

	Name	Class	Condition	Grind Condition	exp gain	Type	Detail	Note
1	Spear Attk 1	Yarida	Barracks and in mission (one per character)	N/A		Set skill		
2	Spear Attk 2	Yarida	Barracks and in mission (one per character)	N/A		Set skill		
3	Spear Attk 3	Yarida	Barracks and in mission (one per character)	N/A		Set skill		
4	Spear Attk 4	Yarida	Barracks and in mission (one per character)	N/A		Set skill		
5	Peerless Spear	Yarida	N/A	N/A		Set skill	Hardcoded in each UH XXX Attk function. Doesn't work for DH skill	
6	Rain Dance	Piekron	After every command, Including fever stop	N/A		Set skill		
7	Shield +2	Piekron	Barracks and in mission (each equipment)	N/A		Set skill		
8	Shield +3	Piekron	Barracks and in mission (each equipment)	N/A		Set skill		
9	Stab Master	Piekron	Barracks and in mission (one per character)	N/A		Set skill		
10	Peerless Frog	Piekron	Fire Dmg (Immunity won't call this)	N/A		Set skill	Doesn't work with fire immunity	
11	Big Fish in Pond	Wooyari	Dmg Dealing/Taking, Before calculating damage	N/A		Set skill	Status Resist boost +20%, Level+2	For level, see Damage Calculation doc
12	Pike Attk	Wooyari	Dmg Dealing/Taking, Before calculating damage	N/A		Set skill	Status Resist boost +40%, Level+4	For level, see Damage Calculation doc
13	Peerless Fish	Wooyari	Barracks and in mission (one per character)	N/A		Set skill		
14	Lance Attk 1	Kibadda	(Reserved for Peerless Fish)	N/A		Set skill	NOT affected by team aid	
15	Lance Attk 2	Kibadda	Barracks and in mission (one per character)	N/A		Set skill		
16	March Speed +	Kibadda	Barracks and in mission (one per character)	N/A		Set skill	Affects to ONLY SELF	
17	Peerless Fang	Kibadda	Barracks and in mission (one per character)	N/A		Set skill		
18	Attk Movement 1	Pykorider	Dmg Dealing/Taking, including Status Effect trigger	N/A		Set skill		
19	Attk Movement 2	Pykorider	Barracks and in mission (one per character)	N/A		Set skill		
20	Grass Grower	Pykorider	Barracks and in mission (one per character)	N/A		Set skill	10% Chance to grow grass	
21	Attk Movement 3	Pykorider	Barracks and in mission (one per character)	N/A		Set skill		
22	Peerless Rabbit	Pykorider	While landing mission	N/A		Set skill	Unlike myth, IT DOESNT STACK	
23	Damage +	Grenburr	Dmg Dealing/Taking, including Status Effect trigger	N/A		Set skill		
24	Stagger +	Cannassault	Barracks and in mission (one per character)	N/A		Set skill		This was meant for Canna skill but changed later
25	Knockback +	Cannassault	Barracks and in mission (one per character)	N/A		Set skill		
26	Peerless Deer	Cannassault	Dmg Taking	N/A		Set skill	1.2x Damage taken during HM	
27	Team Aid 1	Charbasa	N/A	N/A		Set skill	They are hardcoded in EACH skill. There's NO GLOBAL value for boost amount	
28	Team Aid 2	Charbasa	N/A	N/A		Set skill		
29	Critical +	Charbasa	Barracks and in mission (one per character)	N/A		Set skill		
30	Peerless Bird	Charbasa	Dmg Dealing/Taking, After critical calculation	N/A		Set skill		
31	Shields Boost 1	Taterazay	Barracks and in mission (one per character)	N/A		Set skill		
32	Shields Boost 2	Taterazay	Barracks and in mission (one per character)	N/A		Set skill		
33	March Defence	Taterazay	Dmg Dealing, After damage calculation	N/A		Set skill		
34	Peerless Shield	Taterazay	Barracks and in mission (one per character)	N/A		Set skill		
35	Stagger Resist	Guardira	Barracks and in mission (one per character)	N/A		Set skill		
36	Knockback Resist	Guardira	Barracks and in mission (one per character)	N/A		Set skill		
37	Sleep Resist	Guardira	Barracks and in mission (one per character)	N/A		Set skill		
38	Peerless Sheep	Guardira	Dmg Taking	N/A		Set skill	Tate HM, Wonda CS can prevent 1hko	
39	Club Attack	Tondenga	Barracks and in mission (one per character)	N/A		Set skill		
40	Extra Blubber	Tondenga	Barracks and in mission (one per character)	N/A		Set skill		
41	Natural Disaster	Tondenga	Dmg Dealing/Taking, including Status Effect trigger	N/A		Set skill	If DH can use this, the chance is always 1%	
42	Strike Master	Tondenga	Barracks and in mission (one per character)	N/A		Set skill		
43	Peerless Pig	Tondenga	Dmg Taking	N/A		Set skill	Doesn't work against DH, EXCEPT Story Ragewolf	
44	Cornered Rat	Myamsar	Dmg Dealing, After calculating damage	N/A		Set skill		
45	Poison Package	Myamsar	Barracks and in mission (one per character)	N/A		Set skill		
46	Shield Breaker	Myamsar	Barracks and in mission (one per character)	N/A		Set skill		
47	Peerless Cat	Myamsar	Dmg Dealing, Crit landing, Before crit dmg calculation	N/A		Set skill	IGNORES Tate HM and Wonda CS	
48	Arm Attk 1	Destrobo	Barracks and in mission (one per character)	N/A		Set skill		
49	Arm Attk 2	Destrobo	Barracks and in mission (one per character)	N/A		Set skill		
50	Arm Attk 3	Destrobo	Barracks and in mission (one per character)	N/A		Set skill		
51	Demolitionist	Destrobo	Barracks and in mission (one per character)	N/A		Set skill		
52	Peerless Robo	Destrobo	Dmg Dealing, Before calculating damage	N/A		Set skill	IGNORES Tate HM and Wonda CS, but DOES NOT WORK with Golem set anyway	
53	Stamina Boost 1	Bowmunk	Barracks and in mission (one per character)	N/A		Set skill		
54	Stamina Boost 2	Bowmunk	Barracks and in mission (one per character)	N/A		Set skill		
55	Fertilizer	Bowmunk	Upon Dying (heal)	N/A		Set skill		
56	Self-preservation	Bowmunk	While healing	N/A		Set skill		
57	Peerless Tree	Bowmunk	After every drum hit	N/A		Set skill		
58	Greatsword Attk	Grenburr	Barracks and in mission (one per character)	N/A		Set skill		
59	Battle Axe Attk	Cannassault	Barracks and in mission (one per character)	N/A		Set skill		This was meant for Gren skill but changed later
60	Greatblade Attk	Grenburr	Barracks and in mission (one per character)	N/A		Set skill		
61	Slash Master	Grenburr	Barracks and in mission (one per character)	N/A		Set skill		
62	Bow Attk 1	Yumiyacha	Barracks and in mission (later priority)	N/A		Set skill	If max dmg is less than double of min dmg, use 100% boost instead	
63	Bow Attk 2	Yumiyacha	Barracks and in mission (one per character)	N/A		Set skill		
64	Bow Attk 3	Yumiyacha	Barracks and in mission (one per character)	N/A		Set skill		
65	Bow Attk 4	Yumiyacha	Barracks and in mission (one per character)	N/A		Set skill		
66	Peerless Bow	Yumiyacha	Dmg Dealing/Taking, including Status Effect trigger	N/A		Set skill		
67	Desperado	Alosson	Dmg Dealing/Taking, including Status Effect trigger	N/A		Set skill		
68	Tropical Tailwind	Alosson	After every command, Including fever stop	N/A		Set skill		
69	Big Bonfire	Alosson	Fire Dmg Dealing,	N/A		Set skill		
70	Peerless Hedgehog	Alosson	Finishing the last blow	N/A		Set skill		
71	Horn Attk 1	Wondabarappa	Barracks and in mission (one per character)	N/A		Set skill		
72	Horn Attk 2	Wondabarappa	Barracks and in mission (one per character)	N/A		Set skill		
73	Windmill Power	Wondabarappa	Dmg Dealing/Taking, Before calculating damage	N/A		Set skill	Crit Chance +30%, Level+3	For level, see Damage Calculation doc
74	Peerless Dog	Wondabarappa	Barracks and in mission (one per character)	N/A		Set skill	NOT affected by team aid	
75	Icky Poison	Jamsch	Barracks and in mission (one per character)	N/A		Set skill		
76	Out Cold	Jamsch	Sleep Dmg Dealing, After status effect calculation	N/A		Set skill		
77	Toadstool	Jamsch	Finishing the last blow	N/A		Set skill	Mushroom: 200HP, Dmg 10~20, 20% Poison Chance, FIRE and STRIKE element (WTF)	Still burn rate 0% lol
78	Peerless Mushroom	Jamsch	Barracks and in mission (one per character)	N/A		Set skill		
79	Weapon +2	Oohoroc	Barracks and in mission (each equipment)	N/A		Set skill		
80	Weapon +3	Oohoroc	Barracks and in mission (each equipment)	N/A		Set skill		
81	Lightning Master	Oohoroc	Barracks and in mission (one per character)	N/A		Set skill		
82	Flame Master	Oohoroc	Barracks and in mission (one per character)	N/A		Set skill		
83	Peerless Monkey	Oohoroc	CS Exp Gain	N/A		Set skill		
84	Antifreeze	Pingrek	Barracks and in mission (one per character)	N/A		Set skill		
85	Freeze Boost 1	Pingrek	Barracks and in mission (one per character)	N/A		Set skill		
86	Freeze Boost 2	Pingrek	Barracks and in mission (one per character)	N/A		Set skill		
87	Peerless Penguin	Pingrek	Barracks and in mission (one per character)	N/A		Set skill	Halves Attk Speed, Not Strength	
88	Fire Resist	Cannogabang	Barracks and in mission (one per character)	N/A		Set skill		
89	Ice Resist	Cannogabang	Barracks and in mission (one per character)	N/A		Set skill		
90	Poison Resist	Cannogabang	Barracks and in mission (one per character)	N/A		Set skill		
91	Monster Killer	Cannogabang	Barracks and in mission (one per character)	N/A		Set skill		
92	Peerless Dragon	Cannogabang	Upon Dying (reborn timer)	N/A		Set skill		
93	Scythe Attack 1	Ravenous	Barracks and in mission (one per character)	N/A		Set skill		
94	Desperado	Ravenous	Dmg Dealing/Taking, including Status Effect trigger	N/A		Set skill		
95	Samurai Soul	Ravenous	Barracks and in mission (each equipment)	N/A		Set skill		
96	Scythe Attack 2	Ravenous	Barracks and in mission (one per character)	N/A		Set skill		
97	Peerless Crow	Ravenous	Barracks and in mission (later priority)	N/A		Set skill		
98	Rapid Blow	Sonarchy	Barracks and in mission (one per character)	N/A		Set skill		
99	Bull's Eye	Sonarchy	Barracks and in mission (one per character)	N/A		Set skill		
100	Night Strike	Sonarchy	Dmg Dealing, Before critical res check	N/A		Set skill		
101	Sweet Dreams	Sonarchy	Sleep Dmg Dealing, when Sleep is Triggered	N/A		Set skill		
102	Peerless Bat	Sonarchy	EXP Gain	N/A		Set skill		
103	Refuse to Lose	Ragewolf	Dmg Dealing	N/A		Set skill		
104	Claw Boost	Ragewolf	Barracks and in mission (one per character)	N/A		Set skill		
105	Bolster	Ragewolf	Barracks and in mission (one per character)	N/A		Set skill		
106	Final Spurt	Ragewolf	Dmg Taking	N/A		Set skill		
107	Peerless Wolf	Ragewolf	Dmg Dealing, Crit landing, Before crit dmg calculation	N/A		Set skill		
108	Flash Shower	Naughtyfins	(Reserved for Flash Shower)	N/A		Set skill	Status Resist boost +30%, 1% HP gain, Level+2	For level, see Damage Calculation doc
109	Spear Attack 1	Naughtyfins	Barracks and in mission (one per character)	N/A		Set skill		
110	Freezem Solid	Naughtyfins	Barracks and in mission (one per character)	N/A		Set skill		
111	Spear Attack 2	Naughtyfins	Barracks and in mission (one per character)	N/A		Set skill		
112	Peerless Mermaid	Naughtyfins	Upon Dying (heal)	N/A		Set skill		
113	Critical Parry	Sloturtle	Dmg Dealing/Taking, After critical calculation	N/A		Set skill		
114	Embolden	Sloturtle	Barracks and in mission (one per character)	N/A		Set skill		
115	Antimass	Sloturtle	Barracks and in mission (one per character)	N/A		Set skill		
116	Helm Master	Sloturtle	Barracks and in mission (each equipment)	N/A		Set skill		
117	Peerless Turtle	Sloturtle	Barracks and in mission (one per character)	N/A		Set skill		
118	Incinerate	Covet-Hiss	Fire Dmg Dealing	N/A		Set skill		
119	Gun Attack-Hiss	Covet-Hiss	Barracks and in mission (one per character)	N/A		Set skill		
120	Grovem Green	Covet-Hiss	Dmg Dealing	N/A		Set skill		
121	Super Singe	Covet-Hiss	Barracks and in mission (one per character)	N/A		Set skill		
122	Peerless Snake	Covet-Hiss	Poison Dmg Dealing, with Actual Poison Chance	N/A		Set skill		
123	Agile Attack	Buzzcrave	Barracks and in mission (one per character)	N/A		Set skill		
124	Pike Attack 1	Buzzcrave	Barracks and in mission (one per character)	N/A		Set skill		
125	Pike Attack 2	Buzzcrave	Barracks and in mission (one per character)	N/A		Set skill		
126	Pike Attack 3	Buzzcrave	Barracks and in mission (one per character)	N/A		Set skill		
127	Peerless Fly	Buzzcrave	Barracks and in mission (one per character)	N/A		Set skill		
128	Two Spears	Yarida	Before "Performing action"	Charge attk/Fever attk	240	Class skill		
129	Three Spears	Yarida	Before "Performing action"	Charge attk/Fever attk	80	Class skill		
130	Four Spears	Yarida	Before "Performing action"	Charge attk/Fever attk	40	Class skill		
131	Five Spears	Yarida	Before "Performing action"	Charge attk/Fever attk	20	Class skill		
132	Leaping Spear	Piekron	Charge attk or Fever attk	Charge attk/Fever attk	320	Class skill		
133	Spear BOOM	Piekron	Dmg Dealing (For changing effect)	Charge attk/Charge def	40	Class skill	Damage x1.2, +Lightning elem, +5% Crit & Stagger & Burn	
134	Spear BA-BOOM	Piekron	Dmg Dealing (For changing effect)	Charge attk/Charge def	160	Class skill	Damage x1.5, +Lightning elem, +10% Crit & Stagger, +5% Burn	
135	Spear BA-BA-BOOM	Piekron	Dmg Dealing (For changing effect)	Charge attk/Charge def	10	Class skill	Damage x2, +Lightning elem, +15% Crit & Stagger, +5% Burn	
136	Two Strike	Wooyari	Charge attk or Fever attk	Charge attk/Fever attk	480	Class skill	Doesn't have extra dmg per hit	
137	Three Strike	Wooyari	Charge attk or Fever attk	Charge attk/Fever attk	240	Class skill	Doesn't have extra dmg per hit	
138	Four Strike	Wooyari	Charge attk or Fever attk	Charge attk/Fever attk	120	Class skill	Doesn't have extra dmg per hit	
139	Five Strike	Wooyari	Charge attk or Fever attk	Charge attk/Fever attk	60	Class skill	Doesn't have extra dmg per hit	
140	Six Strike	Wooyari	Charge attk or Fever attk	Charge attk/Fever attk	30	Class skill	Doesn't have extra dmg per hit	
141	Assault Hits 1	Kibadda	During Stampede	By using it	240	Class skill	Stampede amount x1.5	
142	Assault Hits 2	Kibadda	During Stampede	By using it	120	Class skill	Stampede amount x2	
143	Assault Hits 3	Kibadda	During Stampede	By using it	60	Class skill	Stampede amount x2.5	
144	Assault Hits 4	Kibadda	During Stampede	By using it	30	Class skill	Stampede amount x3	
145	Giddy Up 1	Pykorider	Barracks and in mission (each equipment)	Command input	300	Class skill		
146	Giddy Up 2	Pykorider	Barracks and in mission (each equipment)	Command input	100	Class skill		
147	Giddy Up 3	Pykorider	Barracks and in mission (each equipment)	Command input	50	Class skill		
148	Giddy Up 4	Pykorider	Barracks and in mission (each equipment)	Command input	25	Class skill		
149	Backbone 1	Cannassault	Knockback Dmg Taking, Before immunity check	KB Enduring	180	Class skill		
150	Backbone 2	Cannassault	Stagger Dmg Taking, Before immunity check	Stagger Enduring	90	Class skill		
151	Backbone 3	Cannassault	Freeze Dmg Taking, Before immunity check	Ice Enduring	30	Class skill	No it doesn't work to sleep :(
152	Backbone 4	Cannassault	Fire Dmg Taking, Before immunity check	Fire Enduring	10	Class skill	Against wood 150%	
153	Pyokora Spirit	Charbasa	Barracks and in mission (one per character)	Command input	300	Class skill	Against metal 150%	
154	Yaripon Spirit	Charbasa	While healing	Charge attk/Fever attk	150	Class skill	Adds Crush type (And that's all)	Crush ALWAYS ignores shield evasion
155	Chariot Attack	Charbasa	Dmg Dealing, After calculating damage	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	Charbasa	While healing	Enduring Attk	10	Class skill	Unlike Canna, Somehow AFK grinding works	
157	Energy Field 10%	Taterazay	Barracks and in mission (one per character)	Command input	600	Class skill		
158	Energy Field 20%	Taterazay	Barracks and in mission (one per character)	Command input	200	Class skill		
159	Energy Field 30%	Taterazay	Barracks and in mission (one per character)	Command input	100	Class skill		
160	Energy Field 40%	Taterazay	Barracks and in mission (one per character)	Command input	50	Class skill		
161	Energy Field 50%	Taterazay	Barracks and in mission (one per character)	Command input	25	Class skill		
162	Anti-stagger	Guardira	Barracks and in mission (one per character)	Stagger Enduring	60	Class skill	Stacks, Stacks with P Rabbit too	
163	Anti-knockback	Guardira	Barracks and in mission (one per character)	KB Enduring	20	Class skill	Stacks, Details on Buff_Amount tab	
164	Anti-sleep	Guardira	Barracks and in mission (one per character)	Sleep Enduring	15	Class skill	March Speed x1.2, Stacks, NOT Affected by team aid	
165	Anti-poison	Guardira	Barracks and in mission (one per character)	Poison Enduring	20	Class skill		
166	Set Skills 1	Tondenga	While healing	Command input	300	Class skill		
167	Set Skills 2	Tondenga	While healing	Command input	100	Class skill		
168	Set Skills 3	Tondenga	While healing	Command input	50	Class skill		
169	Set Skills 4	Tondenga	While healing	Command input	25	Class skill		
170	Poison Hide	Myamsar	Dmg Taking	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	Myamsar	Dmg Taking	By using it	100	Class skill	Needs Fever to GRIND CS	
172	Poison Bomb	Myamsar	Upon Dying (explosion)	By using it	1000	Class skill	+50% Poison rate	
173	Natural Enemy	Myamsar	Dmg Dealing/Taking, incluo Status Effect trigger	By using it	120	Class skill	No it doesn't work to sleep :(
174	Wood Smasher	Destrobo	Barracks and in mission (one per character)	(Destro)	300	Class skill	Against wood 150%	
175	Stone Smasher</							

	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

