Set skill detail

ID	Name	class group	Class	condition	Condition_Calculated	stack id	grind condition	Grind Condition*	exp gain	Type	Detail	Note
0	Spear Attk 1	2	Yarida	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
1	Spear Attk 2	2	Yarida	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
2	Spear Attk 3	2	Yarida	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
3	Spear Attk 4	2	Yarida	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
4	Peerless Spear	2	Yarida	0xff	N/A	-1	-1	N/A	0	Set skill	Hardcoded in each UH XXX Attk function. Doesn't work for DH skill	
5	Rain Dance	12	Piekron	0x2a	After every command, Including fever stop	-1	-1	N/A	0	Set skill		
6	Shield +2	12	Piekron	0x00	Barracks and in mission (each equipment)	-1	-1	N/A	0	Set skill		
7	Shield +3	12	Piekron	0x00	Barracks and in mission (each equipment)	-1	-1	N/A	0	Set skill		
8	Stab Master	12	Piekron	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
9	Peerless Frog	12	Piekron	0x18	Fire Dmg (Immunity won't call this)	-1	-1	N/A	0	Set skill	Doesn't work with fire immunity	
10	Fish in Pond	13	Wooyari	0x07	Dmg Dealing/Taking, Before calculating damage	-1	-1	N/A	0	Set skill	Status Resist boost +20%, Level+2	For level, see Damage Calculation doc
11	Big Fish in Pond	13	Wooyari	0x07	Dmg Dealing/Taking, Before calculating damage	-1	-1	N/A	0	Set skill	Status Resist boost +40%, Level+4	For level, see Damage Calculation doc
12	Pike Attk	13	Wooyari	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
13	Peerless Fish	13	Wooyari	0x02	(Reserved for Peerless Fish)	-1	-1	N/A	0	Set skill	NOT affected by team aid	
14	Lance Attk 1	5	Kibadda	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
15	Lance Attk 2	5	Kibadda	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
16	March Speed +	5	Kibadda	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill	Affects to ONLY SELF	
17	Peerless Fang	5	Kibadda	0x10	Dmg Dealing/Taking, including Status Effect trigger	-1	-1	N/A	0	Set skill		
18	Attk Movement 1	14	Pyokorider	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
19	Grass Grower	14	Pyokorider	0x12	Dmg Dealing	-1	-1	N/A	0	Set skill	10% Chance to grow grass	
20	Attk Movement 2	14	Pyokorider	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
21	Peerless Rabbit	14	Pyokorider	0x29	While loading mission	-1	-1	N/A	0	Set skill	Unlike myth, IT DOESN'T STACK	
22	Damage +	21	Grenburr	0x10	Dmg Dealing/Taking, including Status Effect trigger	-1	-1	N/A	0	Set skill		This was meant for Canna skill but changed later
23	Stagger +	15	Cannassault	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
24	Knockback +	15	Cannassault	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
25	Peerless Deer	15	Cannassault	0x11	Dmg Taking	-1	-1	N/A	0	Set skill	1.2x Damage taken during HM	
26	Team Aid 1	16	Charibasa	0xff	N/A	-1	-1	N/A	0	Set skill	They are hardcoded in EACH skill. There's NO GLOBAL value for boost amount	
27	Team Aid 2	16	Charibasa	0xff	N/A	-1	-1	N/A	0	Set skill		
28	Critical +	16	Charibasa	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
29	Peerless Bird	16	Charibasa	0x0d	Dmg Dealing/Taking, After critical calculation	-1	-1	N/A	0	Set skill		
30	Shields Boost 1	3	Taterazay	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
31	Shields Boost 2	3	Taterazay	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
32	March Defence	3	Taterazay	0x0f	Dmg Dealing, After damage calculation	-1	-1	N/A	0	Set skill		
33	Peerless Shield	3	Taterazay	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
34	Stagger Resist	17	Guardira	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
35	Knockback Resist	17	Guardira	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
36	Sleep Resist	17	Guardira	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
37	Peerless Sheep	17	Guardira	0x11	Dmg Taking	-1	-1	N/A	0	Set skill	Tate HM, Wonda CS can prevent 1hko	
38	Club Attack	18	Tondenga	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
39	Extra Blubber	18	Tondenga	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
40	Natural Disaster	18	Tondenga	0x10	Dmg Dealing/Taking, including Status Effect trigger	-1	-1	N/A	0	Set skill	If DH can use this, the chance is always 1%	
41	Strike Master	18	Tondenga	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
42	Peerless Pig	18	Tondenga	0x11	Dmg Taking	-1	-1	N/A	0	Set skill	Doesn't work against DH, EXCEPT Story Ragewolf	
43	Cornered Rat	19	Myamsar	0x09	Dmg Dealing, After calculating damage	-1	-1	N/A	0	Set skill		
44	Poison Package	19	Myamsar	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
45	Shield Breaker	19	Myamsar	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
46	Peerless Cat	19	Myamsar	0x0c	Dmg Dealing, Crit landing, Before crit dmg calculation	-1	-1	N/A	0	Set skill	IGNORES Tate HM and Wonda CS	
47	Arm Attk 1	9	Destrobo	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
48	Arm Attk 2	9	Destrobo	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
49	Arm Attk 3	9	Destrobo	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
50	Demolitionist	9	Destrobo	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
51	Peerless Robo	9	Destrobo	0x08	Dmg Dealing, Before calculating damage	-1	-1	N/A	0	Set skill	IGNORES Tate HM and Wonda CS, but DOES NOT WORK with Golem set anyway	
52	Stamina Boost 1	20	Bowmunk	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
53	Stamina Boost 2	20	Bowmunk	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
54	Fertilizer	20	Bowmunk	0x34	Upon Dying (heal)	-1	-1	N/A	0	Set skill		
55	Self-preservation	20	Bowmunk	0x38	???	-1	-1	N/A	0	Set skill		
56	Peerless Tree	20	Bowmunk	0x2b	After every drum hit	-1	-1	N/A	0	Set skill		
57	Greatsword Attk	21	Grenburr	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
58	Battle Axe Attk	15	Cannassault	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		This was meant for Gren skill but changed later
59	Greatblade Attk	21	Grenburr	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
60	Slash Master	21	Grenburr	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		

ID	Name	class group	Class	condition	Condition_Calculated	stack id	grind condition	Grind Condition*	exp gain	Type	Detail	Note
61	Peerless Bovine	21	Grenburr	0x06	Barracks and in mission (later priority)	-1	-1	N/A	0	Set skill	If max dmg is less than double of min dmg, use 100% boost instead	
62	Bow Attk 1	4	Yumiyacha	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
63	Bow Attk 2	4	Yumiyacha	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
64	Bow Attk 3	4	Yumiyacha	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
65	Bow Attk 4	4	Yumiyacha	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
66	Peerless Bow	4	Yumiyacha	0x10	Dmg Dealing/Taking, including Status Effect trigger	-1	-1	N/A	0	Set skill		
67	Desperado	22	Alosson	0x10	Dmg Dealing/Taking, including Status Effect trigger	-1	-1	N/A	0	Set skill		
68	Tropical Tailwind	22	Alosson	0x2a	After every command, Including fever stop	-1	-1	N/A	0	Set skill		
69	Big Bonfire	22	Alosson	0x16	Fire Dmg Dealing,	-1	-1	N/A	0	Set skill		
70	Peerless Hedgehog	22	Alosson	0x13	Finishing the last blow	-1	-1	N/A	0	Set skill		
71	Horn Attk 1	23	Wondabarappa	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
72	Horn Attk 2	23	Wondabarappa	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
73	Windmill Power	23	Wondabarappa	0x07	Dmg Dealing/Taking, Before calculating damage	-1	-1	N/A	0	Set skill	Crit Chance +30%, Level+3	For level, see Damage Calculation doc
74	Peerless Dog	23	Wondabarappa	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill	NOT affected by team aid	
75	Icky Poison	24	Jamsch	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
76	Out Cold	24	Jamsch	0x1b	Sleep Dmg Dealing, After status effect calculation	-1	-1	N/A	0	Set skill		
77	Toadstool	24	Jamsch	0x13	Finishing the last blow	-1	-1	N/A	0	Set skill	Mushroom: 200HP, Dmg 10~20, 20% Poison Chance, FIRE and STRIKE element (WTF)	Still burn rate 0% lol
78	Peerless Mushroom	24	Jamsch	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
79	Weapon +2	25	Oohoroc	0x00	Barracks and in mission (each equipment)	-1	-1	N/A	0	Set skill		
80	Weapon +3	25	Oohoroc	0x00	Barracks and in mission (each equipment)	-1	-1	N/A	0	Set skill		
81	Lightning Master	25	Oohoroc	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
82	Flame Master	25	Oohoroc	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
83	Peerless Monkey	25	Oohoroc	0x2c	CS Exp Gain	-1	-1	N/A	0	Set skill		
84	Antifreeze	26	Pingrek	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
85	Freeze Boost 1	26	Pingrek	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
86	Freeze Boost 2	26	Pingrek	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
87	Peerless Penguin	26	Pingrek	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill	Halves Attk Speed, Not Strength	
88	Fire Resist	27	Cannogabang	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
89	Ice Resist	27	Cannogabang	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
90	Poison Resist	27	Cannogabang	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
91	Monster Killer	27	Cannogabang	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
92	Peerless Dragon	27	Cannogabang	0x2d	Upon Dying (reborn timer)	-1	-1	N/A	0	Set skill		
93	Scythe Attack 1	28	Ravenous	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
94	Desperado	28	Ravenous	0x10	Dmg Dealing/Taking, including Status Effect trigger	-1	-1	N/A	0	Set skill		
95	Samurai Soul	28	Ravenous	0x00	Barracks and in mission (each equipment)	-1	-1	N/A	0	Set skill		
96	Scythe Attack 2	28	Ravenous	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
97	Peerless Crow	28	Ravenous	0x06	Barracks and in mission (later priority)	-1	-1	N/A	0	Set skill		
98	Rapid Blow	29	Sonarchy	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
99	Bull's Eye	29	Sonarchy	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
100	Night Strike	29	Sonarchy	0x0b	Dmg Dealing, Before critical res check	-1	-1	N/A	0	Set skill		
101	Sweet Dreams	29	Sonarchy	0x1a	Sleep Dmg Dealing, when Sleep is Triggered	-1	-1	N/A	0	Set skill		
102	Peerless Bat	29	Sonarchy	0x35	EXP Gain	-1	-1	N/A	0	Set skill		
103	Refuse to Lose	30	Ragewolf	0x12	Dmg Dealing	-1	-1	N/A	0	Set skill		
104	Claw Boost	30	Ragewolf	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
105	Bolster	30	Ragewolf	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
106	Final Spurt	30	Ragewolf	0x11	Dmg Taking	-1	-1	N/A	0	Set skill		
107	Peerless Wolf	30	Ragewolf	0x0c	Dmg Dealing, Crit landing, Before crit dmg calculation	-1	-1	N/A	0	Set skill		
108	Flash Shower	31	Naughtyfins	0x36	(Reserved for Flash Shower)	-1	-1	N/A	0	Set skill	Status Resist boost +30%, 1% HP gain, Level+2	For level, see Damage Calculation doc
109	Spear Attack 1	31	Naughtyfins	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
110	Freezem Solid	31	Naughtyfins	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
111	Spear Attack 2	31	Naughtyfins	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
112	Peerless Mermaid	31	Naughtyfins	0x34	Upon Dying (heal)	-1	-1	N/A	0	Set skill		
113	Critical Parry	32	Slogturtle	0x0d	Dmg Dealing/Taking, After critical calculation	-1	-1	N/A	0	Set skill		
114	Embolden	32	Slogturtle	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
115	Antimass	32	Slogturtle	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
116	Helm Master	32	Slogturtle	0x00	Barracks and in mission (each equipment)	-1	-1	N/A	0	Set skill		
117	Peerless Turtle	32	Slogturtle	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
118	Incinerate	33	Covet-Hiss	0x16	Fire Dmg Dealing,	-1	-1	N/A	0	Set skill		
119	Gun Attack	33	Covet-Hiss	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
120	Growem Green	33	Covet-Hiss	0x12	Dmg Dealing	-1	-1	N/A	0	Set skill		
121	Super Singe	33	Covet-Hiss	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
122	Peerless Snake	33	Covet-Hiss	0x1e	Poison Dmg Dealing, with Actual Poison Chance	-1	-1	N/A	0	Set skill		
123	Agile Attack	34	Buzzcrave	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
124	Pike Attack 1	34	Buzzcrave	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		

ID	Name	class group	Class	condition	Condition_Calculated	stack id	grind condition	Grind Condition*	exp gain	Type	Detail	Note
125	Pike Attack 2	34	Buzzcrave	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
126	Pike Attack 3	34	Buzzcrave	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
127	Peerless Fly	34	Buzzcrave	0x01	Barracks and in mission (one per character)	-1	-1	N/A	0	Set skill		
128	Two Spears	2	Yarida	0x20	Before "Performing action"	0	1	Charge attk/Fever attk	240	Class skill		
129	Three Spears	2	Yarida	0x20	Before "Performing action"	0	1	Charge attk/Fever attk	80	Class skill		
130	Four Spears	2	Yarida	0x20	Before "Performing action"	0	1	Charge attk/Fever attk	40	Class skill		
131	Five Spears	2	Yarida	0x20	Before "Performing action"	0	1	Charge attk/Fever attk	20	Class skill		
132	Leaping Spear	12	Piekron	0x28	Charge attk or Fever attk	-1	1	Charge attk/Fever attk	320	Class skill		
133	Spear BOOM	12	Piekron	0x21	Dmg Dealing (For changing effect)	11	2	Charge attk/Charge def	40	Class skill	Damage x1.2, +Lightning elem, +5% Crit & Stagger & Burn	
134	Spear BA-BOOM	12	Piekron	0x21	Dmg Dealing (For changing effect)	11	2	Charge attk/Charge def	20	Class skill	Damage x1.5, +Lightning elem, +10% Crit & Stagger, +5% Burn	
135	Spear BA-BA-BOOM	12	Piekron	0x21	Dmg Dealing (For changing effect)	11	2	Charge attk/Charge def	10	Class skill	Damage x2, +Lightning elem, +15% Crit & Stagger, +5% Burn	
136	Two Strike	13	Wooyari	0x28	Charge attk or Fever attk	10	3	Charge attk/Fever attk	480	Class skill	Doesn't have extra dmg per hit	
137	Three Strike	13	Wooyari	0x28	Charge attk or Fever attk	10	3	Charge attk/Fever attk	240	Class skill	Doesn't have extra dmg per hit	
138	Four Strike	13	Wooyari	0x28	Charge attk or Fever attk	10	3	Charge attk/Fever attk	120	Class skill	Doesn't have extra dmg per hit	
139	Five Strike	13	Wooyari	0x28	Charge attk or Fever attk	10	3	Charge attk/Fever attk	60	Class skill	Doesn't have extra dmg per hit	
140	Six Strike	13	Wooyari	0x28	Charge attk or Fever attk	10	3	Charge attk/Fever attk	30	Class skill	Doesn't have extra dmg per hit	
141	Assault Hits 1	5	Kibadda	0x22	During Stampede	1	5	By using it	240	Class skill	Stampede amount x1.5	
142	Assault Hits 2	5	Kibadda	0x22	During Stampede	1	5	By using it	120	Class skill	Stampede amount x2	
143	Assault Hits 3	5	Kibadda	0x22	During Stampede	1	5	By using it	60	Class skill	Stampede amount x2.5	
144	Assault Hits 4	5	Kibadda	0x22	During Stampede	1	5	By using it	30	Class skill	Stampede amount x3	
145	Giddy Up 1	14	Pyokorider	0x00	Barracks and in mission (each equipment)	12	6	Command input	300	Class skill		
146	Giddy Up 2	14	Pyokorider	0x00	Barracks and in mission (each equipment)	12	6	Command input	100	Class skill		
147	Giddy Up 3	14	Pyokorider	0x00	Barracks and in mission (each equipment)	12	6	Command input	50	Class skill		
148	Giddy Up 4	14	Pyokorider	0x00	Barracks and in mission (each equipment)	12	6	Command input	25	Class skill		
149	Backbone 1	15	Cannassault	0x14	Knockback Dmg Taking, Before immunity check	-1	11	KB Enduring	180	Class skill		
150	Backbone 2	15	Cannassault	0x15	Stagger Dmg Taking, Before immunity check	-1	10	Stagger Enduring	90	Class skill		
151	Backbone 3	15	Cannassault	0x1c	Freeze Dmg Taking, Before Immunity check	-1	7	Ice Enduring	30	Class skill		
152	Backbone 4	15	Cannassault	0x19	Fire Dmg Taking, Before immunity check	-1	12	Fire Enduring	10	Class skill		
153	Pyokora Spirit	16	Charibasa	0x01	Barracks and in mission (one per character)	-1	6	Command input	300	Class skill		
154	Yaripon Spirit	16	Charibasa	0x39	???	-1	1	Charge attk/Fever attk	150	Class skill		
155	Chariot Attack	16	Charibasa	0x09	Dmg Dealing, After calculating damage	-1	5	By using it	200	Class skill	Dmg x1.5	Not CS but Chariot wheel attk has x0.5 dmg and +10% crit rate
156	Kanokyon Spirit	16	Charibasa	0x39	???	-1	15	Enduring Attk	10	Class skill	For grinding: AFK grinding works, Taken damage must be greater than zero.	
157	Energy Field 10%	3	Taterazay	0x01	Barracks and in mission (one per character)	2	6	Command input	600	Class skill		
158	Energy Field 20%	3	Taterazay	0x01	Barracks and in mission (one per character)	2	6	Command input	200	Class skill		
159	Energy Field 30%	3	Taterazay	0x01	Barracks and in mission (one per character)	2	6	Command input	100	Class skill		
160	Energy Field 40%	3	Taterazay	0x01	Barracks and in mission (one per character)	2	6	Command input	50	Class skill		
161	Energy Field 50%	3	Taterazay	0x01	Barracks and in mission (one per character)	2	6	Command input	25	Class skill		
162	Anti-stagger	17	Guardira	0x01	Barracks and in mission (one per character)	-1	10	Stagger Enduring	60	Class skill		
163	Anti-knockback	17	Guardira	0x01	Barracks and in mission (one per character)	-1	11	KB Enduring	20	Class skill		
164	Anti-sleep	17	Guardira	0x01	Barracks and in mission (one per character)	-1	8	Sleep Enduring	15	Class skill		
165	Anti-poison	17	Guardira	0x01	Barracks and in mission (one per character)	-1	9	Poison Enduring	20	Class skill		
166	Set Skills 1	18	Tondenga	0x39	???	18	6	Command input	300	Class skill		
167	Set Skills 2	18	Tondenga	0x39	???	18	6	Command input	100	Class skill		
168	Set Skills 3	18	Tondenga	0x39	???	18	6	Command input	50	Class skill		
169	Set Skills 4	18	Tondenga	0x39	???	18	6	Command input	25	Class skill		
170	Poison Hide	19	Myamsar	0x11	Dmg Taking	-1	5	By using it	300	Class skill	Needs Fever to GRIND CS. Poison rate and resistance matters. Only melee, doesn't work against DH.	
171	Doppelganger	19	Myamsar	0x11	Dmg Taking	-1	5	By using it	100	Class skill	Needs Fever to GRIND CS	
172	Poison Bomb	19	Myamsar	0x2e	Upon Dying (explosion)	-1	5	By using it	1000	Class skill	+50% Poison rate	
173	Natural Enemy	19	Myamsar	0x10	Dmg Dealing/Taking, including Status Effect trigger	-1	5	By using it	40	Class skill	No it doesn't work to slog :(	
174	Wood Smasher	9	Destrobo	0x01	Barracks and in mission (one per character)	-1	14	(Destro)	300	Class skill	Against wood 150%	
175	Stone Smasher	9	Destrobo	0x01	Barracks and in mission (one per character)	-1	14	(Destro)	100	Class skill	Against stone 150%	
176	Metal Smasher	9	Destrobo	0x01	Barracks and in mission (one per character)	-1	14	(Destro)	50	Class skill	Against metal 150%	
177	Everything Smasher	9	Destrobo	0x01	Barracks and in mission (one per character)	-1	14	(Destro)	25	Class skill	Adds Crush type (And that's all)	Crush ALWAYS ignores shield evasion
178	Tiny Base	20	Bowmunk	0x04	When any structure is created	-1	6	Command input	480	Class skill	1.3x structure max HP boost, VS ONLY (Grinding works anywhere)	Each CS boost different structure
179	Mid Base	20	Bowmunk	0x04	When any structure is created	-1	6	Command input	160	Class skill	1.3x structure max HP boost, VS ONLY (Grinding works anywhere)	Munk Boulder uses this
180	Big Base	20	Bowmunk	0x04	When any structure is created	-1	6	Command input	80	Class skill	1.3x structure max HP boost, VS ONLY (Grinding works anywhere)	Don't ask me which structure is small/mid/big lmao idk
181	Super Fortress	20	Bowmunk	0x31	Every tick (for healing)	-1	6	Command input	40	Class skill	1% HP Recover, VS ONLY (Grinding works anywhere)	Curiously, also called before dep lol
182	Zapper 1	21	Grenburr	0x25	Dmg Dealing (Also for Changing effect)	13	5	By using it	240	Class skill	ADDs effect that: no crit/burn/sleep/freeze/poison, strike type.	
183	Zapper 2	21	Grenburr	0x25	Dmg Dealing (Also for Changing effect)	13	5	By using it	80	Class skill	ADDs effect that: 1.2x dmg, +5% stagger&kb, no crit/burn/sleep/freeze/poison, strike type.	
184	Zapper 3	21	Grenburr	0x25	Dmg Dealing (Also for Changing effect)	13	5	By using it	40	Class skill	ADDs effect that: 1.5x dmg, +10% stagger&kb, no crit/burn/sleep/freeze/poison, strike type.	
185	Zapper 4	21	Grenburr	0x25	Dmg Dealing (Also for Changing effect)	13	5	By using it	20	Class skill	ADDs effect that: 2x dmg, +15% stagger&kb, no crit/burn/sleep/freeze/poison, strike type.	
186	Zapper 5	21	Grenburr	0x25	Dmg Dealing (Also for Changing effect)	13	5	By using it	10	Class skill	ADDs effect that: 3x dmg, +20% stagger&kb, no crit/burn/sleep/freeze/poison, strike type.	
187	Quickshot 2	4	Yumiyacha	0x20	Before "Performing action"	3	1	Charge attk/Fever attk	480	Class skill		
188	Quickshot 3	4	Yumiyacha	0x20	Before "Performing action"	3	1	Charge attk/Fever attk	160	Class skill		

ID	Name	class group	Class	condition	Condition_Calculated	stack id	grind condition	Grind Condition*	exp gain	Type	Detail	Note
189	Quickshot 4	4	Yumiyacha	0x20	Before "Performing action"	3	1	Charge attk/Fever attk	80	Class skill		
190	Quickshot 5	4	Yumiyacha	0x20	Before "Performing action"	3	1	Charge attk/Fever attk	40	Class skill		
191	Quickshot 6	4	Yumiyacha	0x20	Before "Performing action"	3	1	Charge attk/Fever attk	20	Class skill		
192	Attack Speed 1	22	Alosson	0x01	Barracks and in mission (one per character)	14	6	Command input	300	Class skill	Attk Speed x0.5	
193	Attack Speed 2	22	Alosson	0x01	Barracks and in mission (one per character)	14	6	Command input	100	Class skill	Attk Speed x0.3	
194	Attack Speed 3	22	Alosson	0x01	Barracks and in mission (one per character)	14	6	Command input	50	Class skill	Attk Speed x0.18	
195	Attack Speed 4	22	Alosson	0x01	Barracks and in mission (one per character)	14	6	Command input	25	Class skill	Attk Speed x0.1	
196	Heave Ho 1	23	Wondabarappa	0x2a	After every command, Including fever stop	-1	16	Fever Keeping	120	Class skill	Stacks, Stacks with P Rabbit too	
197	Heave Ho 2	23	Wondabarappa	0x12	Dmg Dealing	-1	16	Fever Keeping	40	Class skill	Stacks, Details on Buff_Amount tab	
198	Heave Ho 3	23	Wondabarappa	0x11	Dmg Taking	-1	16	Fever Keeping	20	Class skill	Stacks, Details on Buff_Amount tab	
199	Heave Ho 4	23	Wondabarappa	0x2a	After every command, Including fever stop	-1	16	Fever Keeping	10	Class skill	March Speed x1.2, Stacks, NOT Affected by team aid	
200	Catnap	24	Jamsch	0x1a	Sleep Dmg Dealing, when Sleep is Triggered	-1	5	By using it	20	Class skill		
201	Flame On	24	Jamsch	0x17	Fire Dmg (called later)	-1	5	By using it	20	Class skill		
202	Poison Panic	24	Jamsch	0x1d	Poison Dmg Dealing, Before Calculation	-1	6	Command input	40	Class skill		
203	Doom Shroom	24	Jamsch	0x13	Finishing the last blow	-1	5	By using it	200	Class skill	Same as Toadstool but 100%	
204	Singe 1	25	Oohoroc	0x26	Performing action	15	4	PERFORMING Charge attk	1200	Class skill	None	
205	Singe 2	25	Oohoroc	0x26	Performing action	15	4	PERFORMING Charge attk	400	Class skill	Dmg x1.5, Burn +30%	
206	Singe 3	25	Oohoroc	0x26	Performing action	15	4	PERFORMING Charge attk	200	Class skill	Dmg x2.5, Burn +60%	
207	Singe 4	25	Oohoroc	0x26	Performing action	15	4	PERFORMING Charge attk	80	Class skill	Dmg x4, Burn +90%	
208	Singe 5	25	Oohoroc	0x26	Performing action	15	4	PERFORMING Charge attk	30	Class skill	Dmg x6, Burn +120%, Welcome bonus same as Damage+	
209	Volcano 1	25	Oohoroc	0x26	Performing action	16	4	PERFORMING Charge attk	1200	Class skill	Nullifies Crit/KB/Stagger rate	
210	Volcano 2	25	Oohoroc	0x26	Performing action	16	4	PERFORMING Charge attk	400	Class skill	Dmg x1.2, Burn +5%, Nullifies Crit/KB/Stagger rate	
211	Volcano 3	25	Oohoroc	0x26	Performing action	16	4	PERFORMING Charge attk	200	Class skill	Dmg x1.5, Burn +10%, Nullifies Crit/KB/Stagger rate	
212	Volcano 4	25	Oohoroc	0x26	Performing action	16	4	PERFORMING Charge attk	80	Class skill	Dmg x2, Burn +15%, Nullifies Crit/KB/Stagger rate	
213	Volcano 5	25	Oohoroc	0x26	Performing action	16	4	PERFORMING Charge attk	30	Class skill	Dmg x2.5, Burn +20%, Nullifies Crit/KB/Stagger rate, Welcome bonus same as Damage+	
214	Flash Crack Boom 1	25	Oohoroc	0x26	Performing action	17	4	PERFORMING Charge attk	1200	Class skill	Nullifies Sleep/Poison rate	
215	Flash Crack Boom 2	25	Oohoroc	0x26	Performing action	17	4	PERFORMING Charge attk	400	Class skill	Dmg x1.5, Crit & Stagger +10%, Nullifies Sleep/Poison rate	
216	Flash Crack Boom 3	25	Oohoroc	0x26	Performing action	17	4	PERFORMING Charge attk	200	Class skill	Dmg x2.5, Crit & Stagger +20%, Nullifies Sleep/Poison rate	
217	Flash Crack Boom 4	25	Oohoroc	0x26	Performing action	17	4	PERFORMING Charge attk	80	Class skill	Dmg x4, Crit & Stagger +30%, Nullifies Sleep/Poison rate	
218	Flash Crack Boom 5	25	Oohoroc	0x26	Performing action	17	4	PERFORMING Charge attk	30	Class skill	Dmg x6, Crit & Stagger +40%, Nullifies Sleep/Poison rate, Welcome bonus same as Damage+	
219	Thunderific	25	Oohoroc	0x26	Performing action	-1	4	PERFORMING Charge attk	100	Class skill	Welcome bonus same as Damage+	
220	Hellfire	25	Oohoroc	0x26	Performing action	-1	4	PERFORMING Charge attk	100	Class skill	Welcome bonus same as Damage+	
221	Nova Nova	25	Oohoroc	0x26	Performing action	-1	4	PERFORMING Charge attk	100	Class skill	Welcome bonus same as Damage+	
222	Venomist	25	Oohoroc	0x26	Performing action	-1	4	PERFORMING Charge attk	100	Class skill	Welcome bonus same as Damage+	
223	Ice Wall	26	Pingrek	0x27	(Reserved for Ice Wall)	-1	4	PERFORMING Charge attk	480	Class skill		
224	Freeze Trap	26	Pingrek	0x32	When structure is broken	-1	5	By using it	160	Class skill		
225	Ice Buttress	26	Pingrek	0x05	(Reserved for Ice Buttress)	-1	5	By using it	80	Class skill		
226	Health Recovery	26	Pingrek	0x39	???	-1	5	By using it	5	Class skill		
227	Frost Guard	26	Pingrek	0x10	Dmg Dealing/Taking, including Status Effect trigger	-1	5	By using it	500	Class skill	Afk grinding works. This CHECKS Doppelganger/Backbone/Freeze immunity (Doesn't check pdeer)	
228	Cannon Skillz	27	Cannogabang	0x01	Barracks and in mission (one per character)	-1	1	Charge attk/Fever attk	240	Class skill	+20% boost	
229	Scattershot Skillz	27	Cannogabang	0x01	Barracks and in mission (one per character)	-1	1	Charge attk/Fever attk	80	Class skill	+20% boost	
230	Laser Skillz	27	Cannogabang	0x01	Barracks and in mission (one per character)	-1	1	Charge attk/Fever attk	40	Class skill	+20% boost	
231	Artillery Skillz	27	Cannogabang	0x01	Barracks and in mission (one per character)	-1	1	Charge attk/Fever attk	20	Class skill	+50% boost	
232	Incendiary Skillz	27	Cannogabang	0x2f	(Reserved for Incendiary Skillz)	-1	5	By using it	10	Class skill		
233	Kamaitachi	28	Ravenous	0x25	Dmg Dealing (Also for Changing effect)	21	5	By using it	400	Class skill		
234	Fire Tornado	28	Ravenous	0x25	Dmg Dealing (Also for Changing effect)	-1	5	By using it	100	Class skill	+0.35% Burn rate, Sleep/Freeze/Poison rate remains as zero, only Fire type	Original tornado: only Slash, removes burn, sleep, freeze, poison
235	Twin Kamaitachi	28	Ravenous	0x25	Dmg Dealing (Also for Changing effect)	21	5	By using it	30	Class skill	Different effect, no dmg change	
236	Bloodsuck 1	29	Sonarchy	0x1f	Dmg Dealing, Direct Dmg only	-1	5	By using it	100	Class skill		
237	Bloodsuck 2	29	Sonarchy	0x1f	Dmg Dealing, Direct Dmg only	-1	5	By using it	20	Class skill	Absorbs 20% (wrong description)	
238	Bloodsuck 3	29	Sonarchy	0x1f	Dmg Dealing, Direct Dmg only	-1	5	By using it	4	Class skill	Absorbs 30% (wrong description)	
239	Regenerate 1	30	Ragewolf	0x31	Every tick (for healing)	19	5	By using it	25	Class skill	1% HP Gain	
240	Regenerate 2	30	Ragewolf	0x31	Every tick (for healing)	19	5	By using it	5	Class skill	3% HP Gain	
241	Regenerate 3	30	Ragewolf	0x31	Every tick (for healing)	19	5	By using it	1	Class skill	5% HP Gain	
242	Twin Spear	31	Naughtyfins	0x20	Before "Performing action"	20	1	Charge attk/Fever attk	200	Class skill		
243	Quadruple Spear	31	Naughtyfins	0x20	Before "Performing action"	20	1	Charge attk/Fever attk	50	Class skill		
244	Six Spear	31	Naughtyfins	0x20	Before "Performing action"	20	1	Charge attk/Fever attk	10	Class skill		
245	Duck and Cover	32	Slogturtle	0x01	Barracks and in mission (one per character)	-1	15	Enduring Attk	20	Class skill	For grinding: AFK grinding works, Taken damage must be greater than zero.	
246	Deep Sleep	32	Slogturtle	0x2e	Upon Dying (explosion)	-1	5	By using it	1000	Class skill	230% Sleep rate	
247	Return to Sender	32	Slogturtle	0x11	Dmg Taking	-1	5	By using it	2	Class skill		
248	Instacharge	33	Covet-Hiss	0x01	Barracks and in mission (one per character)	-1	6	Command input	200	Class skill	Attk Speed x0.8	
249	Body Piercing	33	Covet-Hiss	0x01	Barracks and in mission (one per character)	-1	6	Command input	50	Class skill		
250	Tainted	33	Covet-Hiss	0x03	On mission started and ended	-1	13	Triggering Status Effect	25	Class skill		
251	Rush 'Em	34	Buzzcrave	0x22	During Stampede	-1	5	By using it	200	Class skill	Same as Assault Hit 3 (2.5x stampede)	
252	Grubby	34	Buzzcrave	0x13	Finishing the last blow	-1	5	By using it	100	Class skill	Same effect/dmg as HM firefly but less fly amount than HM	

ID	Name	class group	Class	condition	Condition_Calculated	stack id	grind condition	Grind Condition*	exp gain	Type	Detail	Note
253	Shiskabob	34	Buzzcrave	0x12	Dmg Dealing	-1	5	By using it	20	Class skill		
254	Piek HM Start	12	Piekron	0x12	Dmg Dealing	-1	-1	N/A	-1	Heromode	Applies Piek HM Dmg	
255	Piek HM Applying	12	Piekron	0x37	HM Starts	-1	-1	N/A	-1	Heromode	Sets HM Dmg multiplier, Details on Buff_Amount tab	
256	Kiba HM	5	Kibadda	0x22	During Stampede	-1	-1	N/A	-1	Heromode		
257	Munk HM	20	Bowmunk	0x23	(Pingrek/Bowmunk HM)	-1	-1	N/A	-1	Heromode		
258	Alo HM	22	Alosson	0x24	(Alosson Heromode)	-1	-1	N/A	-1	Heromode	1.5x dmg to 2nd phase, 3x dmg to 3rd phase	
259	Pingrek HM	26	Pingrek	0x23	(Pingrek/Bowmunk HM)	-1	-1	N/A	-1	Heromode		
260	Tate HM	3	Taterazay	0x11	Dmg Taking	-1	-1	N/A	-1	Heromode	Details on Buff_Amount tab	
261	Chari Res. Boost	16	Charibasa	0x0a	Dmg Taking, Before critical calculation	-1	-1	N/A	-1	Other	Status Resist boost (Ponchaka), Details on Buff_Amount tab	
262	Chari Def. Boost	16	Charibasa	0x0e	Dmg Dealing, After damage calculation	-1	-1	N/A	-1	Other	DMG TAKEN TRIGGERS, Defence Boost (Ponchaka~Chakachaka), Details on Buff_Amount tab	
263	Chari Heal	16	Charibasa	0x2a	After every command, Including fever stop	-1	-1	N/A	-1	Other	Heal (Ponchaka~Chakachaka), Heals 2%, Self-preservation works	
264	Chari Crit. Boost	16	Charibasa	0x0b	Dmg Dealing, Before critical res check	-1	-1	N/A	-1	Other	Crit Boost (Ponchaka~Ponpon), Details on Buff_Amount tab	
265	Munk Grass	20	Bowmunk	0x30	??	-1	-1	N/A	-1	Other		
266	Pingrek Heal	26	Pingrek	0x26	Performing action	-1	-1	N/A	-1	Other	Heal, strength affects amount, This is NOT HM	
267	Pingrek Def. Start	26	Pingrek	0x26	Performing action	-1	-1	N/A	-1	Other	Activated when starts Defending	
268	Pingrek Defend	26	Pingrek	0x11	Dmg Taking	-1	-1	N/A	-1	Other	While Defending. NOT affected by team aid/strength/HP, ONLY Physical attacks, Dmg reduced TO about 1/3	
269	Pingrek Normalize	26	Pingrek	0x26	Performing action	-1	-1	N/A	-1	Other	Normalize status effects	
270	??	19	Myamsar	0x33	(Reserved for Myam Class + Doppelganger)	-1	-1	N/A	-1	Other	Myamsar dark aura while attacking/defending	
271	Wonda HeaveHo	23	Wondabarappa	0x2a	After every command, Including fever stop	-1	-1	N/A	-1	Other	Controls Heave Ho activation	

Team Aid Boosts

	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

The order

Set skill → Class Skill → Certain HMs that exists in the chart

For Set Skill

1. Called by Triggering Condition Order
2. 2. If Triggering Condition Order is same, called by equipped order

For damage skill, it's called "Damage Dealer → Damage taker" order