

Imperial Slicer	Scratch: 506% attack multiple times	<p>You draw a giant sword and swing it twice for multiple hits.</p> <p>Destruction skill</p> <ul style="list-style-type: none"> <li>- Aura of Destruction will be used and Aura of Vitality gathered.</li> <li>- As Swordfighter of Destruction, your attack increases.</li> </ul>
Orvus Geyser	Fire pillar: multiple times 429% magic attack	<p>You release a dozen pillars of fire from the ground for multiple hits.</p> <p>Destruction skill</p> <ul style="list-style-type: none"> <li>- Aura of Destruction will be used and Aura of Vitality gathered.</li> <li>- As Swordfighter of Destruction, your attack increases.</li> </ul>
Blade Circle	<p>Sword cut: 456% attack multiple times</p> <p>Shock wave: 1934% attack</p>	<p>You create space around you and attack all enemies nearby with magic swords.</p> <p>Destruction skill</p> <ul style="list-style-type: none"> <li>- Aura of Destruction will be used and Aura of Vitality gathered.</li> <li>- As Swordfighter of Destruction, your attack increases.</li> </ul>
War God	<ul style="list-style-type: none"> <li>- Activation probability for Wind Slicer 100%</li> <li>- MP costs for Armageddon Blade -20%</li> <li>- Tear Armour sets the enemy's defence to 0 for a set period of time.</li> </ul>	<p>Whilst Ambition is active, all of your combos will be carried out with the speed of the wind. The MP costs for Armageddon Blade reduce. Tear Armour sets the enemy's defence to 0 for a set period of time.</p>
Magic Plating	- Absorb magical shots: MP +5	<p>Whilst Ambition is active you will not suffer any damage from magic projectiles; you instead absorb them as mana. The effect of Magical Shackles also applies to special active skills.</p>
Cornwell Master	<ul style="list-style-type: none"> <li>- Foot amputation: 3 sec. (up to 5 sec.)</li> <li>- Debuff immunity: 3 sec.</li> <li>- Upon activation of Harsh Slayer: absorption of used MP</li> <li>- Swordsmanship of Another World - Nanta cooldown time 0, mana consumption -50%</li> </ul>	<p>Upon use of Ambition you receive immunity to status effects for a set period of time. Combos and active skill attacks slow the enemy's movement. The MP that you burn using Harsh Slayer on the enemy will be added to your own MP supply.</p> <p>Within the sword wind range of endless pursuer, the costs for Swordsmanship of Another World - Nanta are severely reduced.</p>
Icicle Storm	Ice Chunk: 112% magic attack multiple times	<p>You summon countless ice shards that pierce all enemies.</p>

Perdition	Black Hole: 478% magic attack multiple times Explosion: 2868% magic attack Duration: 2 sec. Max additional time: 3 sec. MP consumption per sec.: 20	You create a Black Hole above you that draws in enemies, inflicts damage on them multiple times and then explodes. If you hold down the skill key, you will use MP to keep the Black Hole up for longer.
Frenzied Worm	Black Hole: 399% attack multiple times Explosion: 748% attack multiple times	You generate a Black Hole that draws enemies to you and inflicts damage on them multiple times. The Black Hole compacts after a while and then explodes.
Magically Charged Body	[Meteor Storm, Lightning Shower] Consumed MP: -50% Amount of summons: +50%  [Strengthening of Elemental Body] Duration: +5 sec. Movement speed: +20%	The MP costs for Meteor Storm and Lightning Shower reduce and the amount of meteors or bolts increase. The duration of Elemental Body increases, your movement speed increases and the MP costs for Teleport will be set to 0.
Sinister Trade	[Strengthening of Dark Pact] Probability during combo attack: 50% Combo MP consumption: 100%  [Strengthening of Shadow Body] Increase: +5 sec. Attack: -15% Magic attack: +15%	The effect of Dark Pact also applies on Combo attacks. The effect of Shadow Body lasts longer, physical damage reduces and magical damage increases.
Time Limit	[Strengthening of Energetic Body] Duration +5 sec. Attack speed +10% Cooldown time -30%	You can use teleport whilst you are lying on the ground. Energetic Body lasts longer, your attack speed increases and the cooldown time for used skills will be shortened (excludes hyper and partner skills).
Spinning Kick	Poke: 5086% attack	You use the power of the wind to land a hard kick on your enemy. (Can also be used while jumping)  Consumes NF: - with direct hit max. 2 fields
Cutting Wind	Tornado: 374% magic attack	You generate a tornado with razor-sharp gusts of wind which inflict damage on nearby enemies.  Consumes NF: - with direct hit max. 2 fields
Spores of Wrath	Deadly Poison: 786% attack (additional damage: +30%) Duration: 3 sec.	You spread deadly poison. If a max of 2 enemies are hit, the damage increases.  Consumes NF:

		- with direct hit max. 2 fields
Persistence	All skill cooldown times: -1 sec. (excludes hyper and partner skills) Movement speed and jump power +20% (duration: 10 sec.)	Enables you to use Sickle Kick and Brutal Attack whilst jumping. Successful hits with Power of Nature and Reflective Kick increase your movement speed and jump power and in addition accelerate the cooldowns of used skills for a short time.
Speedy Sniper	MP gain in range of Odin's Spear: +50%	You are able to change firing angle of Quick Shot using the up/down arrow keys. You can fire off alpha arrows from in the air. The MP gain through Odin's Spear increases. (Also for group members)
Predator	Probability of critical hit: 35% Damage through critical hit: 1.5x	Upon use of the spores of wrath, Wind Seed - Icicles or Star Slitter, you have a set probability of sweeping the enemy from their feet and then inflicting massive damage on them. Thorned Ball Trap, Wind Seed, Hesitate and Star Slitter can also be used whilst jumping.
Well-dressed Murder	Sword Thrust: 450% attack Sword energy: 433% attack multiple times	You stab in on the enemy and attack them continuously with fearsome speed.
Power Bomb	Shock wave: 3889% magic attack Probability of critical hit: +50%	You swing your fist through the air with full force. Your enemy is thrown back from the strike's full force and suffers heavy damage. (Can also be used while jumping)
Bursting Blade	Fire: 387% magic attack multiple times	You swing a sword surrounded in flames and generate multiple fiery explosions. (Can also be used while jumping.)
Attack	- Shock Wave - Scissors MP consumption/attack: -20%/+20%	After activation of Shock Wave - Scissors, MP consumption sinks and the damage of Shock Wave - Scissors increases. Executing Giga Drive resets the internal cooldown of Escape!.
Endless Rage	- Active skill: Big Bolt, Hell Strike, Give and Take, Enchanted Hand, Split Weapon Combo: ZZZ[X], XX→XX during [↓X], XX [↓X], →→↑ZX[X]	Parts of active skills and combos which hit with the Nasod hand and Nasod spear will be influenced by the flaring/exploding Nasod hand.

Lucky Streak	<ul style="list-style-type: none"> <li>- Skill cooldown acceleration: 130%</li> <li>- Mana regeneration: +40%</li> <li>- Activated skills without resource consumption: Flame Sword, Flame Sword (weak)</li> </ul>	<p>All internal skill cooldowns for Blistering Scream - Napalm are accelerated, mana regeneration rate increases and some active skills can be used without any MP consumption.</p>
Extreme Cutter	Split energy field: 3927% magic attack	<p>You create a giant Nasod energy hole and cut through it with one strike.</p> <p>Core activation skill:</p> <ul style="list-style-type: none"> <li>- The core attack is activated with successful attacks in Power Boost mode (only once already summoned).</li> </ul>
Electro Bolts	Magnet Field: 530% magic attack multiple times	<p>You explode a compacted Nasod magnetic field which then inflicts multiple damage for a set period of time. This attack does not permit a mana break.</p> <p>Core activation skill:</p> <ul style="list-style-type: none"> <li>- The core attack is activated with successful attacks in Power Boost mode (only once already summoned).</li> </ul>
Electro Strikedown	Energy Field: 311% magic attack multiple times	<p>You create a vertical energy field that unleashes a great deal of energy.</p> <p>Core activation skill:</p> <ul style="list-style-type: none"> <li>- The core attack is activated with successful attacks in Power Boost mode (only once already summoned).</li> </ul>
Cheat Code: Destruction	<ul style="list-style-type: none"> <li>- Mana (normal attack): 300%</li> <li>- Sin Scissors, Iron Splinter change to cooldown time: 1 sec/3 sec respectively</li> <li>- All skill damages: +20% (excludes hyper skills)</li> <li>- Probability of strengthening Nasod weapons: 100%</li> </ul>	<p>Executing The Queen's Throne increase MP gain on combos for a set period of time. The cooldown time for Sin Scissors and Iron Splinter reduces. The damage of all skills increases by 20% (excludes hyper skills). The additional combo damage of Overcharge comes with a 100% probability of application.</p>
Cheat Code: Rule Break	<ul style="list-style-type: none"> <li>- Rate of summon's HP: 5%</li> <li>- Summon's attack +30% (for 10 sec.)</li> </ul>	<p>The MP costs for Code: Recover skills sink to 50%. The HP of summoned helpers is restored. The attack power of summoned helpers increases for a set period of time.</p>
Cheat Code: Electro Maniac	<ul style="list-style-type: none"> <li>HP consumption with magic transformation -50% (trigger probability 50%)</li> <li>- Additional MP gain +50% (trigger probability 50%)</li> <li>- Used MP of all skills (excluding hyper skills) -10% (for 10 sec.)</li> <li>Energy Pins cooldown (excludes hyper skill) -50%</li> </ul>	<p>You can execute Plasma Traps also whilst jumping. Bloodletting has a set probability of consuming less HP, regenerates more MP and reduces the MP consumption of all skills (excludes hyper skills). Carry out Energy Pins accelerates the cooldowns for all skills (excludes hyper skills). You receive MP within the range of Ball Lightning.</p>

	- Bullet Blitz mana gain: 10 per sec.	
Guardian Fury	Strike: 4905% attack	You charge forwards with the cannon and inflict massive damage on enemies.
Tensed Impact	Shell: 4101% magic attack [Target Designation Silver Shooter] Power Boost charge +225% Duration: 10 sec.	You fire an exploding cannonball. Enemies hit by the ball receive the [Target Designation Silver Shooter]. If you hit these enemies with magic orb combos, you will receive additional Power Boost charge. (Consumes 1 Cannon Ball)
Bombardment Artillery	Explosion: multiple times 1361% magic attack	You receive support from the Artillerists of Hamel, who fire off a salvo of bombs onto the enemies stood in front of you.
Sentinel's Power	[Power Suppression] Attack and magic attack -10% (stackable max 3x) Duration: 20 sec.	Enemies who are hit by Pandaemonium, Caladbolg's Pain or Iron Cry suffer [Power Suppression].
Follow Relentlessly	Guidance range +30% Amount of Starburst projectiles: +3 Duration of Bullet Blitz: +50%	Improves the range of Explosive Seeker, Starburst and Blitz Bullet. Also increases the amount of projectiles in Starburst and the duration of Blitz Bullet.
Useful Tactics	MP gain on attacks with Target Designation: +60% Max installation of automatic mortars: +1 MP consumption with additional installations of automatic mortars: +70%	Increases the MP gain on attacks on enemies with Target Designation. Increases the maximum amount of automatic mortars. Additional mortars after the first one that is set up will cost less MP.
Tiger Style - Throw	Swings: 1221% attack Throw: 1412% attack Spear throw: 265% attack multiple times	You swing the spear in large circles and land hits on the enemies. Afterwards you throw the spear and dispatch the enemies in front of you.  Consumes spirit energy: - 2 orbs Regenerates spirit energy: - You can activate another skill prior to the final blow.. Regenerates 4 orbs on a successful attack.
Reaction Zone	Generate Reaction Zone: 697% magic attack multiple times Reaction zone explosion: 68% magic attack multiple times	You create a highly compressed spirit energy bomb, which draws in all nearby and then explodes.  Consumes spirit energy: - 1 orb Regenerates spirit energy: - You can activate another skill prior to

		the final blow.. Regenerates 3 orbs on a successful attack.
Spirit of the Blade	<p>Spear whirlwind: 425% attack multiple times</p> <p>Spirit blades: 126% multiple times (with spirit energy: damage increases by 15% each time)</p>	<p>You spin around and throw ghost blades in all directions. (Can also be used while jumping)</p> <p>Consumes spirit energy: - 0 to 3 orbs (can be activated without spirit energy also)</p> <p>Regenerates spirit energy: - You can activate another skill prior to the final blow. Regenerates 4 orbs on a successful attack.</p>
Valiant Dedication	<p>[Bravery]</p> <ul style="list-style-type: none"> <li>- [Dragon Tooth Technique] attachment speed: +20%</li> <li>- [Dragon Fang Secret Technique - Detonate] spirit energy regeneration: 5 orbs</li> <li>- [Tiger Secret Technique] MP consumption: -20%</li> <li>- [Tiger Secret Technique: Fierce Tiger] damage: +25%</li> <li>- [Living Blood] critical damage: +25%</li> <li>- Duration: 10 secs</li> </ul> <p>[Dedication]</p> <ul style="list-style-type: none"> <li>- All speeds: +20%</li> <li>- Devastation: +20%</li> <li>- Probability of a double attack: +50%</li> <li>- Duration: 10 sec.</li> </ul>	<p>If you have consumed all of your spirit energy or succeed in using the counter attack [Flowing Water], your body will be strengthened for a set period of time.</p> <p>If you have consumed all of your spirit energy, reached the [Bravery] status and have succeeded in using the [Flowing Water] counter, you will go into [Dedication] status.</p>

	<p>[Vagabond]  - Vagabond: 100% magic attack  - Bleeding: 5 sec. (stackable max 3x)  - MP: -5</p> <p>[Purgatory Soul]  - Purgatory soul: 100% magic attack  - Movement speed and jump power: -25%</p> <p>[Semi Boundary]  - Spirit Energy Wave: tears into 3 pieces  Energy Spear range: +50%</p>	<p>When you hit the enemy 8 times, [Cold Bomb] stacks.  The stacked [Cold Bomb] will be unleashed all at once with [Wolf's Fang Secret Technique] and [Rakshasa Secret Technique], and butchers all enemies in the vicinity.  You have toughened your spirit energy technique to the point that you are able to rise to the rank of a demi god.</p> <p>Cold Bomb  - [Cold Bomb] stacks with every hit (max. 8).  - Upon activation of [Wolf's Fang Secret Technique - Wolf Spirit], stacked [Cold Bombs] transform into [Vagabond] and charges towards the enemy.  - [Vagabond]: enduring damage and consumption of mana.  - Upon activation of [Rakshasa Secret Technique: Purgatory], stacked [Cold Bombs] transform into [Vagabond] and charges towards the enemy.  - [Vagabond]: Damage upon the explosion in surroundings and slowing.</p> <p>Semi Boundary  - Split off of spirit energy wave  - Expansion of range for energy spear and attraction of damaged enemies.</p>
<p>Semi Boundary</p> <p>Spirit Summoning: Fox Spirit</p>	<p>[Spirit Hunter Secret Technique: Thousand Spirits]  - Range: +30%  Damage: +20%  - Damage resistance is ignored</p> <p>[Fox secret technique 'Pulverise']  - Damage +20%  - Probability of critical hit: +50%</p> <p>[Spirit of Lightning]  - Ignores defences  - Critical hit +15% probability</p> <p>[Absorb Mana]  - Potential absorption +1</p> <p>[Heavenly Strike]  - All hits transform themselves into bleeding</p>	<p>You do not summon an modified [Millennium Fox] and instead summon an almost perfect form.  The range and damage of [Spirit Hunter Secret Technique: Thousand Spirits] during Power Boost increases and the statistics of damage resistance are ignored. The damage and the gathered MP increase with [Fox Secret Technique: Pulverise] and every hit has a set probability to be activated as a critical hit.  The strengthened spirit status improves certain skills continually.  - [Spirit of Lightning] ignores defence stances and every hit has a set probability to be activated as a critical hit.  - Those that are able to absorb mana grow bigger.  - The probability for the bleeding effect of Heavenly Strike increases.</p>

Heavenly Blade	Explosion: 321% attack multiple times	<p>You summon the Sword of Victory and swing it downwards.</p> <p>Obliteration skill</p> <ul style="list-style-type: none"> <li>- Aura of Obliteration is consumed and the Aura of the Storm is gathered.</li> <li>- You have a 100% probability of a crit. hit and you ignore defence statuses (round shield/K.O.).</li> </ul>
Ignis Charge	Fireball explosion: 174% magic attack multiple times	<p>You rain down countless fire orbs onto the ground which then explode (can only be used when jumping).</p> <p>Storm skill</p> <ul style="list-style-type: none"> <li>- Aura of the Storm is consumed and the Aura of Obliteration is gathered.</li> <li>- Your MP consumption and cooldown times are reduced.</li> </ul>
Shadows	Storm of darkness: 367% attack multiple times	<p>You cause the magical wind storm of darkness in your surroundings and attack the enemy multiple times.</p> <p>Obliteration skill</p> <ul style="list-style-type: none"> <li>- Aura of Obliteration is consumed and the Aura of the Storm is gathered.</li> <li>- You have a 100% probability of a crit. hit and you ignore defence statuses (shield/K.O.).</li> </ul>
Grand Master's Grandeur	<p>[Command]</p> <ul style="list-style-type: none"> <li>- Your attack increases and the critical hit/devastation/attack speed/damage bonus of you and your group members is strengthened.</li> <li>- You: 6% each</li> <li>- Group members: member amount x3% (stackable max 4x)</li> </ul> <p>[Grand Master Technique]</p> <ul style="list-style-type: none"> <li>- Sword of Victory: all attacks ignore enemy defence and damage resistance</li> <li>- War Prelude: can be used whilst jumping</li> </ul>	<p>Strengthens your leadership amongst your soldiers and comrades. All of your attacks increase and you share your stats with your group members. Additionally the Sword of Victory strengthens along with the War Prelude skill, enabling an even braver actions in war.</p>
Flames	<p>[Flames]</p> <ul style="list-style-type: none"> <li>- Mega Explosion: K.O. value sinks for each flame hit by 1.5</li> <li>- Fiery Sword: influences attack speed, ignores defence</li> <li>- Incarnation of Fire: +721% magic attack</li> <li>- Eternal Fire: influences attack</li> </ul>	<p>You recognise the true meaning of the flames and extract the power of fire to the fullest.</p> <p>The skills Mega Explosion, Fiery Sword, Incarnation of Fire, Eternal Fire, Flame Wings and Firewall are all strengthened.</p>



	<p>speed, ignores defence</p> <ul style="list-style-type: none"> <li>- Flame Wings: the first hit reduces enemy MP by 10</li> <li>- Firewall: enemy MP and K.O. value sink by 3 with each hit</li> </ul>	
Berserker	<p>[Madness]</p> <ul style="list-style-type: none"> <li>- If HP is below 30%, the gauge gain will be double.</li> <li>- Ambition - strong: damage resistance sinks by 20% and you will be immune to stomp/stun</li> <li>- Brutal Cutter: each defence decreases 10% and every attack increases by 20%</li> <li>- Illusion: Shade: critical damage increases 15%</li> </ul>	<p>In certain situations you forget the pain and let your body fall under the control of your rage.</p> <p>If your HP is below a certain value, the power that you take on increases. Upon use of the skills 'Ambition - Strong', 'Brutal Cutter' and 'Illusion: Shade', you attain additional effects.</p>
Quicksilver Strike	<p>Explosion: 1856% magic attack  Nasod Armour combo strike: 62% magic attack  Nasod Armour combo explosion: 131% magic attack  Shock wave: 1114% magic attack</p>	<p>Using gravitation you raise your enemy into the air and attack them with the Nasod Armour Combo.</p> <p>Does not consume Dynamo Points during use in Dynamo Mode.</p> <p>Consumes Dynamo Transition:  Max. 3 DT (only in Dynamo Mode; available even without DT)  With one DT invested the damage increases by 5%.</p> <p>Nasod Armour Combo:  Press Z or X again in Dynamo Mode at the end of a combo.</p>
Force Field	<p>Dynamo Dummy: 2366% attack  Power field</p> <ul style="list-style-type: none"> <li>- Attack, magic attack: +10%</li> <li>- MP regeneration on damage/hit: +30%</li> <li>- MP charge (DP charge): +30%</li> <li>- Dynamo configuration skills: MP consumption and cooldown time -50%</li> </ul> <p>Power field duration: 10 sec.  Power field effect duration: 60 sec.</p>	<p>You copy a prism field and instal special gravitational fields within your surroundings.</p> <p>Attack, MP gain during damage/hits and Power Boost charge speed for you and your team increase. The MP consumption and cooldown time sink upon use of [Dynamo Mode].</p> <p>Generates Dynamo Points:  +40 DP (not in active Dynamo Mode).</p> <p>Consumes Dynamo Transition:  -1 DT (only in Dynamo Mode; available even without DT), duration: +100%</p>

Moonlight Breaker	<p>Shock wave: 1368% magic attack          Spatial destruction: 456% magic attack multiple times</p>	<p>Time-Space coordinates will be fixed and the room torn apart. Hold down the skill key to delay the shot and use the arrow keys to set the firing angle.</p> <p>Synergy          - In Dynamo Mode DP is consumed and 10% of consumption is regenerated as MP.          - Activation without Dynamo Mode consumes MP and regenerates 10% of consumption as DP.</p> <p>Consumes Dynamo Transition:          max. -2 DT (only in Dynamo Mode; can also be used without DT)          Defence will be ignored for each DT invested.          With use of 2 DT, damage +10%.</p>
Enhanced Energy	<p>Energy strengthening</p> <ul style="list-style-type: none"> <li>- [Nasod Armour Combo]: probability of critical hit: +15%</li> <li>- [Void Breaker]: additional use with 50% of the actual size; 25% of the damage.</li> <li>- [Electro Quake]: slows enemies for 7 sec.</li> <li>- [Impulse Cannon]: ignores defence and subtracts 5 MP from consumption (DP with Power Boost).</li> <li>- [Conqueror]: you have a 15% probability of receiving 1 transition point with a successful hit made in dismantle mode.</li> <li>- [EMP Shock]: +25% effect outside of the EMP storm radius.</li> </ul>	<p>You strengthen the energy of [Nasod Armour Mode - Battle Armour]. Additionally you strengthen the power of the Nasod Armour Combo and the energy effusion skills.          Every hit on the Nasod Armour Combo ignores defensive stances and every hit has a set probability to activate a critical hit.</p>
Enhanced AI	<p>Upgrade of Drone Activator</p> <ul style="list-style-type: none"> <li>- -20 DP upon activation of Factory mode</li> <li>- Unlimited duration upon activation of Factory mode</li> <li>- Marker duration: +20%</li> </ul> <p>AI Upgrade</p> <ul style="list-style-type: none"> <li>- [Configuration - Flick Disc]: ignores defence and highest hit count increase by 1</li> <li>- [Phantom Seeker]: Hit speed of Drone Activator increases +50%</li> <li>- [Install - Starfall]: If an enemy has activated Drone Activator,</li> </ul>	<p>Strengthens the AI of Drone Activator and the Pursuit skill.</p>

	<p>press the skill key for immediate firing</p> <ul style="list-style-type: none"> <li>- [Install - Ultimate Fury]: time between particle analysis hits reduces -20%</li> <li>- [Install - Shooting Chaser]: laser leads to immobility every 1.5 seconds.</li> </ul>	
Time Disruption	<p>Time Disruption</p> <ul style="list-style-type: none"> <li>- [Spatial Tear]: ignores defence stance</li> <li>- [Reverse Circle]: if you use 1 transition point and attack, you initiate [stun]: +0.5 sec.</li> <li>- [Mind Break]: if you re-use Mind Break on an enemy, their defence will be ignored.</li> <li>- [Maximum Strike]: duration of the limitation: +50%</li> <li>- [Moonlight Rhapsody]: if you use a transition point before the next stack: -33% -&gt; -50%</li> <li>- [Reverse Stigma]: burns up to 30 MP of the returning enemy.</li> </ul>	<p>Skills that have a direct influence on space and time are strengthened enormously.</p>
Death's Cross	<p>Summoning: 2320% attack Swing: 359% attack x4</p>	<p>A minion of the darkness appears and lays waste to your surroundings.</p> <p>Switch Skill (Lu)</p> <ul style="list-style-type: none"> <li>- When you are playing as Ciel, this skill will switch you over to Lu.</li> <li>- The switch generates 4 combination points.</li> </ul>
Magdonic Cannon	<p>Explosion: 758% magic attack multiple times Soul release: 36% magic attack multiple times</p>	<p>You shoot giant soul bombs. The bomb explosions inflict great damage on enemies nearby as a result of the souls. (Can also be used when jumping.)</p> <p>Switch Skill (Ciel)</p> <ul style="list-style-type: none"> <li>- When you are playing as Lu, this skill will switch you over to Ciel.</li> <li>- The switch generates 4 combination points.</li> </ul>

Demonic Charge	Fury: 468% attack x4 Curse explosion: 378% attack x4	You quickly jump into the air and strike down the magical hammer.  Switch Skill (Lu) - When you are playing as Ciel, this skill will switch you over to Lu. - The switch generates 4 combination points.
Authority of the Throne	Probability of activating minion of darkness: 50% Combination point gain and cooldown time reduction: 50% Combination point gain: +2 Cooldown time for skill: -20%	If you are in power, the probability that Apollyon appears as a minion of the darkness increases. If he does not appear as a minion of the darkness, you will receive your switch points back and the cooldown of all skills will be accelerated (hyper skill and Heavenly Love excluded).
Nobility's Dedication	Amount of Demon spears: +6 Combination point gain: +1 MP gain: +10	The amount of Shadow Bolt will be increased. Every time that sacrifice debuffs are cleared, switch points and MP will be restored a portion for each debuff.
Secure Demon Aura	[Phantom Charge] - [Charge] also possible with damage [Dark Thoughts] - Range +15% - Can also be used while jumping [Punishment] - [Magic Explosion] speed: -1 sec  [Strengthened Explosion status] - Attack speed +20% - Movement speed +30% - Jump power +5%	Calm the magical energy attained through the soul contract and create the opportunity for an efficient management of power with a rebound. The skills Phantom Charge, Dark Thoughts and Punishment are strengthened. The stabilised magical energy increases all speeds in [Explosion Status].
Targeted Strike	Top speed bomb: 3061% attack	You draw FM-92 and fire a piercing projectile.  Overstrike - The damage of the skill increases with Overstrike.
Dancing Hunt	Wind: 352% attack multiple times Hit: 805% attack	You butcher all enemies in front of you using the Chain Blade.  Chain Revolver/Chain Blade - Each hit has the probability of bleeding from [Revolver Master].  Overstrike - The damage of the skill increases with Overstrike.

Viper Hail	Bombardment: 368% magic attack multiple times Burn: 5 sec.	<p>You mobilise multiple Valkyrie troops and bombard an area. The enemies affected by the bombs suffer [burns].</p> <p>Overstrike - The damage of the skill increases with Overstrike.</p>
G-Ex Ancient Buster	Shock wave: 1281% magic attack Running with top speed: 187% magic attack multiple times	<p>The G-Core is activated and can be transformed. If skills are used again after transformation, [G-Ex Ancient Buster] is activated.</p> <p>#C03E403G-Transformation: - Activation uses 15 ECP - Transformation costs 200 MP - following the transformation, you will receive the buff [G-Expansion]</p> <p>G-Ex Ancient Buster: - by pressing the skill key you send out a shock wave that hits all enemies multiple times.</p> <p>Overstrike - The damage of the skill increases with Overstrike.</p>
Code: War Machine	<p>[Weapons of War] - Probability to ignore damage resistance: 15% - Duration: 15 sec.</p> <p>[Efficient weapon management] - Probability to reduce cooldown time: 33% - Cooldown time: -50%</p>	<p>Once [Heavy Weapons Mastery] has been stacked the maximum amount of times, the buff [Weapons of War] will be applied. The handling of heavy weapons jumps and the highest level of effectiveness is reached for all special active skills for heavy weapons. - Skill applications: Barbecue, M-137 Gatling Gun, M-3 Flamethrower, Flame Strike, FM-31 Grenade Thrower, Laser Defence, Proton Bomb, Operation: Wipe Out, FM-92 Mk2 Lancer SW, Pampero Booster, X-1 Extruder.</p> <p>Weapons of War: - Special active skills with heavy weapons have a set probability of ignoring both the defence and damage resistance of enemies.</p> <p>Efficient weapon management - The cooldown time has a chance to reduce upon use of special active skills with heavy weapons.</p>

<p>Madness</p>	<p>[Overstrike status]  - Damage on special active skills: +5%  - With successful active skill hit, cooldown time on special active skills: -20%  - Madness cooldown time: 30 sec.</p>	<p>As soon as [Blood Feast] has reached its maximum stack, the buff [Madness] will be applied.  In [Madness] status the [Overstrike] mode is activated and active skills can be used without consuming ECP. The damage of all active skills increases and successful active skill hits reduce the cooldown time of all special active skills.  The [Madness] status is ended as soon as [Overstrike] is deactivated.</p>
<p>Armour Modification</p>	<p>[Armour Modification]  - [G-35L Lightning Grenade]: 2x charge possible  - [Ultra-light Mine]: installation interval: -50%  - [G-18C Ice Grenade]: [Freeze] duration: +200%  - [EMP Storm]: can be used whilst jumping  - [Remote Detonator for C4]: stick all 5 shots prior to the explosion. Enemy's defence will be ignored.  - [G-96 Heat Grenade]: 100% critical hit occurs with a probability of 50%  - All attribute shots: duration of [Silver Grenade]/[Ice Grenade]/[Glowing Bullets]: +5 sec. and defence is ignored</p>	<p>Strengthens your weapons.</p>
<p>Sub Mecha Revolution</p>	<p>[Sub Mecha Revolution]  - [KS-83]: increased pressing of the left and right keys for an explosion and damage cause by [Explosion] ignores the enemy defences.  - [Ex-S Viper]: ignores enemy defence and has a 50% probability of summoning [Ex-SS Viper] in addition.  - [Spear Factory]: ignores enemy defence and has a 50% probability to hit with a critical hit.  - [Magnetic Protector]: shock wave attacks are added.  - [Magnet Field]: shoots magic projectiles back and 5 MP is regenerated for the one carrying out the attack.</p>	<p>Various mecha sub-types will be improved and strengthened to their limits.</p>