S L S	pear Attk 1 pear Attk 2 pear Attk 3	Class Yarida Yarida Yarida	Condition  Barracks and in mission (one per character)  Barracks and in mission (one per character)  Barracks and in mission (one per character)	Grind Condition ex N/A N/A N/A	kp gain	Type Set skill Set skill Set skill	
S S P R S S	pear Attk 4 eerless Spear ain Dance hield +2	Yarida Yarida Piekron Piekron	Barracks and in mission (one per character)  N/A  After every command, Including fever stop  Barracks and in mission (each equipment)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
3 S 9 P 10 F	hield +3 tab Master eerless Frog ish in Pond ig Fish in Pond	Piekron Piekron Piekron Wooyari Wooyari	Barracks and in mission (each equipment) Barracks and in mission (one per character) Fire Dmg (Immunity won't call this) Dmg Dealing/Taking, Before calculating damage Dmg Dealing/Taking, Before calculating damage	N/A N/A N/A N/A N/A		Set skill Set skill Set skill Set skill Set skill	Doesn't work with fire immunity  Status Resist boost +20%, Level+2  Status Resist boost +40%, Level+4  For level, see Damage Calculation doc  For level, see Damage Calculation doc
12 P 13 P 14 L	ike Attk eerless Fish ance Attk 1 ance Attk 2	Wooyari Wooyari Kibadda Kibadda	Barracks and in mission (one per character)  (Reserved for Peerless Fish)  Barracks and in mission (one per character)  Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	NOT affected by team aid
16 M 17 P 18 A	larch Speed + eerless Fang ttk Movement 1	Kibadda Kibadda Pyokorider Pyokorider	Barracks and in mission (one per character)  Dmg Dealing/Taking, including Status Effect trigger  Barracks and in mission (one per character)  Dmg Dealing	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	Affects to ONLY SELF  10% Chance to grow grass
20 A 21 P 22 D	ttk Movement 2 eerless Rabbit amage +	Pyokorider Pyokorider Grenburr Cannassault	Barracks and in mission (one per character)  While loading mission  Dmg Dealing/Taking, including Status Effect trigger  Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	Unlike myth, IT DOESN'T STACK  This was meant for Canna skill but changed later
24 K 25 P 26 T	nockback + ( eerless Deer ( eam Aid 1	Cannassault Cannassault Charibasa Charibasa	Barracks and in mission (one per character)  Dmg Taking  N/A  N/A	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	1.2x Damage taken during HM They are hardcoded in EACH skill. There's NO GLOBAL value for boost amount
28 C 29 P 30 S	ritical + eerless Bird hields Boost 1	Charibasa Charibasa Taterazay Taterazay	Barracks and in mission (one per character) Dmg Dealing/Taking, After critical calculation Barracks and in mission (one per character) Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
32 M 33 P 34 S	larch Defence	Taterazay Taterazay Guardira Guardira	Dmg Dealing, After damage calculation  Barracks and in mission (one per character)  Barracks and in mission (one per character)  Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
37 P 38 C		Guardira Guardira Tondenga Tondenga	Barracks and in mission (one per character)  Dmg Taking  Barracks and in mission (one per character)  Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	Tate HM, Wonda CS can prevent 1hko
11 S 12 P 13 C	trike Master eerless Pig ornered Rat	Tondenga Tondenga Tondenga Myamsar	Dmg Dealing/Taking, including Status Effect trigger Barracks and in mission (one per character) Dmg Taking Dmg Dealing, After calculating damage	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	If DH can use this, the chance is always 1%  Doesn't work against DH, EXCEPT Story Ragewolf
15 S 16 P 17 A	oison Package hield Breaker eerless Cat rm Attk 1	Myamsar Myamsar Myamsar Destrobo	Barracks and in mission (one per character) Barracks and in mission (one per character) Dmg Dealing, Crit landing, Before crit dmg calculation Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill	IGNORES Tate HM and Wonda CS
19 A 50 D 51 P	rm Attk 3 emolitionist eerless Robo	Destrobo Destrobo Destrobo	Barracks and in mission (one per character) Barracks and in mission (one per character) Barracks and in mission (one per character) Dmg Dealing, Before calculating damage	N/A N/A N/A N/A		Set skill Set skill Set skill	IGNORES Tate HM and Wonda CS, but DOES NOT WORK with Golem set anyway
53 S 54 F 55 S	tamina Boost 2 ertilizer elf-preservation	Bowmunk Bowmunk Bowmunk	Barracks and in mission (one per character) Barracks and in mission (one per character) Upon Dying (heal) While healing	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
57 G 58 B 59 G	attle Axe Attk (	Grenburr Cannassault Grenburr Grenburr	After every drum hit  Barracks and in mission (one per character)	N/A N/A N/A N/A N/A		Set skill Set skill Set skill Set skill Set skill	This was meant for Gren skill but changed later
51 P 52 B 53 B	eerless Bovine ow Attk 1 ow Attk 2	Grenburr Yumiyacha Yumiyacha Yumiyacha	Barracks and in mission (one per character)  Barracks and in mission (later priority)  Barracks and in mission (one per character)  Barracks and in mission (one per character)  Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	If max dmg is less than double of min dmg, use 100% boost instead
55 B 56 P 57 D	ow Attk 4	Yumiyacha Yumiyacha Alosson Alosson	Barracks and in mission (one per character)  Dmg Dealing/Taking, including Status Effect trigger  Dmg Dealing/Taking, including Status Effect trigger  After every command, Including fever stop	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
59 B 70 P 71 H	ig Bonfire eerless Hedgehog lorn Attk 1 We	Alosson Alosson ondabarappa ondabarappa	Fire Dmg Dealing, Finishing the last blow Barracks and in mission (one per character) Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
73 W 74 P 75 Id	Vindmill Power We	ondabarappa ondabarappa Jamsch Jamsch	Dmg Dealing/Taking, Before calculating damage Barracks and in mission (one per character) Barracks and in mission (one per character) Sleep Dmg Dealing, After status effect calculation	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
77 T 78 P 79 W 80 W	oadstool eerless Mushroom Veapon +2 Veapon +3	Jamsch Jamsch Oohoroc Oohoroc	Finishing the last blow Barracks and in mission (one per character) Barracks and in mission (each equipment) Barracks and in mission (each equipment)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	Mushroom: 200HP, Dmg 10~20, 20% Poison Chance, FIRE and STRIKE element (WTF)  Still burn rate 0% lol
31 Li 32 F 33 P 34 A	ightning Master lame Master eerless Monkey ntifreeze	Oohoroc Oohoroc Pingrek	Barracks and in mission (one per character) Barracks and in mission (one per character) CS Exp Gain Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
35 F 36 F 37 P 38 F	reeze Boost 1 reeze Boost 2 eerless Penguin ire Resist C	Pingrek Pingrek Pingrek annogabang	Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	Halves Attk Speed, Not Strength
39 Id 90 P 91 M 92 P	ce Resist Coolson Resist Coolson Resist Coolson Resist Coolson	annogabang annogabang annogabang annogabang	Barracks and in mission (one per character) Barracks and in mission (one per character) Barracks and in mission (one per character) Upon Dying (reborn timer)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
93 S 94 D 95 S 96 S	cythe Attack 1 Desperado D	Ravenous Ravenous Ravenous	Barracks and in mission (one per character) Dmg Dealing/Taking, including Status Effect trigger Barracks and in mission (each equipment) Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
98 R 99 B 100 N	apid Blow ull's Eye light Strike	Ravenous Sonarchy Sonarchy Sonarchy	Barracks and in mission (later priority) Barracks and in mission (one per character) Barracks and in mission (one per character) Dmg Dealing, Before critical res check	N/A N/A N/A N/A		Set skill Set skill Set skill	
102 P 103 R 104 C	eerless Bat	Sonarchy Sonarchy Ragewolf Ragewolf Ragewolf	Sleep Dmg Dealing, when Sleep is Triggered  EXP Gain  Dmg Dealing  Barracks and in mission (one per character)  Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
106 F 107 P 108 F	inal Spurt eerless Wolf lash Shower	Ragewolf Ragewolf Ragewolf Naughtyfins	Dmg Taking Dmg Dealing, Crit landing, Before crit dmg calculation (Reserved for Flash Shower)	N/A N/A N/A N/A		Set skill Set skill Set skill	
l10 F l11 S l12 P	reezem Solid pear Attack 2 peerless Mermaid	Naughtyfins Naughtyfins Naughtyfins Naughtyfins	Barracks and in mission (one per character) Barracks and in mission (one per character) Barracks and in mission (one per character) Upon Dying (heal)	N/A N/A N/A N/A N/A		Set skill Set skill Set skill Set skill Set skill	
l14 E l15 A l16 H	mbolden ntimass lelm Master	Slogturtle Slogturtle Slogturtle Slogturtle Slogturtle	Dmg Dealing/Taking, After critical calculation Barracks and in mission (one per character) Barracks and in mission (one per character) Barracks and in mission (each equipment) Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
l 18 Ir l 19 G l 20 G	ncinerate Sun Attack Growem Green	Covet-Hiss Covet-Hiss Covet-Hiss Covet-Hiss	Fire Dmg Dealing,  Barracks and in mission (one per character)  Dmg Dealing  Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
122 P 123 A 124 P	eerless Snake gile Attack ike Attack 1	Covet-Hiss Buzzcrave Buzzcrave Buzzcrave	Poison Dmg Dealing, with Actual Poison Chance Barracks and in mission (one per character) Barracks and in mission (one per character) Barracks and in mission (one per character)	N/A N/A N/A N/A		Set skill Set skill Set skill Set skill	
126 P 127 P 128 T	ike Attack 3	Buzzcrave Buzzcrave Yarida Yarida	Barracks and in mission (one per character) Barracks and in mission (one per character) Before "Performing action" Before "Performing action"	N/A N/A Charge attk/Fever attk Charge attk/Fever attk	240 80	Set skill Set skill Class ski Class ski	
l31 F	our Spears ive Spears eaping Spear pear BOOM	Yarida Yarida Piekron Piekron	Before "Performing action" Before "Performing action" Charge attk or Fever attk Dmg Dealing (For changing effect)	Charge attk/Fever attk Charge attk/Fever attk Charge attk/Fever attk Charge attk/Charge def	40 20 320 40	Class ski Class ski Class ski Class ski	
135 S 136 T	pear BA-BOOM pear BA-BA-BOOM wo Strike hree Strike	Piekron Piekron Wooyari Wooyari	Dmg Dealing (For changing effect) Dmg Dealing (For changing effect) Charge attk or Fever attk Charge attk or Fever attk	Charge attk/Charge def Charge attk/Charge def Charge attk/Fever attk Charge attk/Fever attk	20 10 480 240	Class ski Class ski	Damage x1.5, +Lightning elem, +10% Crit & Stagger, +5% Burn Damage x2, +Lightning elem, +15% Crit & Stagger, +5% Burn Doesn't have extra dmg per hit Doesn't have extra dmg per hit
139 F 140 S 141 A	our Strike ive Strike ix Strike ssault Hits 1	Wooyari Wooyari Wooyari Kibadda	Charge attk or Fever attk Charge attk or Fever attk Charge attk or Fever attk During Stampede	Charge attk/Fever attk Charge attk/Fever attk Charge attk/Fever attk By using it	120 60 30 240	Class ski Class ski Class ski	Doesn't have extra dmg per hit Stampede amount x1.5
143 A 144 A 145 G		Kibadda Kibadda Kibadda Pyokorider	During Stampede During Stampede During Stampede Barracks and in mission (each equipment)	By using it By using it By using it Command input	120 60 30 300	Class ski Class ski Class ski	
147 G 148 G 149 B	iiddy Up 3 iiddy Up 4 ackbone 1	Pyokorider Pyokorider Pyokorider Cannassault	Barracks and in mission (each equipment) Barracks and in mission (each equipment) Barracks and in mission (each equipment) Knockback Dmg Taking, Before immunity check	Command input Command input Command input KB Enduring	100 50 25 180	Class ski Class ski Class ski Class ski Class ski	II   III   I
151 B 152 B 153 P	ackbone 3 ( ackbone 4 ( yokora Spirit	Cannassault Cannassault Cannassault Charibasa Charibasa	Stagger Dmg Taking, Before immunity check Freeze Dmg Taking, Before Immunity check Fire Dmg Taking, Before immunity check Barracks and in mission (one per character) Whlie healing	Stagger Enduring Ice Enduring Fire Enduring Command input Charge attk/Fever attk	90 30 10 300 150	Class ski Class ski Class ski Class ski	
155 C 156 K 157 E	hariot Attack anokyon Spirit nergy Field 10%	Charibasa Charibasa Taterazay Taterazay	Dmg Dealing, After calculating damage Whlie healing Barracks and in mission (one per character) Barracks and in mission (one per character)	By using it Enduring Attk Command input Command input	200 10 600 200	Class ski	Dmg x1.5  Unlike Canna, Somehow AFK grinding works  Not CS but Chariot wheel attk has x0.5 dmg and +10% crit rate
l60 E l61 E	nergy Field 40%	Taterazay Taterazay Taterazay Guardira	Barracks and in mission (one per character)	Command input Command input Command input Stagger Enduring	100 50 25 60	Class ski Class ski Class ski Class ski	
164 A 165 A 166 S		Guardira Guardira Guardira Tondenga	Barracks and in mission (one per character) Barracks and in mission (one per character) Barracks and in mission (one per character) Whlie healing	KB Enduring Sleep Enduring Poison Enduring Command input	20 15 20 300	Class ski Class ski Class ski Class ski	
168 S 169 S 170 P	et Skills 3 et Skills 4 oison Hide	Tondenga Tondenga Tondenga Myamsar	Whlie healing Whlie healing Whlie healing Dmg Taking	Command input Command input Command input By using it	100 50 25 300		Needs Fever to GRIND CS. <b>Poison rate and resistance matters</b> . Only melee, doesn't work against DH.
172 P 173 N 174 W		Myamsar Myamsar Myamsar Destrobo	Dmg Taking Upon Dying (explosion) Dmg Dealing/Taking, including Status Effect trigger Barracks and in mission (one per character) Barracks and in mission (one per character)	By using it By using it By using it (Destro)	100 1000 40 300	Class ski Class ski Class ski	Needs Fever to GRIND CS  +50% Poison rate  No it doesn't work to slog :(  Against wood 150%  Against stone 150%
176 M 177 E 178 T	letal Smasher verything Smasher iny Base	Destrobo Destrobo Bowmunk Bowmunk	Barracks and in mission (one per character) Barracks and in mission (one per character) Barracks and in mission (one per character) When any structure is created When any structure is created	(Destro) (Destro) (Destro) Command input	100 50 25 480	Class ski Class ski Class ski	Against stone 150%  Il Against metal 150%  Il Adds Crush type (And that's all)  Il 1.3x structure max HP boost, VS ONLY (Grinding works anywhere)  Il 1.3x structure max HP boost, VS ONLY (Grinding works anywhere)  Il 1.3x structure max HP boost, VS ONLY (Grinding works anywhere)  Munk Boulder uses this
180 B 181 S 182 Z	ig Base uper Fortress apper 1	Bowmunk Bowmunk Grenburr Grenburr	When any structure is created When any structure is created Every tick (for healing) Dmg Dealing (Also for Changing effect) Dmg Dealing (Also for Changing effect)	Command input Command input Command input By using it By using it	160 80 40 240 80	Class ski Class ski Class ski	<ul> <li>1.3x structure max HP boost, VS ONLY (Grinding works anywhere)</li> <li>1.3x structure max HP boost, VS ONLY (Grinding works anywhere)</li> <li>1.9 HP Recover, VS ONLY (Grinding works anywhere)</li> <li>1.0 HP Recover, VS ONLY (Grinding works anywhere)</li> <li>1.0 ADDs effect that: no crit/burn/sleep/freeze/poison, strike type.</li> <li>1.0 ADDs effect that: 1.2x dmg, +5% stagger&amp;kb, no crit/burn/sleep/freeze/poison, strike type.</li> </ul>
184 Z 185 Z 186 Z	apper 3 apper 4 apper 5	Grenburr Grenburr Grenburr Grenburr Yumiyacha	Dmg Dealing (Also for Changing effect) Before "Performing action"	By using it By using it By using it By using it Charge attk/Fever attk	80 40 20 10 480	Class ski Class ski	ADDs effect that: 1.2x dmg, +5% stagger&kb, no crit/burn/sleep/freeze/poison, strike type.  ADDs effect that: 1.5x dmg, +10% stagger&kb, no crit/burn/sleep/freeze/poison, strike type.  ADDs effect that: 2x dmg, +15% stagger&kb, no crit/burn/sleep/freeze/poison, strike type.  ADDs effect that: 3x dmg, +20% stagger&kb, no crit/burn/sleep/freeze/poison, strike type.
188 Q 189 Q 190 Q	Quickshot 3 Quickshot 4 Quickshot 5	Yumiyacha Yumiyacha Yumiyacha Yumiyacha Yumiyacha	Before "Performing action"	Charge attk/Fever attk	480 160 80 40 20	Class ski Class ski Class ski Class ski	
192 A 193 A 194 A	ttack Speed 1 ttack Speed 2 ttack Speed 3 ttack Speed 4	Alosson Alosson Alosson Alosson	Barracks and in mission (one per character)	Command input Command input Command input Command input Command input	300 100 50 25	Class ski Class ski Class ski	II Attk Speed x0.5 II Attk Speed x0.3 II Attk Speed x0.18 II Attk Speed x0.1
196 H 197 H 198 H	leave Ho 1 We leave Ho 2 We leave Ho 3 We	ondabarappa ondabarappa ondabarappa ondabarappa	After every command, Including fever stop  Dmg Dealing  Dmg Taking  After every command, Including fever stop	Fever Keeping Fever Keeping Fever Keeping Fever Keeping Fever Keeping	120 40 20 10	Class ski Class ski Class ski Class ski	Stacks, Stacks with P Rabbit too  It Stacks, Details on Buff_Amount tab  It Stacks, Details on Buff_Amount tab  It March Speed x1.2, Stacks, NOT Affected by team aid
200 C 201 F 202 P 203 D	atnap lame On oison Panic oom Shroom	Jamsch Jamsch Jamsch	Sleep Dmg Dealing, when Sleep is Triggered Fire Dmg (called later) Poison Dmg Dealing, Before Calculation Finishing the last blow	By using it By using it Command input By using it	20 20 40 200	Class ski Class ski Class ski Class ski	II Same as Toadstool but 100%
204 S 205 S 206 S 207 S	inge 1 inge 2 inge 3 inge 4	Oohoroc Oohoroc Oohoroc	Performing action Performing action Performing action Performing action	PERFORMING Charge attk PERFORMING Charge attk PERFORMING Charge attk PERFORMING Charge attk	1200 400 200 80	Class ski Class ski Class ski Class ski	None
208 S 209 V 210 V 211 V	inge 5 folcano 1 folcano 2 folcano 3	Oohoroc Oohoroc Oohoroc	Performing action Performing action Performing action Performing action	PERFORMING Charge attk PERFORMING Charge attk PERFORMING Charge attk PERFORMING Charge attk	30 1200 400 200	Class ski Class ski Class ski Class ski	Dmg x6, Burn +120%, Welcome bonus same as Damage+  Nullifies Crit/KB/Stagger rate  Dmg x1.2, Burn +5%, Nullifies Crit/KB/Stagger rate  Dmg x1.5, Burn +10%, Nullifies Crit/KB/Stagger rate
212 V 213 V 214 F 215 F	olcano 4 olcano 5 lash Crack Boom 1 lash Crack Boom 2	Oohoroc Oohoroc Oohoroc	Performing action Performing action Performing action Performing action	PERFORMING Charge attk PERFORMING Charge attk PERFORMING Charge attk PERFORMING Charge attk	80 30 1200 400	Class ski Class ski Class ski Class ski	Dmg x2, Burn +15%, Nullifies Crit/KB/Stagger rate  Dmg x2.5, Burn +20%, Nullifies Crit/KB/Stagger rate, Welcome bonus same as Damage+  Nullifies Sleep/Poison rate  Dmg x1.5, Crit & Stagger +10%, Nullifies Sleep/Poison rate
217 F 218 F 219 T	lash Crack Boom 3 lash Crack Boom 4 lash Crack Boom 5 hunderific	Oohoroc Oohoroc Oohoroc	Performing action Performing action Performing action Performing action Performing action	PERFORMING Charge attk PERFORMING Charge attk PERFORMING Charge attk PERFORMING Charge attk	200 80 30 100	Class ski Class ski Class ski	Dmg x2.5, Crit & Stagger +20%, Nullifies Sleep/Poison rate  Dmg x4, Crit & Stagger +30%, Nullifies Sleep/Poison rate  Dmg x6, Crit & Stagger +40%, Nullifies Sleep/Poison rate, Welcome bonus same as Damage+  Welcome bonus same as Damage+
221 N 222 V 223 Id	lellfire lova Nova enomist ce Wall	Oohoroc Oohoroc Pingrek Pingrek	Performing action Performing action Performing action (Reserved for Ice Wall) When structure is broken	PERFORMING Charge attk PERFORMING Charge attk PERFORMING Charge attk PERFORMING Charge attk	100 100 100 480	Class ski Class ski Class ski	
225 Id 226 H 227 F	reeze Trap ce Buttress lealth Recovery rost Guard	Pingrek Pingrek Pingrek Pingrek annogabang	When structure is broken (Reserved for Ice Buttress) Whlie healing Dmg Dealing/Taking, including Status Effect trigger Barracks and in mission (one per character)	By using it By using it By using it By using it Charge attk/Fever attk	160 80 5 500 240		II Afk grinding works. This CHECKS Doppelganger/Backbone/Freeze immunity (Doesn't check pdeer)
229 S 230 L 231 A	cattershot Skillz Cattershot S	annogabang annogabang annogabang annogabang annogabang	Barracks and in mission (one per character) (Reserved for Incendiary Skillz)	Charge attk/Fever attk Charge attk/Fever attk Charge attk/Fever attk Charge attk/Fever attk By using it	240 80 40 20 10	Class ski Class ski	
233 K 234 F 235 T	amaitachi ire Tornado	Ravenous Ravenous Ravenous Sonarchy	(Reserved for Incendiary Skillz)  Dmg Dealing (Also for Changing effect)  Dmg Dealing (Also for Changing effect)  Dmg Dealing (Also for Changing effect)  Dmg Dealing, Direct Dmg only	By using it	10 400 100 30 100	Class ski Class ski Class ski Class ski Class ski	H +0.35% Burn rate, Sleep/Freeze/Poison rate remains as zero, only Fire type Original tornado: only Slash, removes burn, sleep, freeze, poison Different effect, no dmg change
237 B 238 B 239 R	loodsuck 2 loodsuck 3	Sonarchy Sonarchy Ragewolf Ragewolf	Dmg Dealing, Direct Dmg only Dmg Dealing, Direct Dmg only Dmg Dealing, Direct Dmg only Every tick (for healing) Every tick (for healing)	By using it	20 4 25 5	Class ski Class ski Class ski	Absorbs 20% (wrong description)  Absorbs 30% (wrong description)  1 Absorbs 30% (wrong description)  1 1% HP Gain  3 % HP Gain
241 R 242 T 243 Q	egenerate 3 win Spear Puadruple Spear	Ragewolf Ragewolf Naughtyfins Naughtyfins Naughtyfins	Every tick (for healing)  Every tick (for healing)  Before "Performing action"  Before "Performing action"  Before "Performing action"	By using it  By using it  Charge attk/Fever attk  Charge attk/Fever attk  Charge attk/Fever attk	1 200 50 10		5% HP Gain II
245 D 246 D 247 R	eep Sleep eturn to Sender estacharge	Slogturtle Slogturtle Slogturtle Covet-Hiss	Barracks and in mission (one per character) Upon Dying (explosion) Dmg Taking Barracks and in mission (one per character)	Enduring Attk  By using it  By using it  Command input	20 1000 2 200	Class ski Class ski Class ski Class ski	II 230% Sleep rate II Attk Speed x0.8
249 B 250 T 251 R 252 G	ody Piercing fainted sush 'Em frubby	Covet-Hiss Covet-Hiss Buzzcrave Buzzcrave	Barracks and in mission (one per character) On mission started and ended During Stampede Finishing the last blow	Command input Triggering Status Effect By using it By using it	50 25 200 100	Class ski Class ski Class ski Class ski	II Same as Assault Hit 3 (2.5x stampede) II Same effect/dmg as HM firefly but less fly amount than HM
253 S 254 P 255 P 256 K	hiskabob iek HM Start iek HM Applying iba HM	Piekron Piekron Kibadda	Dmg Dealing Dmg Dealing HM Starts During Stampede	By using it N/A N/A N/A	20 -1 -1 -1	Class ski Heromod Heromod Heromod	Applies Piek HM Dmg e Sets HM Dmg multiplier, Details on Buff_Amount tab e Sets HM Dmg multiplier, Details on Buff_Amount tab
257 M 258 A 259 P	lunk HM lo HM ingrek HM ate HM	Bowmunk Alosson Pingrek Taterazay	(Pingrek/Bowmunk HM) (Alosson Heromode) (Pingrek/Bowmunk HM) Dmg Taking	N/A N/A N/A N/A	-1 -1 -1 -1	Heromod Heromod Heromod	e 1.5x dmg to 2 <sup>nd</sup> phase, 3x dmg to 3 <sup>rd</sup> phase e Details on Buff_Amount tab
	hari Res. Boost hari Def. Boost hari Heal	Charibasa Charibasa Charibasa Charibasa	Dmg Taking, Before critical calculation Dmg Dealing, After damage calculation After every command, Including fever stop Dmg Dealing, Before critical res check	N/A N/A N/A N/A	-1 -1 -1 -1	Other Other Other Other	Status Resist boost (Ponchaka), Details on Buff_Amount tab  DMG TAKEN TRIGGERS, Defence Boost (Ponchaka~Chakachaka), Details on Buff_Amount tab  Heal (Ponchaka~Chakachaka), Heals 2%, Self-preservation works  Crit Boost (Ponchaka~Ponpon), Details on Buff_Amount tab
261 C 262 C 263 C	Harr Citti Doose	Bowmunk	??	N/A N/A	-1 -1	Other Other Other	Heal, strength affects amount, This is NOT HM
61 C 62 C 63 C 64 C 65 M 66 P 67 P 68 P		Pingrek Pingrek Pingrek	Performing action Performing action Dmg Taking Performing action	N/A N/A N/A	-1 -1	Other Other	Activated when starts Defending While Defending. NOT affected by team aid/strength/HP, ONLY Physical attacks, Dmg reduced TO about 1/3 Normalize status effects

	No Aid	Aid 1	Aid 2	Both Aid
Chari Status Effect Resist (Crit, KB, Stag)	+30% res	+39% res	+45% res	+60% res
Chari Status Effect Resist (Freeze, Sleep, Poison, Burn)	+20% res	+26% res	+30% res	+40% res
Chari Def (Ponchaka~Chakachaka)	Defence +100	Defence +130	Defence +150	Defence +200
Chari Crit (Ponchaka~Ponpon)	Crit +50%	Crit +65%	Crit +75%	Crit +100%
Heave Ho 2	Dmg deal x1.2	Dmg deal x1.5	Dmg deal x1.7	Dmg deal x2
Heave Ho 3	Dmg taken x0.9	Dmg taken x0.85	Dmg taken x0.75	Dmg taken x0.7
Tate HM CS1	Dmg multiplied x0.5	Dmg multiplied x0.45	Dmg multiplied x0.4	Dmg multiplied x0.35
Tate HM CS2	Dmg multiplied x0.45	Dmg multiplied x0.36	Dmg multiplied x0.32	Dmg multiplied x0.28
Tate HM CS3	Dmg multiplied x0.3	Dmg multiplied x0.27	Dmg multiplied x0.24	Dmg multiplied x0.21
Tate HM CS4	Dmg multiplied x0.2	Dmg multiplied x0.18	Dmg multiplied x0.16	Dmg multiplied x0.14
Tate HM CS5	Dmg multiplied x0.1	Dmg multiplied x0.09	Dmg multiplied x0.08	Dmg multiplied x0.07

