

Specialisation	- Increases attack and magic attack +10% - Increases defence and magic defence +10% - Increases default HP +10%	Improves your physical abilities.
Heavy Blow	Swing: 1351% attack	You carry out a massive blow with the sword. - Vitality skill - Aura of Vitality will be used and Aura of Destruction gathered. - As Swordfighter of Vitality, your MP consumption sinks and MP gain increases.
Elemental Breaker	Magic blow: 1260% magic attack - Magic Collapse - Enemy defence power is 0 for 5 seconds	Sets the enemy's resistances to 0 for a set period of time. - Vitality skill - Aura of Vitality will be used and Aura of Destruction gathered. - As Swordfighter of Vitality, your MP consumption sinks and MP gain increases.
Swordsmanship of Another World - Nanta	Blow: 630% attack x2 - Additional splinter hits: 69% attack x2	You swing your sword with great force. - Destruction skill - Aura of Destruction will be used and Aura of Vitality gathered. - As Swordfighter of Destruction, your attack increases.
Fire Ring	Fire: 1102% magic attack, burning: 2 sec.	You attack enemies stood in front of you with a snare of fire and set them alight.
Dark Ring	Darkness: 1102% magic attack, curse: 2 sec. (MP consumption per sec.: 5)	You attack enemies stood in front of you with a snare of darkness and curse them.
Energy Ring	Energy: 1431% attack, slowing 2 sec. (movement speed and jump power -15%)	You attack enemies stood in front of you with a snare of energy and slow them.
Maximum Pain	Kick: 1263% attack	You attack the enemy's weakness with a quick and hard kick.
Dot Arrow	Flame Falcon: 398% magic attack	You fire three target-seeking flame falcons.
Butterfly	Stab: 1195% attack	You sprint towards your enemy and stab them.
Wounding Blows	Sword Thrust: 977% attack - Additional damage on Blood cut/Foot amputation: 977% attack multiple times	Attack a wound again for increased damage.
Dispersion	Shot load: 1026% magic attack	Causes the gathered energy in the Nasod hand to explode and then use this force to attack the enemy.
Quick Flame Sword	Flame blow: 412% magic attack x4	You then produce continuous and powerful explosions.
Sin Scissors	Nasod Sword Breaker: 207% magic attack multiple times	You attack your enemy with sharp Nasod spears. - Core activation skill: - The core attack is activated with successful attacks in Power Boost mode (only once already summoned).

Summoner's Spirit	MP gain: amount of summons x20	You regenerate MP for each summoned helper (excludes hyper skills).
Electro Manoeuvre	Special manoeuvre: 269% magic attack (max 3x)	You carry out a special manoeuvre. With every further entry, another special manoeuvre is carried out.
Landstrike	Space explosion: 1330% attack	You throw the cannon down in front of you, so that the ground tears apart. Enemies on the torn ground cannot sprint.
Stun Shot	Magic hits: 853% magic attack, stun: 2 sec.	You shoot a magic bullet from the Silver Shooter, which stuns hit enemies.
Deathly Cannon	Shells: 1306% magic attack - Magic defence: -30% (duration: 3 sec.)	You fire a strengthened cannonball forwards. - Hit enemies have their magic defence lowered. - (Consumes 1 cannonball)
Swift Lotus	Hit series: 216% attack x5 - Stab: 229% attack	You pierce the enemy with quick spear attacks. - Regenerates spirit energy - You can activate another skill prior to the final blow. Regenerates 1 orb on a successful attack.
Inhalation	Drain: 1065% magic attack	You use spirit energy and have absorbed the spirit energy from a max of 2 nearby enemies and transformed them into [Cold Bombs]. - Consumes spirit energy: - 1 orb
Fox Spirit	Fox spirit: 374% attack x3 - Defence: -5% - Duration: 3 sec.	You summon a fox spirit which senses out enemies in the vicinity and continuously torments them. - The fox spirit then flies to the next-closest enemy and reduces their physical defence and inflicts damage on them. - Consumes spirit energy: - 1 orb
Upward Strike	Upward Strike: 427% attack x2	You push off from the ground and stab upwards. (Can also be used whilst jumping). - Storm skill - Aura of the Storm is consumed and the Aura of Obliteration is gathered. - Your MP consumption and cooldown times are reduced.
Flame Protection	Flame bursts: 911% magic attack - Flame shield: magic attack, magic defence +10% (10 sec.)	You unleash fiery energy for a set amount of time and surround yourself with it for strength. - During this your magic attack and defence increase. - Obliteration skill - Aura of Obliteration is consumed and the Aura of the Storm is gathered. - You have a 100% probability of a crit. hit and you ignore defence statuses (shield/K.O.).

Bloody Sting	Sword thrust: 612% attack - Withdraw: 612% attack - Bleeding: 5 sec.	You suddenly stab with the sword and then draw it out again. You inflict [Bleeding] on the enemy. - Storm skill - Aura of the Storm is consumed and the Aura of Obliteration is gathered. - Your MP consumption and cooldown times are reduced.
Dynamo Configuration - Spear	Magnet field: 1064% magic attack	You spread the magnetic field out and fire the projectile (2x piercing). - If you hit an enemy you receive +1 DT. - The projectile pierces all enemies in Power Boost mode depending on the status of Nasod Armour and effect enhancers. - Does not consume Dynamo points with use in Dynamo Mode.
Dynamo Configuration - Targeted Nova	Activate Dynamo: 992% attack	You set a dynamo on the next-closest enemy in front of you and inflict damage on them. - (Can also be used while jumping) - Will be charged for as long as you hold the skill key and inflicts permanent damage on the enemy with the use of dynamos and slows their attack speed. - You throw a drone bomb. - Influenced by Drone Activator: automatically fires at a marked target. [Targeted Nova] is marked as an automatic target. - Damage: +20% - Consumes Dynamo Transition: - Hold down the skill key for 1 second and use -1 DT. Debuff [Sharp Frost] will be applied for 3 seconds (only in Dynamo Mode; can also be used without DT).
Dynamo Configuration - Reversal Field	Gravity field: 290% magic attack - Gravitational range: 290% magic attack multiple times	You set a dynamo on the next-closest enemy in front of you and mess up their gravity. - Gravity field: - Whilst holding down the skill key you will receive K.O. protection within the gravity field. - Additional hits: -5 MP (max. 30) - Power Boost: consumption of DT - Use of 1 DT - Use DT to reduce the hit frequency of the gravity field to 0.33 sec. - (Only in Dynamo Mode; can be used without DT)
Bluff	Frontal strike: 730% attack	You hit the enemy and make them turn their back on you. If their back is already facing you, you will force them to turn to face you. - Inflicts double damage on enemies with K.O. protection.

Soul Spread	Soul release: 514% magic attack x3 - If [Collected Souls] are present, fires additional shots (max. 5)	Transform all gathered souls into souls that can be targeted and release them together. (3 shots with no gathered souls, max of 8 shots)
Swift Rage	[Lu] - Charge: 1167% attack - [Ciel] - Shot: 1167% attack - K.O. value: -2	You attack the enemy in front of you with magical energy. - If you are playing as [Lu], you pierce all enemies. If you are playing as [Ciel], you pierce all enemies through your shots. - Hits reduce the K.O. value.
Dust Shot	Penetration: 59% attack multiple times - Explosion: 107% attack multiple times	You load a splinter bomb into the [hand cannon] and fire it. - Weapon Switch - Switches to the [hand cannon]. - Uses ECP - Uses ECP instead of MP. - This skill cannot be used when Overstrike is activated.
Blood Shot	Bloodsucker bomb: 1578% attack	You fire a projectile that absorbs HP. - 10% of the damage is regenerated as HP and if there is the debuff effect [Bleeding] present, the effect increases by [amount of stacks x 5%]. - The debuff [Bleeding] disappears from absorbed enemies. - Weapon Switch - - Switches to the [Revolver]. - Uses ECP - Uses ECP instead of MP. - This skill cannot be used when Overstrike is activated.
Phantom Shot	Penetration: 1017% magic attack - MP consumption: -15	You fire shots using the musket that burn the enemy's MP. - Weapon Switch - - Switches to the [Musket]. - Uses ECP - Uses ECP instead of MP. - This skill cannot be used when Overstrike is activated.
Concentration!	Target selection: 1875% magic attack - Stigma: 5 sec.	You throw a transmitter that then marks an enemy. - The transmitter is active for a set period of time and guides your mech's fire towards the marked enemy. - Uses ECP - Uses ECP instead of MP. - This skill cannot be used when Overstrike is activated.