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# Regular Skills

## Common

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- **Fast Legs**  
Kumba only      **+5% Bonus on hunting reptiles**  
Can be won at [Desert Marathon](#)
- **Poison Spit**  
Mayur only      **+5% Bonus on hunting fish**  
Can be won at [Poison Dart](#)
- **Sweet Voice**  
Tatra only      **+5% Bonus on hunting birds**  
Can be won at [Sing a Song](#)
- **Strong Paws**  
Tundra only      **+5% Bonus on hunting mammals**  
Can be won at [Crash the Floe](#)

## Uncommon

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- **Contortionist**  
Kumba only      You can step on narrow fields and territories  
(can be found somewhere in the **Kumba** Biomes; Quest)
- **Levigator**  
Mayur only      You are a master climber and can step on high elevated  
fields and territories  
(can be found somewhere in the **Mayur** Biomes; Quest)
- **Karaoke Friend**  
Tatra only      You can sing now! You get a +10% chance to attract prey  
or tame creatures  
(can be found somewhere in the **Tatra** Biomes; Quest)
- **Four Lungs**  
Tundra only      You can try to enter submerged Territories  
(can be found somewhere in the **Tundra** Biomes; Quest)
- **Fireproof**  
You can try to enter territories with volcanic activity, as  
well as heat your alchemy and crafting items when needed  
(can be found somewhere in the **Mayur** Biomes; Quest)
- **Freischwimmer**  
You can swim now! Or at least keep from drowning...  
(can be found somewhere in the **Mayur and Tundra**  
Biomes; Quest)
- **Balanced Footwork**  
You can climb on low elevated fields and territories  
(can be found somewhere in the **Kumba and Tatra**  
Biomes; Quest)

## Rare

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- **Traitor** You get an 80% success chance to fake your alignment (Quest)
- **Criss-Cross** You can breed with all subspecies (Has a 10% chance to pass down)
- **I don't Want to Miss a Thing** When you take part in an activity or event, you have a 10% chance to get one item from each category of the loot pool. Try not to drop anything on your way home!
- **Kleptomaniac** Whenever your loot gets rolled in an exploration, you get a second roll for uncommon or rare items with the same chance as before
- **Love at First Sight** Whenever you meet a breedable NPC in an activity, you have a 20% chance to attract it and acquire a slot to them (Locked to the character with the skill)
- **She's the One** You can breed with other females (Females only)
- **He's the One** You can breed with other males (Males only)

# Calls

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## Tender

### LV1

#### Desirable

+20% for successfully attracting a mate (breedable or player character)

### LV2

#### Passionate

+2 Breeding Slots at Sharak, +4 at Imadu

#### Best Momad

Even if your whelps are inbred they won't die. Negative health conditions will still occur.

### LV3

#### Fertile

You can get up to 4 whelps per litter



## Hunter

### LV1

#### Killer Instinct

+10% for a successful hunt

### LV2

#### Endless Hunger

You can hunt for two preys per entry instead of one. Aka your entry will be rolled twice!

#### Friend of Nature

+10% to attract a companion

### LV3

#### Predator

+10% chance for interference encounters



## Warrior

### LV1

#### Iron Fangs

+20% to land a successful hit in all **Field of Kydos Battles**

### LV2

#### Strong Will

+1 Heart (does not affect stamina)

#### Fearless

+10% chance for a critical hit in all **Field of Kydos Battles**

### LV3

#### Merciless

You get a 4th attack slot in all **Field of Kydos Battles**



## Explorer

### LV1

#### Collector

+20% to find an item while exploring

### LV2

#### Stray Soul

You only need to pay half the moving costs

#### Keen Senses

+10% to find an additional item while exploring

### LV3

#### Mapmind

You can find and enter secret territories

# Alignment



## Kydos

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- **Kydos' Growth**

+1 EP for submissions featuring daytime

- **Kydos' Tender Boost**

+10EP to inherited EP

- **Kydos' Explorer Boost**

+10% chance to get an extra Item while questing or exploring

- **Alignment's Blessing**

NPC's with the same alignment will appear more often while questing and exploring

- **Kydos' Revenge**

+1 Stat point when your Saliko defeats a Dementos follower in the **Field of Kydos**

- **Kydos' Sun**

you may add a bit of paint to your pelt to show that you are enlightened by Kydos' ways. Check the **alignment paint guide** for more information



## Demetos

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- **Demetos' Growth**

+1EP for submissions featuring nighttime

- **Dementos' Warrior Boost**

+10 to your attack chance in the Field of Kydos

- **Dementos' Hunter Boost**

+10% to finish a hunt without damage

- **Alignment's Blessing**

NPC's with the same alignment will appear more often while questing and exploring

- **Dementos Revenge**

+1 Stat point when your Saliko defeats a Kydos' follower in **Field of Kydos**

- **Demetos' Stars**

you may add a bit of paint to your pelt to show that you are strong enough for Demetos' blessing. Check the **alignment paint guide** for more information



## Mother Nature

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### ● **Mother's Growth**

+1EP for submissions featuring dawn or dusk

### ● **Mother's Cycle**

10% chance to keep your ingredients after crafting and alchemy

### ● **Alignment's Blessing**

NPC's with the same alignment will appear more often while questing and exploring

### ● **Mother's Forgiveness**

+1 Stat when you finish a party exploration with one or more Salikos of another Alignment

### ● **Mother's Love**

you may add a bit of paint to your pelt to show that you are loved by the great mother. Check the [alignment paint guide](#) for more information.

## Items

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### ● **Wild Hunt**

This Saliko is bound to the Hunter Call; guarantees a successful hunt (achieved by equipping [Hunter's Crown](#))

### ● **Fighter's Spirit**

This Saliko is bound to the Warrior Call; adds +20 Stamina (achieved by equipping [Warrior's Stole](#))

## Events

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## Spirit of the River & Vengeance of the Spirit

### ● **Nightvision**

*The Spirit allows you to see through its immortal eyes, even in the darkest night.*  
Guarantees to bring back +1 item from any activity at night  
(You may also give your Saliko's eyes a slight glow on the import)

### ● **Possession**

*You've learned how to possess the mind of less intelligent creatures for a brief moment.*  
+2 EP for every time this skill is pictured/written about. Can be used during hunting, questing, etc (write in EP tracker f.e.: +2 EP (Possession Skill) )

### ● **Revenant**

*You've walked among enough spirits to know how to skip death.*  
Instead of a K.O. you will leave each battle with 1 HP. The fight will still end when the killing blow was dealt.

## Advent Calendar (Winter 2022)

### ● **More and Merrier**

Salikos with this skill gain an additional +1EP for every extra Saliko in a submission, which can stack up to +7. All other Salikos in the submission who don't have the skill each passively gain +1EP total from the skill as well.

*(Skill is non-inheritable. Works independently of the "additional Saliko" bonus. Effective on all present Salikos, no matter the owner.)*