

Copy Arm

01: ???

02: ???

03: Gift Wrap // 22 Uses // Neutral Type

Select an item, and it will be wrapped up in colorful paper! Items encased in wrapping paper will sell for a bit more zenny at shops and merchants. If an item isn't selected, a harmless slip of wrapping paper is shot out

04: ???

05: ???

06: ???

07: ???

08: Refresh Wave // 8 Uses // Recovery Type

A wave of regenerating energy fills the room the user is in. All players, along with the user themselves, will replenish 5 HP

09: Sprout Attack // 16 Uses // Nature Type

Dangerous sprouts pop out of the ground and inflict damage upon all foes, though it will be less effective to those who are airborne. Try using it outside of battle, it will accelerate the growth of any nearby plants, and any seeds, fruits, or flowers they sprout can be collected!

10: Magnet Pulser // 17 Uses // Electric Type

A weak magnetic attack that inflicts more damage against metallic foes. It can collect Zenny coins and small metal objects outside of battle

11: ???

12: ???

13: Icicle Orbiter // 14 Uses // Freeze/Shield Type

A barrier made of shards of ice. It is active for three turns and will weaken any attacks the user may receive. Anyone that comes into contact with it will receive damage

14: Water Jet // 18 Uses // Water Type

Become the nightmare of carnies across the world with the ability to shoot a focused stream of water with impeccable accuracy. The momentum from the pressurized stream can be used to suspend the user in the air, among other things

15: ???

16: ???

17: Dash Kick // 18 Uses // Swift Type

A powerful kick, strong enough to launch an opponent! The target will receive more damage if they collide into something, and if there's multiple foes present, the target will launch into the nearest foe and both will receive damage!

18: ???

19: Magnet Beam // 18 Uses // Laser Type

An ability that can temporarily generate platforms, walls, and blocks from magnetic energy. Try sending a wall or block towards a foe during battle!

20: Purity Ring // 22 Uses // Water Type

A calming wave of energy that restores spoiled, rotten, or expired food or items to their original freshness. Try using it in situations where you may handle poison, such as with any poison-using foes

21: ???

22: Fish Attack!! // 22 Uses // Water Type

The nearest fish (or a fish from the user's inventory) is launched towards a foe, inflicting damage based off of the type of fish. It can also be used to communicate to fish

23: Rocket Shot // 16 Uses // Explode Type

Materializes a small rocket to be launched at a single foe. Any other foes in battle will receive splash damage from the impact

24: Quartz Beam // 20 Uses // Crystal Type

A beam of concentrated crystalline energy that grows more powerful when the user owns, wears, or is around any precious stones

Misc. Abilities

Gyro Attack- An aimable boomerang-like attack that Inflicts Wind/Neutral damage. It hits twice (ultimately inflicting 1.1x the amount of damage of a basic attack), however if attacking a foe that is otherwise absolutely unreachable (whether it be very high up in the air or cannot be otherwise reached by punches, kicks, or a simple buster shot) it will only hit once.

Trio Claw- A sophisticated system dedicated to store and productively use evil energy. Evil Energy is collected from receiving or inflicting damage in a battle, and the strength of all attacks involving using Trio's arm (such as punches, slaps, shoulder bashes, etc) will increase based on how much Evil Energy is obtained. However, storing Evil Energy will also increase the damage Trio receives from Impact, Laser, and Shield Type attacks, along with attacks that take the form of beams, or use light in some form. Trio will additionally gain access to one of eight powerful attacks once his HP dips below 20%, with the caveat that he will lose 4 units of Evil Energy per turn

Recovery

Sugar Cookie- A plain tasting cookie with just a bit of sugar sprinkled on top. Replenishes about 3-5 HP

Muffin- A muffin with a few blueberries baked into it. Replenishes about 4-6 HP

Cherry Danish- Curiously enough, the cherry flavoring is connected to its ammo replenishing properties. Replenishes about 4-6 HP, and 1 WE to every copy arm ability currently equipped.

Turkey Club- A robust sandwich set upon wheat bread. Replenishes somewhere between 9-12 HP

Turkey Leg- A hefty piece of turkey meat that dried a bit from the warm air. Replenishes about 14-17 HP

Grapes- They're pretty much just grapes! Replenishes about 6-8 HP

Ham Slice- A thick slice of ham. Replenishes about 18-22HP

Cheddar Chunk- A cold chunk of cheese that pairs nicely with other foods. Replenishes about 4-6HP

Roast Slice- A small slice of beef roast that has become tender while cooking. Replenishes about 8-11HP

Cranberry Juice- A thick, bitter beverage that has light restorative properties. Heals about 4-6HP.

Weapons

Cleaver- A knife with a broad blade that inflicts Impact-type damage. It inflicts an additional 10% more damage compared to an unarmed attack

Bread Knife- Inflicts no additional damage, but once a foe is hit with it there exists a 50% chance for the target's defense to drop by 5. Doesn't affect those with 0 defense, though

Santoku- A thin knife equipped for any use in the kitchen. It Inflicts cutter-typed damage, though it can change types if it is heated up or chilled

Helms

Outfits

Misc.

Garden Coin- An inscribed novelty coin that can be traded for an item at the stand in the Garden.

HDMI Cable- In the year 205X, it has now fallen out of popular use and are only kept around for the sake of playing video games consoles released within 2005-2040.

AA 8-Pack- An 8-Pack of double A batteries. Some robots can be powered by these!

Handheld Fan- Though it's made for keeping cool, it is not very good at it. Perhaps it can be modified to be more useful.