

# Arena Skills

- **A Warrior's Power**

You have a 10% chance to get a damage boost of +5 damage

- **A Hunters Courage**

You have a 10% chance to dodge an attack in a beast fight

- **A Tenders Faith**

You have a 10% chance to protect a tribe member and take damage in their stead

- **An Explorers Knowledge**

You have a 10% chance to get a +5 critical damage boost

- **An Alchemist's Poison**

You have a 10% chance to poison your foe, dealing +3 damage each round

- **A Crafters Tools**

You have a 10% chance to hit your foe with a weapon, dealing +5 damage

- **Uncontrollable Rage**

You have a 15% chance to enter the rage state, dealing extra +10 damage, but losing 6 health each round

- **What an Overdramatic Act**

You have a 5% chance to fake your death, giving you time to health 15 points or dealing +15 extra damage to your foe in one battle

- **God's Words on my Tongue**

You have a 10% chance to calm your foe down by talking, reducing their attack chance by -10%

- **Mastermind of an Edgylord**

You have a 10% chance to irritate your foe, making them lose a turn

- **Gotta go Fast**

You have a 10% chance to ignore the battle rules and rush in, attacking first

- **Hit me Baby one more Time**

When you get hit by an attack you have a 10% chance to retaliate the damage back to your opponent

- **Stand by me**

For each Saliko in your tribe, your attack chance rises by +5%

- **Don't Hurt Me No More**

You get a +10% chance to block an incoming attack

● **Join Me**

10% chance to take the opponent down with you when you lose an arena battle

● **Down with the Sickness**

You are immune to poison attacks

● **Low Self-Esteem**

Increase critical hit chance by +20%, but your attack chance drops to 15 total

● **High Self-Esteem**

Your attack chance doubles, but your defense drops to 15 total

● **Watch and Learn**

You have a 10% chance to learn a random skill from your opponent after your battle, no matter who won

● **Long Legs** (only available for Kumba or their Kumba offspring)

You have a 20% chance of getting a +5% speed boost

● **Singed Skin** (only available for Kumba or their Kumba offspring)

Your attack chance increases by +20, but you also get a 10% chance to hurt yourself  
(*You may add small sparks to your import*)

● **Acid Spit** (only available for Mayur or their Mayur offspring)

You have a 20% chance to poison your foe, dealing +3 damage each round

● **Camouflage Pelt** (only available for Mayur or their Mayur offspring)

You surprise your opponent - you get a +10% to your critical hit chance  
(*You may add some plants to your import*)

● **Smooth Voice** (only available for Tatra or their Tatra offspring)

You have a 20% chance to irritate your foes and gain a +5% hit chance

● **Ghost Whisper** (only available for Tatra or their Tatra offspring)

You confuse your opponent - their attack chance drops by 10%  
(*you may add fog to your import*)

● **Tough Skin** (only available for Tundra or their Tundra offspring)

You have a 20% chance to reduce your foe's damage by 5%

● **Clean Core** (only available for Tundra or their Tundra offspring)

Every round in a battle you have a 10% chance to heal yourself by +1 Heart  
(*you may add some water drops to your import*)