* Brick-Army Spirit-Increase Team moral with a 1.2x multiplier for 5 turns
* Jo-Tough Act-Increase Team Strength and Determination by 30% for 2 turns
* Lightinigh-Sha-Boost Sha-Strength by 30% over the course of 3 turns. 10% gained per turn
* Scott-Whittling-50% chance of reducing enemy team determination by 30% 50% chance of doing nothing
* Topher-Copy-Copy the enemy captain's ability
* Jasmine-Accent-Increase team morale by 15% strength by 5% and Intelligence by 10%
* Scarrlet-Mastermind-Take total team intellegence and divide by the ammount of teamates, subtract that from 40. Then turn that into a perect and use it as a debuff against the eneemy team's teamwork stat
* Sky-Athelcism-Increase team strength stat by 50% for 3 turns, the effect is reduced by 15% per turn