

Thief	mercenary	Executioner Blade - ace increased, dmg +10% Rune color effect: can use other skills that are not (Valtara skills) while using it, additional dmg +21%.
	Shadow Dancer	Deathly Dance : always uses ungrabable target version, uses additional finishing attack if hit from back, additional finisher's dmg is 20% of original finisher of the ungrabable version. Rune color effect: additional dmg +20%, ace +12% Faint Sigh : automatically targets strongest enemy in shadow dancing area, dmg +7% Rune color effect: always uses ungrabable target version, uses additional finishing attack if hit from back, additional finisher's dmg is 20% of original finisher of the ungrabable version.
		Crash : Crash's appearance and hp dmg removed, health ace +20%, breath dmg +1% Rune color effect: if fire isn't changed beyond 3rd letter breath duration +10%, additional breath dmg +13%, ace +5% per mega jade stack.
	Kunoichi	Exhaustion : immediately grants and fire, grants fire to enemies that walks into area after being summoned as well, dmg +15% Rune color effect: duration +5% per mega jade stack, cdr 15%, additional dmg +14%.

Knight	Eleven Knight	Chain Sash : can be chained with chain rush after use, dmg +12% Rune color effect: additional dmg +23%, ace +10% Relentless Edge : shield slam and one slash can be used separately. first use uses the shield slam, use skill again in 10 sec to use the vices attack. chain rush can be used for each attack. shield slam dmg +50% Rune color effect: cdr 10%, additional shield dmg +100%.
	Chaos	Relentless Edge : demon magicians fire additional slash, charging delay -60%, y axis ace +50%, first hit dmg +30% Rune color effect: laser pulls in enemies, multi hit dmg +24% Swamp Surge : removes shield swing, demon soldiers immediately jump in and pulls in nearby enemies. Press forward to send out the soldiers further to the front. Can be canceled into genocide crush: ace +50% Rune color effect: pull in ace +40%, multi hit dmg +23%.
	Dragon Knight	Winged Wings : charge removed, immediately performs multi hit attack, dmg +17% Rune color effect: rotating color blades before using skill, multi hit speed +20%, additional dmg +20% Dragon Sash : finishing slash dmg +20% (extra version/23% (without astra)), can use dragon wing during skill (once), in this case flight time +1.5sec and shockwave hit count +8 and finishing slash changed to a spinning slash (30% dmg of original finishing slash) Rune color effect: cdr 10%, dmg +16%.
	Savior	Shockwaves : spreads heavenly power and causes them to explode, each explosion deals 20% dmg of original swing (8 hits), hold removed, doesn't pull in enemies Rune color effect: ace +20%, additional dmg +34% Exhaustion : if knight's used causes single explosion that deals 110% of original multi hit, dmg +19% Rune color effect: ace +25%, additional dmg increase 14%, additional feather effect explosion dmg +23%.

Demoniac Lancer	Skirmisher	Quadruple Dive : can be used in place of mirage stance to cancel other skills, 1st and 2nd thrusts removed, 3rd and 4th thrusts dmg +27% Rune color effect: canceling other skills grants skill speed increase effect, 3rd and 4th thrusts additional dmg +18%, cdr 10% Hit (Dmg) : can be used one more time in 3 sec after using skill, 2nd slash's dmg is 30% of original Rune color effect: pre-delay reduction, dmg +14%, cdr 12%.
	Vanguard	Death March : when using spear hit back in enemies, stabs the spear into the ground and deals dmg to all nearby enemies, slam dmg is 118% of original's total Rune color effect: ace +15%, additional slam dmg +15% Burst Blast : can be canceled into from other skills except awakenings, if hit, can be canceled into other skills, dmg +14% Rune color effect: ace +20%, additional dmg +21%.
	Dragon	Grinder Blast : can be used while using other skills, even in mid-air, dmg +9% Rune color effect: hit activates automatically, no longer pulls in enemies, additional dmg +24% Deboning Blasting : creates 2 grinders and tosses them, new multi hits deal 102% dmg of original multi hits, final explosion count +1, explosion dmg -42% Rune color effect: special spinning and additional ace +15%, dmg +18%.
	Impaler	Calling Death : encroaches the entire map, dmg +14% Rune color effect: detects enemies on the entire map, additional dmg +20% Dark Knight : does not spread continuous force (initial movement removed), immediately causes encroachment while landing, useable mid-air, dmg +13% Rune color effect: cdr 10%, additional dmg +19%.

Agent	Secret Agent	Moonlight Breakdown : automatically moves to the TARGET marked enemy, uses the normal version if there's no enemy to target, hit count -3, hit dmg +64% Rune color effect: final thrust dmg +75%, ace +10% Charging : pull TARGET marker on nearby enemies and shoots them all: always performed at max speed (marshing removed), dmg +13% Rune color effect: additional dmg +20%, y axis ace +42%.
	Trouble Shooter	Explosion Blast : uses the first set of explosions, Explosions hit count +3, explosions dmg +20% Rune color effect: additional explosions dmg +18%, cdr 10% Dark Knight : hit more immediately after dmg, 3rd hit dmg +21% Rune color effect: grants frame, additional strd dmg +23%.
	Hitman	Tactical Offsetting : can cancel any hitman skill's pre-delay, performs a finishing slash after using skill. Slash's dmg is 131% of original's total Rune color effect: cdr 10%, additional slash dmg +17% Shattering Strike : charges then performs a single slash. Dmg is 251% of one of original shattering strike's slashes. Rune color effect: ace +12%, additional single slash dmg +19%.
	Specialist	Blazing Light : pulls enemies with every hit, dmg +13% Rune color effect: speed +40%, additional dmg +22% Lightning : can be overcharged with 10 additional hits, explosion dmg +20% when overcharged, duration +30% Rune color effect: cdr 10%, additional overcharge dmg +19%.

Dark Knight		Dark Surge : pulls in enemies while charging, dmg +11% Rune color effect: pull strength +30%, additional dmg +21% Chaos Blast : multi count -7, explosion dmg +45% Rune color effect: ace +30%, additional explosion dmg +20%.
	Creator	Wind Storm : wind skills ace +20%, wind storm pull strength +50%, immediately pulls in enemies when created, dmg +14% Rune color effect: size +20%, cdr 15%, additional dmg increase 8% Final Explosion : multi hit removed, immediately explodes. final explosion dmg +140% Rune color effect: ace +25%, additional final explosion dmg +34%.

