **9**

Colossal Physical damage to 1 enemy and
user's attack power is reduced by 50%.

BLOODBATHDMG: **2.0** COST: **19%HP**
RANK: **9**

Heavy Physical damage and
low odds to inflict Fear to all enemies.

BRAVE BLADEDMG: **3.0** COST: **24%HP**
RANK: **9**

Colossal Physical damage to 1 enemy.

GOD'S HANDDMG: **3.0** COST: **25%HP**
RANK: **9**

Colossal Physical damage to 1 enemy.

SWORD DANCEDMG: **3.0** COST: **21%HP**
RANK: **9**

Colossal Physical damage to 1 enemy.

BAD BEATDMG: **1.5** COST: **21%HP**
RANK: **10**

Medium Physical damage and
low odds to inflict Despair to all enemies.

BRAIN BUSTERDMG: **2.0** COST: **21%HP**
RANK: **10**

Heavy Physical damage and
low odds to inflict Brainwash to all enemies.

PHYSICAL SKILLS

RANGED

SINGLE SHOTDMG: **1.0** COST: **6%HP**
RANK: **1**

Light Gun Damage to one enemy.

DOWN SHOTDMG: **-** COST: **-**
RANK: **2**

Use all the maximum ammo capacity of your
gun to down one enemy.

DREAM NEEDLEDMG: **1.0** COST: **8%HP**
RANK: **2**

Light Physical damage and medium odds to
inflict Sleep to 1 enemy.

FLARE SHOTDMG: **1.0** COST: **8%HP**
RANK: **2**


Light Gun damage and medium odds to
inflict Dizzy to 1 enemy.


PETER PIPERDMG: **1.0** COST: **8%HP**
RANK: **2**


Light Gun damage and medium odds to
inflict Forget to 1 enemy.

NAPAL STINGDMG: **1.0** COST: **12%HP**
RANK: **2**


Light Gun damage and medium odds to
inflict Burn to 1 enemy.


WARNING SHOT		
	DMG: - RANK: 2	COST: -
Use the maximum ammo capacity of your weapon to subjugate one enemy into being your persona during negotiation.		

NEEDLE ASSAULT		
	DMG: 1.0 RANK: 2	COST: 9%HP
Light Gun damage to all enemies.		


AMMO POUCH		
	DMG: - RANK: 3	COST: -
Increase your ammo capacity by 2		


ARM SHOT		
	DMG: 1.0 RANK: 3	COST: 9%HP 8SP
Light Gun damage to one enemy and low chances to apply Tarunda.		


BULLET HAIL		
	DMG: - RANK: 3	COST: -
Very low chance of performing a Gun All-Out-Attack with other with this skill.		

CRIPPLING SHOT		
	DMG: 1.0 RANK: 3	COST: 9%HP 8SP
Light Gun damage to one enemy and low chances to apply Rakunda.		


LEG SHOT		
	DMG: 1.0 RANK: 3	COST: 9%HP 8SP
Light Gun damage to one enemy and low chances to apply Sukunda.		


SNIPE		
	DMG: 1.5 RANK: 3	COST: 8%
Medium Gun damage to 1 enemy.		


TERROR SHOT		
	DMG: 1.0 RANK: 3	COST: 8%HP
Light Gun damage to one enemy and Medium chance of Fear.		

CHEAP SHOT		
	DMG: - RANK: 4	COST: -
Use half the maximum ammo capacity of your gun (minimum of 1) to down one enemy.		


SAY GOODNIGHT		
	DMG: 1.5 RANK: 4	COST: 13%HP
Medium Gun damage to one enemy and medium odd to apply Sleep		


SHADOW BIND		
	DMG: 1.5 RANK: 4	COST: 13%HP
Medium Gun damage to one enemy and medium odd to apply Dizzy		

HEADSHOT		
	DMG: - RANK: 5	COST: 15SP
Medium chance to insta kill one enemy.		

TRIPLE DOWN		
	DMG: 1.0 RANK: 5	COST: 18%HP
Light Gun damage to all enemies 3 times.		

CROSSFIRE		
	DMG: 1.5 RANK: 5	COST: 20%HP
Medium Gun damage to all enemies.		

MADNESS NEEDLE		
	DMG: 1.0 RANK: 5	COST: 10%HP
Light Gun damage to one enemy and Medium chance of Rage.		



ELECTRIC SLUG

DMG: -

RANK: 6

COST: -

Low chance of performing a Gun All-Out-Attack with other characters that have this skill.




WEAKSHOT

DMG: 2.0

RANK: 6

COST: 15%HP

Heavy Gun damage to one enemy.



GRATEFUL ONE

DMG: 2.5

RANK: 7

COST: 15%HP

Severe Gun damage to one enemy.




SHARPSHOOT

DMG: -

RANK: 7

COST: 40SP

High Chance of insta killing one enemy




STUN NEEDLES

DMG: 1.5

RANK: 7

COST: 25%HP

Medium Gun damage to all enemies 1-3 times and medium chance of Dizzy.



ONE-SHOT KILL

DMG: 2.5

RANK: 8

COST: 17%HP

Severe Gun damage to one enemy and High chance of Critical.




DESPERADO

DMG: 2.0

RANK: 8

COST: 20%HP

Heavy Gun Damage to all enemies.




RIOT GUN

DMG: 2.5

RANK: 9

COST: 25%HP

Severe Gun Damage to all enemies.




STAR TARANTELLA

DMG: 2.0

RANK: 9

COST: 30%HP

Heavy Gun Damage to all enemies and high chance of despair.



ODA SPECIAL


DMG: -

RANK: 10

COST: -


Your Gun damage ignores resistances and any bonuses to defense.

ELEMENTAL SKILLS



AGI
DMG: **1.0** COST: **4SP**
RANK: **1**

Light Fire Damage to one enemy. Very low chance to Burn.




BUFU
DMG: **1.0** COST: **4SP**
RANK: **1**

Light Ice Damage to one enemy. Very low chance to Freeze.



EIHA
DMG: **1.0** COST: **4SP**
RANK: **1**

Light Curse Damage to one enemy.




FREI
DMG: **1.0** COST: **4SP**
RANK: **1**

Light Nuke Damage to one enemy.



GARU
DMG: **1.0** COST: **3SP**
RANK: **1**

Light Wind Damage to one enemy.




KOUHA
DMG: **1.0** COST: **4SP**
RANK: **1**

Light Bless Damage to one enemy.




PSI
DMG: **1.0** COST: **4SP**
RANK: **1**

Light Psychic Damage to one enemy.




ZIO
DMG: **1.0** COST: **4SP**
RANK: **1**

Light Electric Damage to one enemy. Very low chance to Shock.




HAMA
DMG: **-** COST: **8SP**
RANK: **2**

Low odds to instant kill one enemy.



MARAGI
DMG: **1.0** COST: **8SP**
RANK: **2**

Light Fire Damage to all enemies. Very low chance to Burn.



MABUFU
DMG: **1.0** COST: **8SP**
RANK: **2**

Light Ice Damage to all enemies. Very low chance to Freeze.



MAEIHA
DMG: **1.0** COST: **8SP**
RANK: **2**

Light Curse Damage to all enemies.



MAFREI
DMG: **1.0** COST: **8SP**
RANK: **2**


Light Nuke Damage to all enemies.




MAGARU
DMG: **1.0** COST: **6SP**
RANK: **2**


Light Wind Damage to all enemies.


	MAKOUHA	
	DMG: 1.0 RANK: 2	COST: 8SP
Light Bless Damage to all enemies.		

	MAPSI	
	DMG: 1.0 RANK: 2	COST: 8SP
Light Psychic Damage to all enemies.		


	MAZIO	
	DMG: 1.0 RANK: 2	COST: 8SP
Light Electric Damage to all enemies. Very low chance to Shock.		


	MUDO	
	DMG: - RANK: 2	COST: 8SP
Low odds to instant kill one enemy.		


	AGILAO	
	DMG: 1.5 RANK: 3	COST: 8SP
Medium Fire Damage to one enemy. Very low chance to Burn.		


	BUFULA	
	DMG: 1.5 RANK: 3	COST: 8SP
Medium Ice Damage to one enemy. Very low chance to Freeze.		


	EIGA	
	DMG: 1.5 RANK: 3	COST: 8SP
Medium Curse Damage to one enemy.		


	FREILA	
	DMG: 1.5 RANK: 3	COST: 4SP
Medium Nuke Damage to one enemy.		


	GARULA	
	DMG: 1.5 RANK: 3	COST: 6SP
Medium Wind Damage to one enemy.		

	KOUGA	
	DMG: 1.5 RANK: 3	COST: 8SP
Medium Bless Damage to one enemy.		

	PSIO	
	DMG: 1.5 RANK: 3	COST: 8SP
Medium Psychic Damage to one enemy.		


	ZIONGA	
	DMG: 1.5 RANK: 3	COST: 8SP
Medium Electric Damage to one enemy. Very low chance to Shock.		

	MAHAMA	
	DMG: - RANK: 4	COST: 18SP
Low odds to instant kill one enemy.		

	MAMUDO	
	DMG: - RANK: 4	COST: 18SP
Low odds to instant kill one enemy.		

	MEGIDO	
	DMG: 1.5 RANK: 4	COST: 15SP
Medium Almighty damage to all enemies		

	MABUFULA	
	DMG: 1.5 RANK: 5	COST: 16SP
Medium Ice Damage to all enemies. Very low chance to Freeze.		



MAEIGA

DMG: 1.5 COST: 8SP
RANK: 5


Medium Curse Damage to all enemies.



MAFREILA

DMG: 1.5 COST: 4SP
RANK: 5


Medium Nuke Damage to all enemies.



MAGARULA

DMG: 1.5 COST: 6SP
RANK: 5

Medium Wind Damage to all enemies.



MAKOUGA

DMG: 1.5 COST: 8SP
RANK: 5


Medium Bless Damage to all enemies.



MAPSIO

DMG: 1.5 COST: 8SP
RANK: 5


Medium Psychic Damage to all enemies.



MARAGION

DMG: 1.5 COST: 8SP
RANK: 5


Medium Fire Damage to all enemies. Very low chance to Burn.



MAZIONGA

DMG: 1.5 COST: 8SP
RANK: 5


Medium Electric Damage to all enemies. Very low chance to Shock.



AGIDYNE

DMG: 2.0 COST: 12SP
RANK: 6


Heavy Fire Damage to all enemies. Very low chance to Burn.



BUFUDYNE

DMG: 2.0 COST: 12SP
RANK: 6

Heavy Ice Damage to one enemies. Very low chance to Freeze.



EIGAON

DMG: 2.0 COST: 12SP
RANK: 6


Heavy Curse damage to one enemy.



FREIDYNE

DMG: 2.0 COST: 12SP
RANK: 6


Heavy Nuke Damage to one enemy.



GARUDYNE

DMG: 2.0 COST: 10SP
RANK: 6


Heavy Wind Damage to one enemy.



HAMAON

DMG: - COST: 15SP
RANK: 6


Medium chance of instantly killing 1 enemy.



KOUGAON

DMG: 2.0 COST: 12SP
RANK: 6


Heavy Bless Damage to one enemy..



MUDOON

DMG: - COST: 15SP
RANK: 6

Medium chance of instantly killing 1 enemy.



PSIODYNE

DMG: 2.0 COST: 12SP
RANK: 6

Heavy Psychic Damage to one enemy.

ZIODYNE		
	DMG: 2.0 RANK: 6	COST: 12SP
Heavy Electric Damage to one enemy. Very low chance to Shock.		


MABUFUDYNE		
	DMG: 2.0 RANK: 7	COST: 22SP
Heavy Ice Damage to all enemies. Very low chance to Freeze.		


MAEIGAON		
	DMG: 2.0 RANK: 7	COST: 22SP
Heavy Curse Damage to all enemies.		

MAFREIDYNE		
	DMG: 2.0 RANK: 7	COST: 22SP
Heavy Nuke Damage to all enemies.		

MAGARUDYNE		
	DMG: 2.0 RANK: 7	COST: 20SP
Heavy Wind Damage to all enemies.		

MAHAMAON		
	DMG: - RANK: 7	COST: 34SP
Medium chance of instantly killing all enemies.		


MAKOUGAON		
	DMG: 2.0 RANK: 7	COST: 22SP
Heavy Bless Damage to all enemies..		


MAMUDOON		
	DMG: - RANK: 7	COST: 34SP
Medium chance of instantly killing all enemies.		


MAPSIODYNE		
	DMG: 2.0 RANK: 7	COST: 22SP
Heavy Psychic Damage to all enemies.		


MARAGIDYNE		
	DMG: 2.0 RANK: 7	COST: 22SP
Heavy Fire Damage to all enemies. Very low chance to Burn.		

MAZIODYNE		
	DMG: 2.0 RANK: 7	COST: 22SP
Heavy Electric Damage to all enemies. Very low chance to Shock.		


BLACK VIPER		
	DMG: 2.5 RANK: 8	COST: 48SP
Severe Almighty damage to one enemy.		


DIE FOR ME!		
	DMG: - RANK: 8	COST: 44SP
High chance o kill all enemies.		

MEGIDOLA		
	DMG: 2.5 RANK: 8	COST: 24SP
Heavy almighty Damage to all enemies.		


SAMSARA		
	DMG: - RANK: 8	COST: 44SP
High chance to kill all enemies.		


SHINNING ARROWS		
	DMG: 1.0 RANK: 8	COST: 22SP
Light Bless damage to all enemies 4-8 times.		


ATOMIC FLARE		
	DMG: 2.5 RANK: 9	COST: 48SP
Severe Nuke Damage to one enemy.		

DEMONIC DECREE		
	DMG: - RANK: 9	COST: 48SP
Half the remaining HP of 1 enemy.		

DIAMOND DUST		
	DMG: 2.5 RANK: 9	COST: 48SP
Severe Ice Damage to one enemy. Very low chance to Freeze.		

DIVINE JUDGEMENT		
	DMG: - RANK: 9	COST: 44SP
Half the remaining HP of 1 enemy.		

INFERNO		
	DMG: 2.5 RANK: 9	COST: 48SP
Severe Fire Damage to one enemy. Very low chance to Burn.		


MAGATSU MANDALA		
	DMG: 2.0 RANK: 9	COST: 30SP
Heavy Curse damage to all enemies. Medium chance to Confuse/Fear/Despair.		

PANTA RHEI		
	DMG: 2.5 RANK: 9	COST: 20SP
Severe Wind Damage to one enemy.		

PSYCHO FORCE		
	DMG: 2.5 RANK: 9	COST: 48SP
Severe Psychic Damage to one enemy.		

THUNDER REIGN		
	DMG: 2.5 RANK: 9	COST: 48SP
Severe Electric Damage to one enemy. Very low chance to Shock.		

ABYSSAL WINGS		
	DMG: 2.5 RANK: 10	COST: 30SP
Severe Curse Damage to all enemies.		


BLAZING HELL		
	DMG: 2.5 RANK: 10	COST: 54SP
Severe Fire Damage to all enemies. Very low chance to Burn.		


COSMIC FLARE		
	DMG: 2.5 RANK: 10	COST: 54SP
Severe Nuke Damage to all enemies.		

DOOR TO HADES		
	DMG: 2.0 RANK: 10	COST: 32SP
Heavy almighty Damage to all enemies. medium chance of insta kill.		

ICE AGE		
	DMG: 2.5 RANK: 10	COST: 54SP
Severe Ice Damage to all enemies. Very low chance to Freeze.		

MEGIDOLAON		
	DMG: 2.5 RANK: 10	COST: 38SP
Severe almighty damage to all enemies.		

PSYCHO BLAST		
	DMG: 2.5 RANK: 10	COST: 54SP
Severe Psychic Damage to all enemies.		




TITANOMACHIA

DMG: 2.5

RANK: 10

COST: 34SP

Severe Fire Damage to all enemies. Very low chance to Burn. High Chance of Fear.




VACUUM WAVE

DMG: 2.5

RANK: 10

COST: 54SP

Severe Wind Damage to all enemies.



WILD THUNDER


DMG: 2.5

RANK: 10

COST: 54SP


Severe Electric Damage to all enemies. Very low chance to Shock.

AILMENT SKILLS




AGI
DMG: **1.0** COST: **4SP**
RANK: **1**

Light Fire Damage to one enemy. Very low chance to Burn.



BUFU
DMG: **1.0** COST: **4SP**
RANK: **1**

Light Ice Damage to one enemy. Very low chance to Freeze.




ZIO
DMG: **1.0** COST: **4SP**
RANK: **1**

Light Electric Damage to one enemy. Very low chance to Shock.




DAZZLER
DMG: **-** COST: **5SP**
RANK: **2**

High chance to inflict Dizzy to one enemy.



DORMINA
DMG: **-** COST: **5SP**
RANK: **2**

High chance to inflict Sleep to one enemy.




EVIL TOUCH
DMG: **-** COST: **5SP**
RANK: **2**

High chance to inflict Fear to one enemy.




EVIL SMILE
DMG: **-** COST: **12SP**
RANK: **2**

Medium chance to inflict Fear to all enemies.



FOUL BREATH
DMG: **-** COST: **8SP**
RANK: **2**

Increase the chance to inflict to all ailments by 1 tier. (ex: low>medium>high)



MAKAJAMA
DMG: **-** COST: **5SP**
RANK: **2**

High chance to inflict Forget to one enemy.




MARIN KARIN
DMG: **-** COST: **5SP**
RANK: **2**

High chance to inflict Brainwash to one enemy.



WAGE WAR
DMG: **-** COST: **12SP**
RANK: **2**

Medium chance to inflict Rage to all enemies.




BRAIN SHAKE
DMG: **1.5** COST: **9% HP**
RANK: **3**

Medium Physical damage and medium odds to inflict Brainwash to 1 enemy.




DREAM NEEDLE
DMG: **1.0** COST: **8%HP**
RANK: **3**


Light Physical damage and medium odds to inflict Sleep to 1 enemy.




FLARE SHOT
DMG: **1.0** COST: **8%HP**
RANK: **2**


Light Gun damage and medium odds to inflict Dizzy to 1 enemy.


HYSTERICAL SLAP		
	DMG: 1.5 RANK: 3	COST: 9% HP
Medium Physical damage and medium odds to inflict Rage to 1 enemy.		

MABUFU		
	DMG: 1.0 RANK: 3	COST: 8SP
Light Ice Damage to all enemies. Very low chance to Freeze.		

MARAGI		
	DMG: 1.0 RANK: 3	COST: 8SP
Light Fire Damage to all enemies. Very low chance to Burn.		


MAZIO		
	DMG: 1.0 RANK: 3	COST: 8SP
Light Electric Damage to all enemies. Very low chance to Shock.		


NAPAL STING		
	DMG: 1.0 RANK: 3	COST: 12%HP
Light Gun damage and medium odds to inflict Burn to 1 enemy.		


PETER PIPER		
	DMG: 1.0 RANK: 3	COST: 8%HP
Light Gun damage and medium odds to inflict Forget to 1 enemy.		


SKULL CRACKER		
	DMG: 1.5 RANK: 3	COST: 10% HP
Medium Physical damage and medium odds to inflicts Confuse to 1 enemy.		

ABYSMAL SURGE		
	DMG: - RANK: 4	COST: 12SP
Medium chance to inflict Despair to all enemies		


BRAIN JACK		
	DMG: - RANK: 4	COST: 12SP
Medium chance to inflict Brainwash to all enemies		


LIFE DRAIN		
	DMG: - RANK: 2	COST: 3SP
Drains 10HP from one enemy.		


OMINOUS WORDS		
	DMG: - RANK: 4	COST: 5SP
High chance to inflict Depair to one enemy.		


PULINPA		
	DMG: - RANK: 4	COST: 5SP
High chance to inflict Confuse to one enemy.		

TENTARAFOO		
	DMG: - RANK: 4	COST: 12SP
High chance to inflict Confuse to all enemies.		

TERROR SHOT		
	DMG: 1.0 RANK: 4	COST: 8%HP
Light Gun damage to one enemy and Medium chance of Fear.		


AGILAO		
	DMG: 1.5 RANK: 4	COST: 8SP
Medium Fire Damage to one enemy. Very low chance to Burn.		


BUFULA		
	DMG: 1.5 RANK: 4	COST: 8SP
Medium Ice Damage to one enemy. Very low chance to Freeze.		


ZIONGA		
	DMG: 1.5 RANK: 4	COST: 8SP
Medium Electric Damage to one enemy. Very low chance to Shock.		

DORMIN RUSH		
	DMG: 1.5 RANK: 5	COST: 13%HP
Medium Physical damage and low odds to inflict Sleep to all enemies.		

LULLABY		
	DMG: - RANK: 5	COST: 12SP
Medium chance to inflict Sleep to all enemies.		

MAKAJAMAON		
	DMG: - RANK: 5	COST: 12SP
Medium chance to inflict Forget to all enemies.		


SAY GOODNIGHT		
	DMG: 1.5 RANK: 5	COST: 13%HP
Medium Gun damage to one enemy and medium-chance to inflict Sleep.		


SHADOW BIND		
	DMG: 1.5 RANK: 5	COST: 13%HP
Medium Gun damage to one enemy and medium chance to inflict Dizzy.		


SLEDGEHAMMER		
	DMG: 1.5 RANK: 5	COST: 10% HP
Medium Physical damage and medium chance to inflicts Dizzy to 1 enemy.		

SPIRIT DRAIN		
	DMG: - RANK: 5	COST: 3SP
Drains 9SP from one enemy.		


STAGNANT AIR		
	DMG: - RANK: 5	COST: 5SP
Increase the chance tier of all ailment chances by 1 to both allies and enemies		


TAUNT		
	DMG: - RANK: 5	COST: 5SP
High chance to inflict Rage to one enemy.		

TERROR CLAW		
	DMG: 1.5 RANK: 5	COST: 8% HP
Medium Physical damage and medium odds to inflicts Fear to 1 enemy.		

AMRITA DROP		
	DMG: - RANK: 6	COST: 6SP
Cure all ailments of 1 ally except for Support or Aid statuses.		


FLASH BOMB		
	DMG: 1.0 RANK: 6	COST: 19%HP
Medium Physical damage and low odds to inflict Dizzy to all enemies.		

MADNESS NEEDLE		
	DMG: 1.0 RANK: 6	COST: 10%HP
Light Gun damage to one enemy and Medium chance of Rage.		


MEMORY BLOW		
	DMG: 1.5 RANK: 6	COST: 15%HP
Medium Physical damage and low odds to inflict Sleep to all enemies.		


MIND SLICE		
	DMG: 1.0 RANK: 6	COST: 19%HP
Medium Physical damage and low odds to inflict Confuse to all enemies.		


NEGATIVE PILE		
	DMG: 2.0 RANK: 6	COST: 12%HP
Heavy Physical damage and low odds to inflict Despair to one enemy.		


NOCTURNAL FLASH		
	DMG: - RANK: 6	COST: 12SP
Medium chance to inflict Dizzy to all enemies.		


GHASTLY WAIL		
	DMG: - RANK: 7	COST: 28SP
Insta kill all enemies that have the Fear status.		


MABUFULA		
	DMG: 1.5 RANK: 7	COST: 16SP
Medium Ice Damage to all enemies. Very low chance to Freeze.		


MARAGION		
	DMG: 1.5 RANK: 7	COST: 8SP
Medium Fire Damage to all enemies. Very low chance to Burn.		


MAZIONGA		
	DMG: 1.5 RANK: 7	COST: 8SP
Medium Electric Damage to all enemies. Very low chance to Shock.		

AMRITA SHOWER		
	DMG: - RANK: 8	COST: 6SP
Cure all ailments from all allies except for Support or Aid statuses.		

STUN NEEDLES		
	DMG: 1.5 RANK: 7	COST: 25%HP
Medium Gun damage to all enemies 1-3 times and medium chance of Dizzy.		


ONI KAGURA		
	DMG: 1.5 RANK: 8	COST: 16%HP
Medium Physical damage and low odds to inflict Rage to all enemies.		

BLOODBATH		
	DMG: 2.0 RANK: 9	COST: 19%HP
Heavy Physical damage and low odds to inflict Fear to all enemies.		


MAGATSU MANDALA		
	DMG: 2.0 RANK: 9	COST: 30SP
Heavy Curse damage to all enemies. Medium chance to Confuse/Fear/Despair.		

STAR TARANTELLA		
	DMG: 3.0 RANK: 9	COST: 30%HP
Heavy Gun Damage to all enemies and high chance of despair.		

BAD BEAT		
	DMG: 1.5 RANK: 10	COST: 21%HP
Medium Physical damage and low odds to inflict Despair to all enemies.		

BRAIN BUSTER		
	DMG: 2.0 RANK: 10	COST: 21%HP
Heavy Physical damage and low odds to inflict Brainwash to all enemies.		

ICE AGE		
	DMG: 2.5 RANK: 10	COST: 54SP
Severe Ice Damage to all enemies. Very low chance to Freeze.		

TITANOMACHIA		
	DMG: 2.5 RANK: 10	COST: 34SP
Severe Fire Damage to all enemies. Very low chance to Burn. High Chance of Fear.		

WILD THUNDER



DMG: **2.5** COST: **54SP**
RANK: **10**

Severe Electric Damage to all enemies. Very low chance to Shock.

AID SKILLS

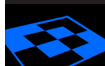
DIA



DMG: - COST: **3SP**
RANK: **1**

Heals (30+2d10)HP from one ally.

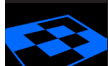
RAKUKAJA



DMG: - COST: **8SP**
RANK: **1**

Increase the Defense of one ally by 30% for 3 turns.

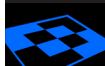
SUKUKAJA



DMG: - COST: **8SP**
RANK: **1**

Increase the Hit Chance and Evasion of one ally by 30% for 3 turns.

TARUKAJA



DMG: - COST: **8SP**
RANK: **1**

Increase the Attack (Both Physical and Elemental) of one ally by 30% for 3 turns.

BAISUDI



DMG: - COST: **4SP**
RANK: **2**

Cure Burn/Freeze/Shock from 1 ally.

ENERGY DROP



DMG: - COST: **4SP**
RANK: **2**

Cure Confuse/Fear/Despair/Rage/Brainwash from 1 ally.

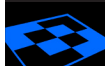
PATRA



DMG: - COST: **4SP**
RANK: **2**

Cure Dizzy/Forget/Sleep/Hunger from 1 ally.

DEKAJA



DMG: - COST: **10SP**
RANK: **2**

High chance to Negate all -kaja buff effects from all enemies.

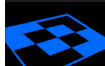
DEKUNDA



DMG: - COST: **10SP**
RANK: **2**

High chance to Negate all -nda buff effects from all allies.

RAKUNDA



DMG: - COST: **8SP**
RANK: **2**

High chance to Decrease the Defense of one Enemy by 30% for 3 turns.

SUKUNDA



DMG: - COST: **8SP**
RANK: **2**

High chance to Decrease the Hit Chance and Evasion of one enemy by 30% for 3 turns.


TARUNDA



DMG: - COST: **8SP**
RANK: **2**

High chance to Decrease the Attack (Both Physical and Elemental) of one enemy by 30% for 3 turns.

ARM SHOT		
	DMG: 1.0 RANK: 3	COST: 9%HP 8SP
Light Gun damage to one enemy and low chances to apply Tarunda.		


CRIPPLING SHOT		
	DMG: 1.0 RANK: 3	COST: 9%HP 8SP
Light Gun damage to one enemy and low chances to apply Rakunda.		


ELEC BREAK		
	DMG: - RANK: 3	COST: 15SP
High chance to Nullifies Electric Resistance from all foes for 3 turns.		

ENERGY SHOWER		
	DMG: - RANK: 3	COST: 8SP
Cure Confuse/Fear/Despair/Rage/Brainwash from all allies.		


FIRE BREAK		
	DMG: - RANK: 3	COST: 15SP
High chance to Nullifies Fire Resistance from all foes for 3 turns.		

ICE BREAK		
	DMG: - RANK: 3	COST: 15SP
High chance to Nullifies Ice Resistance from all foes for 3 turns.		


LEG SHOT		
	DMG: 1.0 RANK: 3	COST: 9%HP 8SP
Light Gun damage to one enemy and low chances to apply Sukunda.		


MABAISUDI		
	DMG: - RANK: 3	COST: 8SP
Cure Burn/Freeze/Shock from all allies.		

ME PATRA		
	DMG: - RANK: 3	COST: 8SP
Cure Dizzy/Forget/Sleep/Hunger from all allies.		


MEDIA		
	DMG: - RANK: 3	COST: 7SP
Heals 30+2d10HP from all allies.		

NUKE BREAK		
	DMG: - RANK: 3	COST: 15SP
High chance to Nullifies Nuclear Resistance from all foes for 3 turns.		

PSY BREAK		
	DMG: - RANK: 3	COST: 15SP
High chance to Nullifies Psychokinesis Resistance from all foes for 3 turns.		

RECARM		
	DMG: - RANK: 3	COST: 8SP
Revive 1 ally with 50% HP recovered.		


WIND BREAK		
	DMG: - RANK: 3	COST: 15SP
High chance to Nullifies Wind Resistance from all foes for 3 turns.		

DIARAMA		
	DMG: - RANK: 4	COST: 6SP
Heals 100+4d10HP from one ally.		

ELEC WALL		
	DMG: - RANK: 4	COST: 18SP
One ally gains resistance to Electricity for 3 turns.		


FIRE WALL		
	DMG: - RANK: 4	COST: 18SP
One ally gains resistance to Fire for 3 turns.		

ICE WALL		
	DMG: - RANK: 4	COST: 18SP
One ally gains resistance to Ice for 3 turns.		


NUKE WALL		
	DMG: - RANK: 4	COST: 18SP
One ally gains resistance to Nuclear for 3 turns.		


PSY WALL		
	DMG: - RANK: 4	COST: 18SP
One ally gains resistance to Psychokinesis for 3 turns.		


WIND WALL		
	DMG: - RANK: 4	COST: 18SP
One ally gains resistance to Wind for 3 turns.		


AMRITA DROP		
	DMG: - RANK: 5	COST: 6SP
Cure all ailments of 1 ally except for Support or Aid statuses from one ally.		


MARAKUKAJA		
	DMG: - RANK: 5	COST: 24SP
Increase the Defense of all allies by 30% for 3 turns.		


MARAKUNDA		
	DMG: - RANK: 5	COST: 24SP
High chance to Decrease the Defense of all enemies by 30% for 3 turns.		


MASUKUKAJA		
	DMG: - RANK: 5	COST: 24SP
Increase the Hit Chance and Evasion of all allies by 30% for 3 turns.		


MASUKUNDA		
	DMG: - RANK: 5	COST: 24SP
High chance to Decrease the Hit Chance and Evasion of all enemies by 30% for 3 turns.		

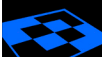
MATARUKAJA		
	DMG: - RANK: 5	COST: 24SP
Increase the Attack (Both Physical and Elemental) of all allies by 30% for 3 turns.		


MATARUNDA		
	DMG: - RANK: 5	COST: 24SP
High chance to Decrease the Attack (Both Physical and Elemental) of all enemies by 30% for 3 turns.		

AMRITA SHOWER		
	DMG: - RANK: 6	COST: 12SP
Cure all ailments of all allies except for Support or Aid statuses.		

MEDIARAMA		
	DMG: - RANK: 6	COST: 12SP
Heals 100+4d10HP from all allies.		

THERMOPYLAE		
	DMG: - RANK: 6	COST: 30SP
Increase the Attack, Defense, Hit Chance and Evasion of all allies by 30% for 3 turns. Use only if being Ambushed		

DEBILITATE		
	DMG: - RANK: 7	COST: 30SP
High chance to Decrease the Attack, Defense, Hit Chance and Evasion of one enemy by 30% for 3 turns.		




DIARAHAN

DMG: -
RANK: 7

COST: 18SP

Heals All HP from one ally.

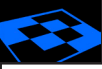


SAMARECARM

DMG: -
RANK: 7

COST: 18SP

Revive 1 ally with All HP recovered.

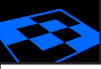


TETRAJA

DMG: -
RANK: 7

COST: 24SP

All allies gain Resistance to Curse and Bless for 3 Turns and also nuliffies the next insta kill effect from those types.

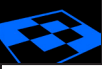


CHARGE

DMG: -
RANK: 8

COST: 15SP

Next Round Multiply the next Physical Skill damage from one ally by 2.5




CONCENTRATE

DMG: -
RANK: 8

COST: 15SP

Next Round Multiply the next Elemental Skill damage from one ally by 2.5




TETRA BREAK

DMG: -
RANK: 8

COST: 15SP

Remove all special status that repel physical damage from all enemies.



MAKARA BREAK

DMG: -
RANK: 8

COST: 15SP

Remove all special status that repel elemental damage from all enemies.



MAKARAKARN

DMG: -
RANK: 9

COST: 36SP

Repel the next Elemental skill to be dealt to one ally.



MEDIARAHAN

DMG: -
RANK: 9

COST: 30SP

Heals All HP from all allies.




TETRAKARN

DMG: -
RANK: 9

COST: 36SP

Repel the next Physical skill to be dealt to one ally.



CADENZA

DMG: -
RANK: 10

COST: 24SP

Masukukaja and heals 50%HP from all allies.




ORATORIO

DMG: -
RANK: 10

COST: 38SP

Mediarahan and Dekunda.



SALVATION

DMG: -
RANK: 10

COST: 48SP

Mediarahan and Amrita Shower.

PASSIVE SKILLS

APT PUPIL



DMG: - COST: -
RANK: 1

Increase Base critical Chance by 10%.

BRAINWASH BOOST



DMG: - COST: -
RANK: 1

Increase the chance to inflict Brainwash by 10%.

CONFUSE BOOST



DMG: - COST: -
RANK: 1

Increase the chance to inflict Confuse by 10%.

FEAR BOOST



DMG: - COST: -
RANK: 1

Increase the chance to inflict Fear by 10%.

FORGET BOOST



DMG: - COST: -
RANK: 1

Increase the chance to inflict Forget by 10%.

GROWTH 1



DMG: - COST: -
RANK: 1

While Inactive, the Persona receives 25% Experience from battles.

ADVERSE RESOLVE



DMG: - COST: -
RANK: 2

Increase Base critical Chance by 20% when being Ambushed.

BURN BOOST



DMG: - COST: -
RANK: 2

Increase the chance to inflict Burn by 10%.

COUNTER



DMG: - COST: -
RANK: 2

10% chance of reflecting Physical skills and Basic Attacks.

FREEZE BOOST



DMG: - COST: -
RANK: 2

Increase the chance to inflict Freeze by 10%.

SHOCK BOOST



DMG: - COST: -
RANK: 2

Increase the chance to inflict Shock by 10%.

TOUCH N' GO



DMG: - COST: -
RANK: 2

Use Sukukaja when Baton Passing

AMMO POUCH



DMG: - COST: -
RANK: 3


Increase your ammunition capacity by 2.


BLESS BOOST




DMG: - COST: -
RANK: 3


Increase (non insta Kill) Bless damage by 25%.

BULLET HAIL		
	DMG: - RANK: 3	COST: -
Very low chance of performing a Gun All-Out-Attack with other with this skill.		

CURSE BOOST		
	DMG: - RANK: 3	COST: -
Increase (non insta Kill) Curse damage by 25%.		

ELEC BOOST		
	DMG: - RANK: 3	COST: -
Increase Electrical damage by 25%.		

FIRE BOOST		
	DMG: - RANK: 3	COST: -
Increase Fire damage by 25%.		


ICE BOOST		
	DMG: - RANK: 3	COST: -
Increase Ice damage by 25%.		


INVIGORATE 1		
	DMG: - RANK: 3	COST: -
Heals 3SP at the beginning of each of your turns.		


NUKE BOOST		
	DMG: - RANK: 3	COST: -
Increase Nuclear damage by 25%.		

PRESSING STANCE		
	DMG: - RANK: 3	COST: -
Increase Evasion by 60 when being Ambushed.		


PSY BOOST		
	DMG: - RANK: 3	COST: -
Increase Psychokinesis damage by 25%.		

REGENERATE 1		
	DMG: - RANK: 3	COST: -
Heals 9HP at the beginning of each of your turns.		


SHARP STUTENT		
	DMG: - RANK: 3	COST: -
Increase Base Critical Hit chance by 20%		


CLIMATE DECORUM		
	DMG: - RANK: 4	COST: -
Increase Evasion by 20% when on rainy days or other		

COUNTERSTRIKE		
	DMG: - RANK: 4	COST: -
15% chance of reflecting Physical skills and Basic Attacks.		

DIVINE GRACE		
	DMG: - RANK: 4	COST: -
Effects of Healing Skills increase by 50%		

DODGE BLESS		
	DMG: - RANK: 4	COST: -
20 Bonus Evasion Against non Insta Kill Bless Skills.		

DODGE CURSE		
	DMG: - RANK: 4	COST: -
20 Bonus Evasion Against non Insta Kill Curse Skills.		


DODGE ELEC		
	DMG: - RANK: 4	COST: -
20 Bonus Evasion Against Electricity Skills.		

DODGE FIRE		
	DMG: - RANK: 4	COST: -
20 Bonus Evasion Against Fire Skills.		


DODGE ICE		
	DMG: - RANK: 4	COST: -
20 Bonus Evasion Against Ice Skills.		


DODGE ICE		
	DMG: - RANK: 4	COST: -
20 Bonus Evasion Against Ice Skills.		


DODGE NUKE		
	DMG: - RANK: 4	COST: -
20 Bonus Evasion Against Nuclear Skills.		


DODGE PSY		
	DMG: - RANK: 4	COST: -
20 Bonus Evasion Against Psychokinesis Skills.		


DODGE WIND		
	DMG: - RANK: 4	COST: -
20 Bonus Evasion Against Wind Skills.		


ENDURE		
	DMG: - RANK: 4	COST: -
Survive the First KO of each battle by remaing with 1 HP.		

FAST HEAL		
	DMG: - RANK: 4	COST: -
Recover from ailments in 2 turns instead of 3.		


GROWTH 2		
	DMG: - RANK: 4	COST: -
While Innactive, the Persona receives 50% Ex-perience from battles.		


AMBIENT AID		
	DMG: - RANK: 5	COST: -
On rainy days and other special weathers, all ailments have high chances of being afflicted.		


ATTACK MASTER		
	DMG: - RANK: 5	COST: -
Automatically uses Tarukaja at the beginning of each battle.		


DEFENSE MASTER		
	DMG: - RANK: 5	COST: -
Automatically uses Rakukaja at the beginning of each battle.		


DODGE PHYSICAL		
	DMG: - RANK: 5	COST: -
Gain 30% Bonus evasion against Physical Skills.		

FORTIFIED MOXY		
	DMG: - RANK: 5	COST: -
10% bonus Critical Chance when Ambushing enemies.		


HAMA BOOST		
	DMG: - RANK: 5	COST: -
Increase the chance to inflict Insta Kill Bless effect by 10%.		

	INVIGORATE 2	
	DMG: - RANK: 5	COST: -
Heals 6SP at the beginning of each of your turns.		

	MUDO BOOST	
	DMG: - RANK: 5	COST: -
Increase the chance to inflict Insta Kill Curse effect by 10%.		

	REGENERATE 2	
	DMG: - RANK: 5	COST: -
Heals 18HP at the beginning of each of your turns.		

	RESIST BLESS	
	DMG: - RANK: 5	COST: -
Take 50% less Damage from Bless Skills.		

	RESIST BRAINWASH	
	DMG: - RANK: 5	COST: -
40% Less chance of being inflicted by Brainwash.		

	RESIST CONFUSE	
	DMG: - RANK: 5	COST: -
40% Less chance of being inflicted by Confuse.		

	RESIST CURSE	
	DMG: - RANK: 5	COST: -
Take 50% less Damage from Curse Skills.		

	RESIST DESPAIR	
	DMG: - RANK: 5	COST: -
40% Less chance of being inflicted by Dspair.		

	RESIST ELEC	
	DMG: - RANK: 5	COST: -
Take 50% less Damage from Electricity Skills.		


	RESIST FEAR	
	DMG: - RANK: 5	COST: -
40% Less chance of being inflicted by Fear.		

	RESIST FIRE	
	DMG: - RANK: 5	COST: -
Take 50% less Damage from Fire Skills.		

	RESIST FORGET	
	DMG: - RANK: 5	COST: -
40% Less chance of being inflicted by Forget.		

	RESIST ICE	
	DMG: - RANK: 5	COST: -
Take 50% less Damage from Ice Skills.		


	RESIST NUKE	
	DMG: - RANK: 5	COST: -
Take 50% less Damage from Nuclear Skills.		

	RESIST PSY	
	DMG: - RANK: 5	COST: -
Take 50% less Damage from Psychokineses Skills.		


	RESIST RAGE	
	DMG: - RANK: 5	COST: -
40% Less chance of being inflicted by Rage.		


RESIST SLEEP		
	DMG: - RANK: 5	COST: -
40% Less chance of being inflicted by Sleep.		


RESIST WIND		
	DMG: - RANK: 5	COST: -
Take 50% less Damage from wind Skills.		


SPEED MASTER		
	DMG: - RANK: 5	COST: -
Automatically uses Sukukaja at the beginning of each battle.		

AILMENT BOOST		
	DMG: - RANK: 6	COST: -
Increase the Chance to inflict all ailments by 20%		


BLESS AMP		
	DMG: - RANK: 6	COST: -
Increase the damage of Bless Skills by 50%.		


CURSE AMP		
	DMG: - RANK: 6	COST: -
Increase the damage of Curse Skills by 50%.		

ELEC AMP		
	DMG: - RANK: 6	COST: -
Increase the damage of Electricity Skills by 50%.		

ELECTRIC SLUG		
	DMG: - RANK: 6	COST: -
Low chance of performing a Gun All-Out-Attack with other characters that have this skill.		

EVADE BLESS		
	DMG: - RANK: 6	COST: -
40 Bonus Evasion against Bless Skills.		


EVADE CURSE		
	DMG: - RANK: 6	COST: -
40 Bonus Evasion against Curse Skills.		


EVADE ELEC		
	DMG: - RANK: 6	COST: -
40 Bonus Evasion against Electricity Skills.		


EVADE FIRE		
	DMG: - RANK: 6	COST: -
40 Bonus Evasion against Fire Skills.		

EVADE ICE		
	DMG: - RANK: 6	COST: -
40 Bonus Evasion against Ice Skills.		


EVADE NUKE		
	DMG: - RANK: 6	COST: -
40 Bonus Evasion against Nuclear Skills.		

EVADE PSY		
	DMG: - RANK: 6	COST: -
40 Bonus Evasion against Psychokinesis Skills.		


EVADE WIND		
	DMG: - RANK: 6	COST: -
40 Bonus Evasion against Psychokinesis Skills.		


FIRE AMP		
	DMG: - RANK: 6	COST: -
Increase the damage of Fire Skills by 50%.		

FORTIFY SPIRIT		
	DMG: - RANK: 6	COST: -
20 Bonus Evasion against Ailments.		


HEAT UP		
	DMG: - RANK: 6	COST: -
Recover 20HP and 10 SP at the start of every battle that you successfully ambushed.		

ICE AMP		
	DMG: - RANK: 6	COST: -
Increase the damage of Ice Skills by 50%.		


NUKE AMP		
	DMG: - RANK: 6	COST: -
Increase the damage of Nuclear Skills by 50%.		


PSY AMP		
	DMG: - RANK: 6	COST: -
Increase the damage of Psychokinesis Skills by 50%.		

RAGE BOOST		
	DMG: - RANK: 6	COST: -
Increase the chance to inflict Rage by 10%.		

REGENERATE 3		
	DMG: - RANK: 6	COST: -
Heals 32HP at the beginning of each of your turns.		

RESIST PHYS		
	DMG: - RANK: 6	COST: -
Take 50% less Damage from Physical Skills.		


SOUL CHAIN		
	DMG: - RANK: 6	COST: -
Recover 20SP after receiving a Baton Pass.		

WIND AMP		
	DMG: - RANK: 6	COST: -
Increase the damage of Wind Skills by 50%.		


ALMIGHTY BOOST		
	DMG: - RANK: 7	COST: -
Increase the damage of Almighty Skills by 25%.		


ANGELIC GRACE		
	DMG: - RANK: 7	COST: -
+20 Evasion except against instant kill effects on skills.		


EVADE PHYS		
	DMG: - RANK: 7	COST: -
40 Bonus Evasion against Physical Skills.		


HIGH COUNTER		
	DMG: - RANK: 7	COST: -
20% chance to reflect physical Skills.		


INVIGORATE 3		
	DMG: - RANK: 7	COST: -
Heals 9SP at the beginning of each of your turns.		

LIFE AID		
	DMG: -	COST: -
	RANK: 7	
Heals 40HP and 20SP at the end of each Battle		


NULL BLESS		
	DMG: -	COST: -
	RANK: 7	
You receive 0 damage from Bless type skills.		


NULL BRAINWASH		
	DMG: -	COST: -
	RANK: 7	
You cannot be affected by Brainwash		

NULL CONFUSE		
	DMG: -	COST: -
	RANK: 7	
You cannot be affected by Confuse		

NULL CURSE		
	DMG: -	COST: -
	RANK: 7	
You receive 0 damage from Curse type skills.		

NULL DESPAIR		
	DMG: -	COST: -
	RANK: 7	
You cannot be affected by Despair.		

NULL ELEC		
	DMG: -	COST: -
	RANK: 7	
You receive 0 damage from Electric type skills.		


NULL FEAR		
	DMG: -	COST: -
	RANK: 7	
You cannot be affected by Fear.		

NULL FIRE		
	DMG: -	COST: -
	RANK: 7	
You receive 0 damage from Fire type skills.		


NULL FORGET		
	DMG: -	COST: -
	RANK: 7	
You cannot be affected by Forget.		

NULL ICE		
	DMG: -	COST: -
	RANK: 7	
You receive 0 damage from Ice type skills.		


NULL NUKE		
	DMG: -	COST: -
	RANK: 7	
You receive 0 damage from Nuclear type skills.		


NULL PSY		
	DMG: -	COST: -
	RANK: 7	
You receive 0 damage from Psychokinesis type skills.		


NULL RAGE		
	DMG: -	COST: -
	RANK: 7	
You cannot be affected by Rage.		


NULL SLEEP		
	DMG: -	COST: -
	RANK: 7	
You cannot be affected by Sleep.		


NULL WIND		
	DMG: -	COST: -
	RANK: 7	
You receive 0 damage from Wind type skills.		


SURVIVAL TRICK		
	DMG: - RANK: 7	COST: -
Once every battle, survive a Instant Kill effect by remaining with 1HP.		


AUTO-MARAKU		
	DMG: - RANK: 8	COST: -
At the beginning of each battle, automatically uses Marakukaja at no cost.		


AUTO-MASUKU		
	DMG: - RANK: 8	COST: -
At the beginning of each battle, automatically uses Masukukaja at no cost.		


AUTO-MATARU		
	DMG: - RANK: 8	COST: -
At the beginning of each battle, automatically uses Matarukaja at no cost.		


ENDURING SOUL		
	DMG: - RANK: 8	COST: -
Once every battle, survive damage that would be otherwise fatal and recover all your HP.		


INSTA-HEAL		
	DMG: - RANK: 8	COST: -
Recover from any ailment in 1 Turn.		


NULL PHYS		
	DMG: - RANK: 8	COST: -
You receive 0 damage from Physical type skills.		


REPEL BLESS		
	DMG: - RANK: 8	COST: -
Reflect all damage from Bless Type skills. If you would receive reflected damage, receive 0 instead.		


REPEL CURSE		
	DMG: - RANK: 8	COST: -
Reflect all damage from Curse Type skills. If you would receive reflected damage, receive 0 instead.		


REPEL ELEC		
	DMG: - RANK: 8	COST: -
Reflect all damage from Electric Type skills. If you would receive reflected damage, receive 0 instead.		


REPEL FIRE		
	DMG: - RANK: 8	COST: -
Reflect all damage from Fire Type skills. If you would receive reflected damage, receive 0 instead.		


REPEL ICE		
	DMG: - RANK: 8	COST: -
Reflect all damage from Ice Type skills. If you would receive reflected damage, receive 0 instead.		


REPEL NUKE		
	DMG: - RANK: 8	COST: -
Reflect all damage from Nuclear Type skills. If you would receive reflected damage, receive 0 instead.		


REPEL PSY		
	DMG: - RANK: 8	COST: -
Reflect all damage from Psychokinesis Type skills. If you would receive reflected damage, receive 0 instead.		


REPEL WIND		
	DMG: - RANK: 8	COST: -
Reflect all damage from Wind Type skills. If you would receive reflected damage, receive 0 instead.		


ALI DANCE		
	DMG: - RANK: 9	COST: -
+30 Evasion.		

DRAIN BLESS		
	DMG: - RANK: 9	COST: -
Drain All damage from Bless type Skills, healing the amount of damage it would deal instead.		


DRAIN CURSE		
	DMG: - RANK: 9	COST: -
Drain All damage from Curse type Skills, healing the amount of damage it would deal instead.		

DRAIN ELEC		
	DMG: - RANK: 9	COST: -
Drain All damage from Electricity type Skills, healing the amount of damage it would deal instead.		


DRAIN FIRE		
	DMG: - RANK: 9	COST: -
Drain All damage from Fire type Skills, healing the amount of damage it would deal instead.		


DRAIN ICE		
	DMG: - RANK: 9	COST: -
Drain All damage from Ice type Skills, healing the amount of damage it would deal instead.		


DRAIN NUKE		
	DMG: - RANK: 9	COST: -
Drain All damage from Nuclear type Skills, healing the amount of damage it would deal instead.		

DRAIN PSY		
	DMG: - RANK: 9	COST: -
Drain All damage from Psychokinesis type Skills, healing the amount of damage it would deal instead.		


FIRM STANCE		
	DMG: - RANK: 9	COST: -
Take half damage from all skills and attacks, but reduce all evasion, including bonuses to 0.		


MAGICAL ABILITY		
	DMG: - RANK: 9	COST: -
Increase Elemental damage by 25%		


MAGICAL ABILITY		
	DMG: - RANK: 9	COST: -
Increase Elemental damage by 25%		


REPEL PHYS		
	DMG: - RANK: 9	COST: -
Reflect all damage from Physical Type skills. If you would receive reflected damage, receive 0 instead.		

TRIGGER HAPPY		
	DMG: - RANK: 9	COST: -
+20% Critical chance on Gun Skills.		

ARMS MASTER		
	DMG: - RANK: 10	COST: -
Reduce the HP cost for all the skills by Half,		

DRAIN PHYS		
	DMG: - RANK: 9	COST: -
Drain All damage from Physical type Skills, healing the amount of damage it would deal instead.		

ODA SPECIAL		
	DMG: - RANK: 10	COST: -
Your Gun damage ignores resistances and any bonuses to defense.		

SPELL MASTER		
	DMG: - RANK: 10	COST: -
Reduce the SP cost for all the skills by Half.		