

| Core Systems Glossary | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|---|--|---------|---|---------|---|------------|--|--------------|---|--------------|---|-------|--|---------|--|-------------|---|-------|-----------------|-------------------|--|--|------|--------------------|---------------|---|--------------|--|------------|--|-------------|---|-----------------|--|---------|---|---------|---|-------|---|-----------|--|--|--|
| Mycelial Core What it is: The unique "DNA" of each fungus that unlocks its true potential. It serves as the primary long-term progression system for Super Rare (SR) and Ultra Rare (UR) units. Gameplay Mechanic: A 10-level upgrade path. Each level provides a flat stat boost, while major milestones (Level 4, 7, and 10) significantly enhance or fundamentally change how the fungus's abilities work. Final Evolution: At Level 10, the Core grants a "Final Evolution" passive, which is often a game-changing effect (e.g., turning a counter-attack into a Silence or making buffs uncleansable). | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Neutrality Tax What it is: A balance mechanic applied specifically to the Kitchen Biome. Gameplay Mechanic: Because Kitchen Fungi have no elemental weaknesses (Neutral), they are given a slightly lower Base Stat Total (BST) than specialized biome fungi. This ensures they are used for their reliable utility rather than outclassing elemental specialists through raw power. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Signature Skill What it is: The "Ult" or "Special" of a fungus. Unlike Basic Attacks, these have a Cooldown (CD). Gameplay Mechanic: These skills define the unit's role (Tank, DPS, Support, etc.). They range from massive AoE explosions to complex turn-meter manipulation and team-wide heals. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Action Economy / Turn Meter What it is: The system that determines the order of combat based on the SPD (Speed) stat. Gameplay Mechanic: Units with higher Speed move more often. Tacticians (like Shitake Sensei) specialize in "Action Economy," meaning they use their skills to give allies extra turns or slow down the enemy's progress in the turn order. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Stat Definitions | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Keyword | Definition | Gameplay Impact | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BST | Base Stat Total | The sum of all five primary stats. Used to determine the overall power of a unit. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| POT | Potency | Determines the success rate of applying debuffs (Poison, Freeze, Stun) and the effectiveness of buffs. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SPD | Speed | Dictates where a unit sits in the turn order. Vital for Tacticians and Speedsters to "set the stage." | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Energy | Skill Resource | A bar that fills as units take actions. When full, the unit can use their Signature Skill. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Biome Advantage System The tactical "Rock-Paper-Scissors" of the game world. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Elemental Loop: Forest -> Wetlands -> Decay -> Tundra -> Forest. Advantage Effect: Dealing 50% more damage and receiving 25% less damage. Neutral (Kitchen): Acts as the "Safe Haven"—dealing and receiving 100% damage across the board, making them the most stable choice for blind encounters. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Negative Status Effects (Debuffs) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1"><thead><tr><th>Name</th><th>Effect Description</th></tr></thead><tbody><tr><td>Vantage</td><td>Increases Accuracy by 20%; bypasses Evasion/Stealth checks.</td></tr><tr><td>Stealth</td><td>Unit cannot be targeted by single-target attacks. Ends after attacking.</td></tr><tr><td>Intangible</td><td>Unit is immune to all damage and effects for 1 turn; cannot be targeted.</td></tr><tr><td>Luminescence</td><td>Increases Crit Rate by 10%. Can stack with other ATK buffs.</td></tr><tr><td>Frost Shield</td><td>A temporary HP barrier. While active, the unit is immune to Freeze.</td></tr><tr><td>Regen</td><td>Restores a fixed % of Max HP at the start of each turn. Lasts for 3 turns. Stacks.</td></tr><tr><td>Reflect</td><td>Returns a portion of incoming damage back to the attacker.</td></tr><tr><td>Immortality</td><td>Prevents death once then removes a stack of immortality, the unit survives with 1 HP.</td></tr><tr><td>Cloak</td><td>Dodge 1 attack.</td></tr><tr><td>Increase of Stats</td><td>Any ability that increases stats, permanently, timed or stacked.</td></tr></tbody></table> | Name | Effect Description | Vantage | Increases Accuracy by 20%; bypasses Evasion/Stealth checks. | Stealth | Unit cannot be targeted by single-target attacks. Ends after attacking. | Intangible | Unit is immune to all damage and effects for 1 turn; cannot be targeted. | Luminescence | Increases Crit Rate by 10%. Can stack with other ATK buffs. | Frost Shield | A temporary HP barrier. While active, the unit is immune to Freeze. | Regen | Restores a fixed % of Max HP at the start of each turn. Lasts for 3 turns. Stacks. | Reflect | Returns a portion of incoming damage back to the attacker. | Immortality | Prevents death once then removes a stack of immortality, the unit survives with 1 HP. | Cloak | Dodge 1 attack. | Increase of Stats | Any ability that increases stats, permanently, timed or stacked. | <table border="1"><thead><tr><th>Name</th><th>Effect Description</th></tr></thead><tbody><tr><td>Vulnerability</td><td>Increases all damage taken by the target by 15-20%.</td></tr><tr><td>Poison (DoT)</td><td>Deals % Max HP damage every turn. Ignores Defense.</td></tr><tr><td>Burn (DoT)</td><td>Deals stackable flat damage and reduces the target's Defense by 10%.</td></tr><tr><td>Bleed (DoT)</td><td>Deals damage whenever the afflicted unit takes an action.</td></tr><tr><td>Stat Reductions</td><td>Any ability that reduces stats, permanently, timed or stacked.</td></tr><tr><td>Brittle</td><td>Increases the chance that the target will be Critically Hit by 25%.</td></tr><tr><td>Silence</td><td>Target can only use Basic Attacks; Signature Skills are locked.</td></tr><tr><td>Charm</td><td>Target is forced to use their Basic Attack on their own ally.</td></tr><tr><td>Confusion</td><td>Target has a 50% chance to attack their own teammates.</td></tr></tbody></table> | Name | Effect Description | Vulnerability | Increases all damage taken by the target by 15-20%. | Poison (DoT) | Deals % Max HP damage every turn. Ignores Defense. | Burn (DoT) | Deals stackable flat damage and reduces the target's Defense by 10%. | Bleed (DoT) | Deals damage whenever the afflicted unit takes an action. | Stat Reductions | Any ability that reduces stats, permanently, timed or stacked. | Brittle | Increases the chance that the target will be Critically Hit by 25%. | Silence | Target can only use Basic Attacks; Signature Skills are locked. | Charm | Target is forced to use their Basic Attack on their own ally. | Confusion | Target has a 50% chance to attack their own teammates. | | |
| Name | Effect Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Vantage | Increases Accuracy by 20%; bypasses Evasion/Stealth checks. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Stealth | Unit cannot be targeted by single-target attacks. Ends after attacking. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Intangible | Unit is immune to all damage and effects for 1 turn; cannot be targeted. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Luminescence | Increases Crit Rate by 10%. Can stack with other ATK buffs. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Frost Shield | A temporary HP barrier. While active, the unit is immune to Freeze. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Regen | Restores a fixed % of Max HP at the start of each turn. Lasts for 3 turns. Stacks. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Reflect | Returns a portion of incoming damage back to the attacker. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Immortality | Prevents death once then removes a stack of immortality, the unit survives with 1 HP. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cloak | Dodge 1 attack. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Increase of Stats | Any ability that increases stats, permanently, timed or stacked. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Vulnerability | Increases all damage taken by the target by 15-20%. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Poison (DoT) | Deals % Max HP damage every turn. Ignores Defense. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Burn (DoT) | Deals stackable flat damage and reduces the target's Defense by 10%. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bleed (DoT) | Deals damage whenever the afflicted unit takes an action. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Stat Reductions | Any ability that reduces stats, permanently, timed or stacked. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Brittle | Increases the chance that the target will be Critically Hit by 25%. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Silence | Target can only use Basic Attacks; Signature Skills are locked. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Charm | Target is forced to use their Basic Attack on their own ally. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Confusion | Target has a 50% chance to attack their own teammates. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3. Crowd Control & Manipulation (CC) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Root | Target cannot be moved/swapped and cannot dodge. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Stun | Target skips their turn. Does not break upon taking damage. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Class Archetype Definitions | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1. Tank (The Frontline Anchor) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Role: To absorb damage and protect the more fragile units. Mechanics: High HP and DEF. They often possess "Taunt" mechanics (forcing enemies to hit them) or "Shield" abilities. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2. DPS / Duelist (The Heavy Hitter) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Role: To eliminate high-priority targets as quickly as possible. Mechanics: High ATK and SPD. They focus on single-target burst damage and critical hits. They are usually "glass cannons"—high damage, but low survivability. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3. Mage / AoE (The Area Specialist) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Role: To soften up the entire enemy team or apply wide-scale status effects. Mechanics: Balanced ATK and POT. Their skills usually hit multiple targets (Area of Effect) or apply Damage over Time (DoT) like Poison or Burn. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4. Support / Medic (The Lifeline) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Role: To keep the team alive and cleanse negative effects. Mechanics: High POT and HP. They specialize in healing, removing debuffs (Cleansing), or providing defensive utility like Evasion buffs. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5. Tactician (The Force Multiplier) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Role: To control the flow of battle and enhance ally capabilities. Mechanics: High SPD and POT. They don't deal much damage themselves; instead, they manipulate the Turn Meter, reset cooldowns, or provide complex, role-based buffs. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6. Assassin / Rogue (The Disruptor) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Role: To bypass the enemy frontline and take out the backline. Mechanics: Highest SPD and Crit. They often use "Stealth" to remain untargetable while waiting for the perfect moment to "Execute" a weakened enemy. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Think of **Class** as the "What" (the stats) and **Role** as the "How" (the strategy). | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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| 1. Class (The Stat Skeleton) | |
| The Class is a rigid category that dictates the Math. Every single Tank in the game follows the same stat distribution logic. This makes it easier for you to balance the game's math because you know that if a unit is a "Tank," it will always have high HP and DEF. | |
| 2. Role (The Kit's Personality) | |
| The Role is the Behavior of that unit's skills. This is why two Fungi in the same Tank Class can feel completely different to play. | |
| Example: Two "Tank Class" Fungi | |
| Porcelain Guard (05): Role is "Taunt Tank." His job is to force enemies to hit him. | |
| Snow-Bank Hermit (32): Role is "Cover Tank." He doesn't make enemies hit him; he creates a "Ice Wall" to protect others. | |
| Class | Possible Roles (Kit Style) |
| Tank | Wall, Taunt, Cover, Juggernaut |
| DPS | Nuker, Duelist, Multi-Hit, Execute |
| Mage | DoT, AoE, Saboteur (Debuffier) |
| Support | Medic (Healer), Purifier, Buffer, Battery (Energy) |
| Tactician | Disruptor, Tempo, Commander, Mimic |
| Assassin | Stealth, Rogue, Stalker, Poisoner |

| ID# | Funguy Name | Rarity | Biome | Class | Role | Key Synergy #1 | Key Synergy #2 | Key Synergy #3 | HP | ATK | DEF | SPD | POT | BST | Passive | Passive Descr | Signature Skill | Skill Description | Cooldown | Core Ability | Base Effect (Lvl Final) | Evolution (lv 10) |
|-----|-------------|--------|-------|-------|------|----------------|----------------|----------------|----|-----|-----|-----|-----|-----|---------|---------------|-----------------|-------------------|----------|--------------|-------------------------|-------------------|
|-----|-------------|--------|-------|-------|------|----------------|----------------|----------------|----|-----|-----|-----|-----|-----|---------|---------------|-----------------|-------------------|----------|--------------|-------------------------|-------------------|

| Tank | Juggernaut | Grunt | Brawler | |
|-------------|-------------------------------|--|------------------------------|-----------|
| DPS | Executioner | Berserker | | |
| Mage | Spreader | Daze | Slower | |
| Support | | | | |
| Tactician | Scout | Survivor | Control | Disrupter |
| Assassin | | | | |
| Role | Purpose | Combat Logic | Key Synergy | |
| Grunt | Economic frontline/fodder. | Simple, low-cost units that provide a body on the board. They often have basic skills like "Shield Bash" that provide minor utility while soaking up hits. | Phalanx (with Wall) | |
| Juggernaut | Counter-offensive tanking. | They want to be hit. Their skills trigger when they take damage, or they gain "Rage" stacks that increase their Attack power the lower their HP gets. | Vengeance (with Taunt) [4] | |
| Brawler | Sustained frontline pressure. | A hybrid between Tank and DPS. They have higher HP than a Duelist but more damage than a Wall. They thrive in the front row, dealing consistent physical damage. | Brawling Pair (with Medic) | |
| Executioner | Finishing the Job. | Their damage scales based on how much HP the enemy is missing. They are designed to act last in a turn to "clean up" weakened foes. | Coup de Grâce (with Stalker) | |
| Berserker | High-Risk Power. | They trade their own HP or Defense for massive Attack boosts. They are "Glass Cannons" that require a Captain or Medic to keep them from self-destructing. | Gourmet Line (with Captain) | |
| Slower | Tempo manipulation. | They reduce the enemy's SPD stat or "Turn Meter." This ensures your team always moves first, allowing you to set up your strategy before the enemy can react. | Time Warp (with Tactician) | |
| Spreader | Contagion management. | When they hit a target that already has a DoT (like Poison), they "Spread" that effect to all adjacent enemies. They turn a single-target debuff into an AoE plague. | Plague Wind (with DoT) | |
| Survivor | Tank Priority | Focuses on Single-target damage mitigation and preventing one shot potential. | Lifeline (with Taunt). Not A | |
| Daze | Accuracy disruption. | They apply "Daze" or "Blind," causing the enemy's next attacks to have a high chance of missing. This is a "soft" defense that protects the whole team from damage. | Chaos Theory (with Control) | |
| Scout | Target Acquisition. | They "Mark" enemies, which removes their Evasion and allows Nukers to hit them with 100% certainty. | Sniper Nest (with Nuker). | |
| Control | Manipulation and chaos. | Unlike CC, which stops turns, Control changes turns. They use Charm (force enemy to hit their own team) or Confuse (random targeting). | Chaos Theory (with Daze) | |

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| We have established the growth rates for Speed, but we haven't yet defined the specific Core Mechanics of how Speed translates into turns or how the Energy bar actually fills during combat. | | |
| To make the most of your Battery and Slower roles, we need a "Tick-Based" or "Action Gauge" system. Here is a proposal for how these concepts work in the Funguy engine: | | |
| 1. The Speed Concept: "The Spore Gauge" | | |
| Instead of simple round-based turns, use a 1,000-point Action Gauge. | | |
| Logic: At the start of combat, every unit begins at 0. The game "ticks" forward, and each unit's SPD stat is added to their gauge. | | |
| The Turn: When a Funguy reaches 1,000 points, they take their turn, and their gauge resets to 0. | | |
| Strategic Impact: | | |
| High Speed (Assassins/Tacticians): A unit with 200 SPD takes a turn every 5 ticks. | | |
| Low Speed (Tanks): A unit with 50 SPD takes a turn every 20 ticks. | | |
| Slowers: When Bitter-Cold Oyster (37) reduces enemy SPD by 20%, it physically slows how fast their gauge fills, allowing your team to "lap" them. | | |
| 2. The Energy Concept: "The Mycelium Network" | | |
| The Energy bar (usually 100 points) is what allows a Funguy to cast their Signature Skill. | | |
| Passive Gain: Every unit gains 20 Energy automatically when they start their turn. | | |
| Action Gain: | | |
| Dealing Damage: +5 Energy. | | |
| Taking Damage: +10 Energy (This is why Not Alone with Survivor is so strong—it boosts this number). | | |
| Kills: +15 Energy does not stack with damage energy gained. | | |
| Active Gain (The Battery Role): | | |
| Yeast Bud (43): Your "Rapid Rise" ability allows allies to cast at 80 Energy instead of 100. This is a massive "Tempo" advantage in the Spore Gauge system. | | |
| 3. Role-Specific Speed & Energy Tunings | | |
| Based on your Excel data, we can categorize how these roles interact with the "Clock": | | |
| Role Speed Profile Energy Profile | | |
| Assassin/Stalker Fastest: Aims to move twice before the enemy Tank moves once. Low: Relies on basic attacks and passives; Signature is a "Finisher." | | |
| Battery Medium-Fast: Needs to move often to feed the team. High: Their skills generate Energy for others. | | |
| Wall/Tank Slowest: Low SPD ensures their Shields/Taunts stay active longer. High: Gains most Energy from being hit (Taking Damage). | | |
| Slower Fast: Needs to move first to apply the SPD debuff to the enemy team. Medium: Needs their Ultimate to lock down the enemy "Spore Gauge." | | |
| 4. Tactical Examples using your Units | | |
| Star-Tip Scout (36): With 195 SPD (the highest in your sheet) and Light Speed (starts with 50% Turn Meter), this unit will always move first. This allows her to use Starlight Rush to give an ally an immediate turn before the enemy even breathes. | | |

| Class | Primary Stats | Combat Logic | Class Bonus Focus | Counts | | | | | | | | |
|-----------|------------------------------------|--|--|--------|---------|----------|-----------|---------|---------|--|--|--|
| Tank | DEF (Defense) and HP (Health). | High survivability with low damage output. Their purpose is to sit in the Front Row and soak up hits that would otherwise kill their allies. | Increasing team-wide damage mitigation. | 14 | Wall | Taunt | Cover | | | | | |
| DPS | ATK (Attack) and CRT (Crit Rate). | Specialists in AoE (Area of Effect) and DoT (Damage over Time). They are fragile but can obliterate or damage the entire enemy team simultaneously. | Critical hits and raw power. | 11 | Nuker | Duelist | Multi-Hit | | | | | |
| Mage | POT (Potency) and ATK (Attack). | Specialists in AoE (Area of Effect) and DoT (Damage over Time). They are fragile but can obliterate or damage the entire enemy team simultaneously. | Status effect damage and cooldown resets. | 12 | DoT | Saboteur | CC | AoE | Bomber | | | |
| Support | POT (Potency) and HP (Health). | Specialists in AoE (Area of Effect) and DoT (Damage over Time). They have low combat stats but are essential for keeping the team's "engine" running. | Healing efficiency and energy restoration. | 17 | Medic | Buffer | Purifier | Battery | Drinker | | | |
| Tactician | SPD (Speed) and POT (Potency). | The "Force Multipliers." They manipulate turn order, grant unique buffs, and control the pace of the battle. They often have the highest base Speed in the game. | Turn-meter manipulation and accuracy. | 8 | Captain | | | | | | | |
| Assassin | SPD (Speed) and CRT (Crit Damage). | High-risk, high-reward units that thrive on Stealth and Evasion. Their goal is to move before anyone else and take out high-priority targets (like Mages or Medics) instantly. | Evasion and massive burst damage. | 9 | Stealth | Stalker | | | | | | |
| Role | Purpose | Combat Logic | Key Synergy | Count | | | | | | | | |
| Duelist | Sustained Pressure. | They excel in 1v1 scenarios. They often have "ramp-up" damage that gets stronger the longer the fight lasts. | Shatter (with CC). | 1 | | | | | | | | |
| CC | Action denial. | They are the ones that keep the enemy ships from using Freeze, Stun, or Sleep. They don't need high damage; they win by stopping the enemy from playing. | Shatter (with Duelist) | 2 | | | | | | | | |
| DoT | Inevitable Decay. | They don't deal much "direct" damage. Instead, they stack Poison, Burn, or Bleed, which bypasses certain defenses and wears the enemy down over time. | Attrition (with Taunt). | 3 | | | | | | | | |
| Drinker | Self-sustaining attrition. | They are the ones that heal themselves and reduce the amount of damage. They are difficult to kill in 1v1 situations because they "out-sustain" their opponent. | Vampiric Link (with Survivor) | 2 | | | | | | | | |
| Purifier | Cleansing and reset. | The hard counter to Decay and Kitchen bombs. They remove Poison, Burn, and Bleed from the target and then heal themselves. They also reduce the amount of damage. | Purifying Ward (with Cover) | 2 | | | | | | | | |
| Bomber | Delayed, high-impact disruption. | They place "bombs" or traps that explode after 2 turns. This forces the opponent to either cleanse the bomb or prepare for a massive spike of damage. | Minefield (with Slower) | 3 | | | | | | | | |
| Cover | Active Interception. | Instead of taking hits for the whole team, they "leech" themselves to the weakest ally, absorbing a portion of the damage that ally takes. | Fortress (with Wall). Not Alone (with Survivor). | 3 | | | | | | | | |
| Stealth | Survival and high-value targeting. | They are the ones that can be targeted by the enemy for a short amount of turns. They use this time to bypass the Tank and strike the backline Medics or Mages. | Purifying Ward (with Purifier) | 3 | | | | | | | | |
| AoE | Mass damage and pressure. | They trade high-single-target burst for the ability to chip away at the entire enemy team. They are the ones that are responsible for bringing up the backline and still hitting the Tank. | Shadow Step (with Stalker) | 3 | | | | | | | | |
| Battery | Resource Pumping. | They are the ones that charge up their allies' batteries. Their main goal is to make sure the team's Nuker or Mage can fire their Signature Skill as often as possible. | Cataclysm (with Saboteur) | 4 | | | | | | | | |
| Saboteur | Stat Crippling. | They specialize in "Debuffs." They lower enemy Armor, Speed, or Accuracy, making the enemy team much easier to kill for your DPS. | The Battery (with Captain), Overclock (with Buffer) | 4 | | | | | | | | |
| Taunt | Forced Aggression. | They use skills to force enemies to target them. This protects fragile allies from single-target damage and allows them to survive longer. | Assassination (with Stalker), Cataclysm (with AoE), Armor Shead (with Multi-Hit) | 4 | | | | | | | | |
| Buffer | Team amplification. | They spend their turns making everyone else better. By increasing ATK, SPD, or CRT, they turn average units into threats. | Vengeance (with Life Line) | 5 | | | | | | | | |
| Medic | HP Sustainability. | Focused entirely on restoring Health. | Overclock (with Battery) | 4 | | | | | | | | |
| Nuker | Single-Turn Elimination. | Their kit is built around one massive hit. They often have long cooldowns or high energy costs because they know that one "Nuke" can end a fight. | Vanguard (with Wall), Brawling Pair (with Brawler) | 5 | | | | | | | | |
| Stalker | Priority Hunting. | They are the ones that chase the front-line Tank to strike the backline directly. They are the natural predators of Medics and Mages. | Sniper Nest (with Scout) | 5 | | | | | | | | |
| Wall | The ultimate damage sponge. | Walls possess high raw mitigation. They don't need to "taunt" because their presence usually blocks incoming attacks and provides passive protection to the row behind them. | Assassination (with Saboteur), Coup de Grâce (with Stalker) | 5 | | | | | | | | |
| Captain | Team Coordination. | They provide "Auras" that affect everyone. They are the "glue" of the team, making every other role more effective. | Vanguard (with Medic), Fortress (with Cover), Phalanx (with Grunt) | 4 | | | | | | | | |
| Multi-Hit | Shield breaking and consistency. | Instead of one big hit, they strike 3-5 times for smaller amounts. This is the ultimate counter to "Hit-Count Shields" or units with high Evasion. | Sniper Siege (with Battery), Gourmet Line (with Berserker) | 6 | | | | | | | | |
| | | | Armor Shead (with Saboteur) | 6 | | | | | | | | |

Class Stat Priority Table

You can use this table to balance the base stats in your Excel sheet.

To make your game's **Strategy Guide** or **Glossary** tab fully functional, here are the definitions for all **29 Strategic Roles**. These roles determine exactly how a unit behaves regardless of their base stats.

Frontline & Defensive Roles

Wall: Focus survival - High HP/DEF scaling with skills that reduce incoming damage.

Taunt: Focuses enemy fire. Forces opponents to target them, protecting fragile allies.

Cover: Damage reduction. Automatically takes a portion of the damage meant for adjacent allies.

Juggernaut: Offensive Tank. Gains Attack power or counter-attacks based on how much damage they have taken.

Grunt: Basic frontline. Reliable, low-cost defensive unit with standard physical strikes.

Brawler: A high-HP Tank that lacks utility but deals consistent "bruise" damage in close range.

Offensive & Damage Roles

Nuker: Massive single-target burst. Designed to delete a target in one shot (like your UR Nebula Cordyceps).

Duelist: Consistent 1v1 damage. High accuracy and crit, specialized in sustained combat.

Lancer: High-speed attack. Attacks multiple times per turn, great for stripping away "Hit-Count" shields.

Multi-Hit: Shield breakers. Attacks multiple times per turn, great for stripping away "Hit-Count" shields.

AoE: Area of Effect. Deals damage to all enemies or specific rows/columns simultaneously.

AoE: Delayed damage. Sets an "explosive" that deals massive damage after 1-2 turns.

Utility & Support Roles

Medic: Primary healer. Restores HP to single or multiple targets.

Purifier: The "Anti-Debuff." Specialized in removing Poison, Burn, or Stun from allies.

Buff: Stat enhancer. Increases ally Attack, Defense, or Speed.

Battery: Energy generator. Provides "Action Points" or Energy to allies so they can use skills faster.

Drinker: Self-sustain utility. Heals themselves by stealing stats or HP from the enemy.

Tactical & Control Roles

Captain: Team Leader. Provides unique auras or "Commander" buffs that affect the entire board.

Scout: The "Enabler." Reveals hidden enemies (Stealth) and applies "Marked" for Nukers.

CC (Control): Hard disruption. Specializes in Stun, Freeze, or Root to stop enemy movement.

Control: Soft disruption. Manipulates the enemy, such as "Charm" (hitting their own team) or "Confuse."

Saboteur: The "Debuffer." Permanently lowers enemy stats (DEF Down, ATK Down).

Slower: Temp control. Specifically focuses on reducing enemy speed and Turn Meter.

Daze: Accuracy disruption. Causes enemies to miss their attacks.

Stealth & Affliction Roles

Stealth: Untargetable. Cannot be hit by single-target attacks while hidden.

Stalker: Backline hunter. Ignores the Frontline to attack the squishiest targets in the back.

DoT (Damage over Time): Status specialist. Deals damage via Poison, Burn, or Bleed over several turns.

Spreader: Contagion specialist. When they hit a target with a DoT, it has a chance to jump to nearby enemies.

Excel Role Reference (Quick Link)

You can use this to quickly categorize your units in your master sheet:

| Category Roles Included |
|--|
| Defensive Wall, Taunt, Cover, Juggernaut, Grunt, Brawler |
| Offensive Nuker, Duelist, Executioner, Berserker, Multi-Hit, AoE, Bomber |
| Support Medic, Purifier, Buffer, Battery, Drinker |
| Tactical Captain, Scout, CC, Control, Saboteur, Slower, Daze |
| Specialist Stealth, Stalker, DoT, Spreader |

Summary Table for Excel

| Role | Agg. Class | Primary Battle Objective |
|------------------------|------------|---|
| Wall/Taunt/Cover | Defensive | Mitigation and Protection. |
| Nuker/Berserker | Offensive | High-speed elimination. |
| Medic/Battery/Buffer | Supportive | Resource and Health management. |
| Scout/Stalker/Saboteur | Tactical | Priority targeting and debuffing, leadership Turn order and stat amplification. |
| Captain/Tempo | | |

Final Class Bonus Rules (Refined)

2-Unit Bonus: Provides a % stat boost to that specific class.

4-Unit Bonus: Provides a unique "Elite" mechanic (like the 10% Spell Weaver reset for Mages).

Class Stat Priority Table

You can use this table to balance the base stats in your Excel sheet.

| Class | HP | ATK | DEF | POT | SPD |

| Tank | S | C | S | B | D | O |

| DPS | B | S | I | C | A | O |

| Mage | C | A | D | S | B |

| Support | D | B | S | B | I |

| Tactician | B | C | C | A | S | I |

| Assassin | D | A | D | B | S |

> Note: S = Primary, A = High, B = Average, C = Low, D = Minimal.

| Class Formation Bonuses | | | | | | | |
|-------------------------|--------------|-------------------------|---------------|---|-------------|-------------|----------------|
| Class | 2-Unit Bonus | 4-Unit Bonus (Elite) | | | Role A | Role B | Synergy Name |
| Tank | Phalanx | 10% DEF for all allies. | Unbreakable | Front row gains a shield (15% HP) every 3 turns. | AoE | Saboteur | Cataclysm |
| DPS | Precision | 10% Crit Rate. | Executioner | Deal 20% more damage to enemies below 40% HP. | Battery | Buffer | Overclock |
| Mage | Affliction | 15% DoT damage. | Spell Weaver | Using a skill has a 10% chance to reset its own CD. | Battery | Captain | The Battery |
| Support | Vitality | 15% Healing received. | Transcendence | All heals also restore 5 Energy to the target. | Berserker | Captain | Gourmet Line |
| Tactician | Initiative | 10 SPD to all allies. | Insight | Allies ignore 20% of the enemy's POT resistance. | Bomber | Slower | The Minefield |
| Assassin | Lethality | 20% Crit Damage. | Shadow Step | 20% Evasion for the first 2 turns of combat. | Brawler | Medic | Brawling Pair |
| | | | | | Buff | Battery | Overclock |
| | | | | | Captain | Berserker | Gourmet Line |
| | | | | | Captain | Battery | The Battery |
| | | | | | CC | Duelist | Shatter |
| | | | | | Control | Daze | Chaos Theory |
| | | | | | Cover | Survivor | Not Alone |
| | | | | | Cover | Wall | Fortress |
| | | | | | Cover | Purifier | Purifying Ward |
| | | | | | Daze | Control | Chaos Theory |
| | | | | | Attrition | Taunt | Attrition |
| | | | | | DoT | Spreader | Plague Wind |
| | | | | | Drinker | Survivor | Vampiric Link |
| | | | | | Duelist | CC | Shatter |
| | | | | | Executioner | Stalker | Coup de Grâce |
| | | | | | Grunder | Wall | Phalanx |
| | | | | | Juggernaut | Taunt | Vengeance |
| | | | | | Medic | Brawler | Brawling Pair |
| | | | | | Medic | Wall | Vanguard |
| | | | | | Multi-Hit | Saboteur | Armor Shred |
| | | | | | Nuker | Scout | Sniper Nest |
| | | | | | Purifier | Cover | Purifying Ward |
| | | | | | Saboteur | Stalker | Assassination |
| | | | | | Saboteur | AoE | Cataclysm |
| | | | | | Saboteur | Multi-Hit | Armor Shred |
| | | | | | Scout | Nuker | Sniper Nest |
| | | | | | Slower | Tactician | Time Warp |
| | | | | | Slower | Bomber | The Minefield |
| | | | | | Spreader | DoT | Plague Wind |
| | | | | | Stalker | Saboteur | Assassination |
| | | | | | Stalker | Stealth | Shadow Step |
| | | | | | Stalker | Executioner | Coup de Grâce |
| | | | | | Stealth | Stalker | Shadow Step |
| | | | | | Survivor | Drinker | Vampiric Link |
| | | | | | Survivor | Taunt | Lifeline |
| | | | | | Survivor | Cover | Not Alone |
| | | | | | Tactician | Slower | Time Warp |
| Synergy Name | Column 1 | Column 2 | Column 3 | Total | Taunt | DoT | Attrition |
| Time Warp | 0 | 0 | | 0 | 0 | | |
| Chaos Theory | 0 | 0 | | 0 | 0 | | |
| Shatter | 3 | 0 | | 0 | 3 | | |
| Plague Wind | 0 | 3 | | 0 | 3 | | |
| The Minefield | 3 | 0 | | 0 | 3 | | |
| Vampiric Link | 2 | 0 | | 0 | 2 | | |
| Not Alone | 3 | 0 | | 0 | 3 | | |
| Lifeline | 0 | 5 | | 0 | 5 | | |
| Vengeance | 0 | 0 | | 5 | 5 | | |
| Sniper Nest | 5 | 0 | | 0 | 5 | | |
| Purifying Ward | 2 | 0 | | 3 | 5 | | |
| Phalanx | 0 | 0 | | 4 | 4 | | |
| Coup de Grâce | 0 | 0 | | 5 | 5 | | |
| Brawling Pair | 5 | 0 | | 0 | 5 | | |
| Attrition | 8 | 0 | | 0 | 8 | | |
| Gourmet Line | 6 | 0 | | 0 | 6 | | |
| Shadow Step | 3 | 5 | | 0 | 8 | | |
| Fortress | 4 | 3 | | 0 | 7 | | |
| Cataclysm | 4 | 4 | | 0 | 8 | | |
| Overclock | 8 | 0 | | 0 | 8 | | |
| Assassination | 9 | 0 | | 0 | 9 | | |
| Armor Shred | 6 | 0 | | 4 | 10 | | |
| Vanguard | 0 | 9 | | 0 | 9 | | |
| The Battery | 0 | 10 | | 0 | 10 | | |

| Excel Master Format: Synergy Definitions | | | | |
|--|----------|-----------|--------------------|--|
| Type | Category | Req Units | Name | Effect |
| Biome | Forest | 2 | Sprout | 5% Max HP |
| Biome | Forest | 3 | Growth | 10% Max HP |
| Biome | Forest | 5 | Deep Roots | Team regens 5% HP at start of turn. |
| Biome | Wetlands | 2 | Mist | 5% Potency |
| Biome | Wetlands | 3 | Saturate | 10% Potency |
| Biome | Wetlands | 5 | Rising Tide | 10% DoT damage. |
| Biome | Decay | 2 | Spore | 5% Attack |
| Biome | Decay | 3 | Fester | 10% Attack |
| Biome | Decay | 5 | Rot & Reap | 10% Lifesteal. Stacks with other abilities |
| Biome | Tundra | 2 | Frost | 5% Defense |
| Biome | Tundra | 3 | Rime | 10% Defense |
| Biome | Tundra | 5 | Flash Freeze | 10% increased chance to Freeze enemies or |
| Biome | Kitchen | 2 | Aged to Perfection | Buffs & DoTs last +1 Turn. (No Hard CC) |
| Biome | Kitchen | 5 | Express Line | All Skill Cooldowns -1 Turn. (Min. 2) |

| Class Growth Tables (Per Level) | | | | | | Average Class Growth | | | | | | |
|---------------------------------|----|-----|-----|-----|-----|----------------------|------|----|------|-----|-------|------|
| Class | HP | ATK | DEF | POT | SPD | Lvl Growth | Tank | HP | ATK | DEF | POT | SPD |
| | | | | | | | | 20 | 1450 | 190 | 390 | 220 |
| Tank | 65 | 5 | 12 | 5 | 0.8 | | | 22 | | 50 | 3400 | 340 |
| DPS | 25 | 12 | 5 | 5 | 1.2 | | | 22 | | 100 | 6650 | 590 |
| Mage | 18 | 10 | 2 | 10 | 0.8 | | | 22 | | 150 | 9900 | 840 |
| Support | 30 | 5 | 5 | 12 | 1 | | | 22 | | 200 | 13150 | 1090 |
| Tactician | 22 | 8 | 4 | 10 | 1.3 | | | 22 | | | | 2550 |
| Assassin | 15 | 12 | 3 | 5 | 1.8 | | | 20 | | DPS | HP | ATK |
| | | | | | | | | | | DEF | POT | SPD |

Star Rating (Evolution) Multipliers

Since the level cap is tied to the 6-Star system, we apply a "Star Multiplier" to the Total stats. This makes 6-star units significantly stronger than 1-star units of the same level.

200 5090 2580 1090 1090 390

| Star Level | Stat Multiplier | Level Cap | |
|------------|-----------------|-----------|--|
| 1 | 1 | 100 | |
| 2 | 1.2 | 120 | |
| 3 | 1.5 | 140 | |
| 4 | 2 | 160 | |
| 5 | 2.5 | 180 | |
| 6 | 3.5 | 200 | |

This includes Lvl, Stars, Class, Set Bonus, and Equipment Stats

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| Funguy | Lvl | Star Lvl | Class | | HP | ATK | DEF | SPD | POT | | |
|-------------------|--------------|----------|--------------|-----------|---------|-----|---------|-----------------|---------|---|---|
| Inky Cap Assassin | 100 | 1 | DPS | | 90 | 170 | 85 | 150 | 120 | | |
| | Multippliers | 1 | | 15 [5] | 25 | 12 | 5 | 1.2 | 5 | | |
| Item | Rarity | Lvl | Substrata | Set Bonus | | | | Equipment Bonus | | | |
| Cyanite | Normal | 1 | Volcanic Ash | 0 | 1 [100] | 70 | 1 [100] | 1 [100] | 1 [100] | 1 | 1 |

| | | | | | | | | | | | |
|-----------|------|---|-----------|---|-----------|----|------|---|--------|--------|---|
| Symbiotic | Rare | 1 | Fine Sand | 2 | 1.10 [15] | 21 | 1.05 | 1 | 1 [16] | 1 [17] | 1 |
| | | | | 0 | 1 [18] | | | | | | |

In the Funguy universe, equipment is known as Substrates (the material they grow on).

0 1 [20] 2793 1848 629 317 620

| The 4 Equipment Slots | | | |
|-----------------------|-------------|---------------|-----------------|
| Slot | Name | Primary Stats | Role Importance |
| 1 | Placeholder | Placeholder | Placeholder |
| 2 | Placeholder | Placeholder | Placeholder |
| 3 | Placeholder | Placeholder | Placeholder |
| 4 | Placeholder | Placeholder | Placeholder |

| | | | |
|--------|--------------|--------------|--|
| Slot 1 | The Cap | HP / POT | Vital for Mages and AoE to boost debuff landing. |
| Slot 2 | The Stipe | DEF / HP | Essential for Walls and Juggernauts. |
| Slot 3 | The Mycelium | SPD / CRT | The "Engine" slot for Assassins and Batteries. |
| Slot 4 | The Symbote | ATK / Unique | Focuses on raw damage or unique utility effects. |

Substrate Set Bonuses (4-Piece Sets)

| Set Name | 2-Piece Bonus | 4-Piece Bonus Title (The "S" 4-Piece Bonus) | |
|-----------------|------------------------------|--|--|
| Rich Compost | 15% HP Regrow | Heal 5% Max HP at the start of every turn. | |
| Volcanic Ash | 10% ATK Scorch | Skills deal +20% damage against burning targets. | |
| Peat Moss | 10% DEF Thick Skin | Reduces all damage taken by 15%. | |
| Fine Sand | 10% SPD Swift Spore | Stun Immunity for the first 2 rounds of combat. | |
| Bioluminescence | 15% POT Overcharge | Energy gain from all sources increased by 10%. | |
| Ancient Clay | 10% Crit Chance Brutality | 50% Critical Hit Damage | |
| Frozmort | 15% DEF..... Deep Freeze | 10% chance to Freeze an enemy when they hit you | |

Equipment Stats Scaling (Level 1 to 20)

Since your Funqi go to Level 200, Equipment provides Percentage (%) bonuses rather than just flat numbers to ensure they stay relevant in the late game.

1. Class Passive Boosts (Item Affinity)

These bonuses apply to the Total Stats provided by all equipped gear and set bonuses.

| Class | Item Affinity Name | Passive | HP | DEF | ATK | SPD | POT | Crit Damage | Energy Gain | | | |
|-----------|--------------------|------------------------|----|------|------|------|------|-------------|-------------|-----|--|--|
| Tank | Titan's Heart | +25% HP & DEF | | 1.25 | 1.25 | | | | | | | |
| Assassin | Quick-Strike | +10% ATK & SPD | | | | 1.1 | 1.1 | | | | | |
| DPS | Slayer's Edge | +15% ATK & CRT DMG | | | | 1.15 | | | 1.15 | | | |
| Mage | Arcane Flow | +20% POT & Energy gain | | | | | | 1.2 | | 1.2 | | |
| Support | Vital Link | +15% POT & HP | | 1.15 | | | 1.15 | | | | | |
| Tactician | Mastermind | +15% SPD & POT | | | | 1.15 | 1.15 | | | | | |

This is a great idea. Setting up a "Master Gear Reference" table will allow you to use a simple "VLOOKUP" or index in your main sheet.

By keeping everything in one table, you can see exactly how a "Rare" item stops growing while a "R" item keeps climbing.

The Master Equipment Blueprint

| Item Slot | Tr | Rarity | # | Max Level | Base Flat (Lvl 1) | Growth per Lvl (Flat) | Main % (Lvl 1) | Main % (Lvl 20) | Guaranteed Sub-Stat 1 (at Max) | Guaranteed Sub-Stat 2 (at Max) | Guaranteed Sub-Stat 3 (at Max) | Column 1 | HP | ATK | DEF | SPD |
|-----------|----|--------|----|-----------|-------------------|-----------------------|----------------|-----------------|--------------------------------|--------------------------------|--------------------------------|----------|----|-----|-----|-----|
| Cap | | Rare | 10 | 50 HP | 20 HP | 5% HP | 15% HP | 5% POT | | | | | | | | |
| Cap | | SR | 15 | 100 HP | 32 HP | 8% HP | 25% HP | 10% POT | 5% DEF | | | | | | | |
| Cap | | UR | 20 | 150 HP | 52.5 HP | 12% HP | 40% HP | 15% POT | 10% DEF | 5% SPD | | | | | | |
| Stipe | | Rare | 10 | 10 DEF | 4 DEF | 5% DEF | 15% DEF | 5% HP | | | | | | | | |
| Stipe | | SR | 15 | 30 DEF | 8 DEF | 8% DEF | 25% DEF | 10% HP | 5% POT | | | | | | | |
| Stipe | | UR | 20 | 50 DEF | 10 DEF | 12% DEF | 40% DEF | 15% HP | 10% POT | 5% energy | | | | | | |
| Mycelium | | Rare | 10 | 2 SPD | 0.8 SPD | 2% CRT | 8% CRT | 5% CRT DMG | | | | | | | | |
| Mycelium | | SR | 15 | 5 SPD | 1.3 SPD | 4% CRT | 15% CRT | 10% CRT DMG | 5% ATK | | | | | | | |
| Mycelium | | UR | 20 | 10 SPD | 1.5 SPD | 6% CRT | 25% CRT | 25% CRT DMG | 10% ATK | 5% SPD % | | | | | | |
| Symbiote | | Rare | 10 | 15 ATK | 6 ATK | 5% ATK | 15% ATK | 5% CRT DMG | | | | | | | | |
| Symbiote | | SR | 15 | 50 ATK | 10 ATK | 8% ATK | 25% ATK | 10% CRT DMG | 5% Life Steal | | | | | | | |
| Symbiote | | UR | 20 | 100 ATK | 15 ATK | 12% ATK | 40% ATK | 20% CRT DMG | 10% Life Steal | 10% POT | | | | | | |

How to read the "Stat Increase Per Level" column:

To calculate the stat at any level in your spreadsheet, use this formula:

To calculate the stat at any level in your spreadsheet, use this formula:

Example: Level 10 UR Cap

Base: 150

Growth: $52.5 \times 10 = 525$

Total Flat HP: 675 (This

| Level | Spore Essence | Core Fragments | Prime Spores | Milestone |
|-------|---------------|----------------|--------------|------------------------|
| 1 | 5,000 | 10 | 0 | Core Unlocked |
| 2 | 7,500 | 15 | 0 | |
| 3 | 10,000 | 20 | 0 | |
| 4 | 15,000 | 25 | 10 | Ability +15% Power |
| 5 | 20,000 | 30 | 20 | |
| 6 | 25,000 | 40 | 30 | |
| 7 | 35,000 | 50 | 50 | Ability +25% Power |
| 8 | 50,000 | 65 | 75 | |
| 9 | 75,000 | 80 | 100 | |
| 10 | 150,000 | 120 | 250 | Final Evolution Unlock |

- [1] Go to Lvl up and Equipment to change Character listed
- [2] Level
- [3] Stars
- [4] Taunt's should be able to redirect hits to the Juggernaut in this case so the Jugg can trigger their abilities.
- [5] Spd multiplier
- [6] Rich Compost HP Bonus
- [7] Lvl 1 HP bonus
- [8] Lvl 20 HP Bonus
- [9] LVL 20 Sub Stat POT bonus
- [10] Volcanic Ash ATK bonus
- [11] Peat Moss DEF Bonus
- [12] Crit Chance Bonus
- [13] Crit Chance Bonus
- [14] Crit Damage Bonus
- [15] Fine Sand SPD Bonus
- [16] Crit Damage Bonus
- [17] Lifesteal Bonus
- [18] Bioluminescence POT bonus
- [19] Ancient Clay Crit Chance Bonus
- [20] Permafrost DEF Bonus