

Number	Name	Effect	Requirements (Ability Upgrades)
#001	Neutral Expert	Adds +2 Power to Neutral Core moves.	Given free to Neutral Core players
#002	Cutter Expert	Adds +2 Power to Cutter Core moves.	Given free to Cutter Core players
#003	Impact Expert	Adds +2 Power to Impact Core moves.	Given free to Impact Core players
#004	Freeze Expert	Adds +2 Power to Freeze Core moves.	Given free to Freeze Core players
#005	Explode Expert	Adds +2 Power to Explode Core moves.	Given free to Explode Core players
#006	Flame Expert	Adds +2 Power to Flame Core moves.	Given free to Flame Core players
#007	Electric Expert	Adds +2 Power to Electric Core moves.	Given free to Electric Core players
#008	Time Expert	Adds +2 Power to Time Core moves.	Given free to Time Core players
#009	Earth Expert	Adds +2 Power to Earth Core moves.	Given free to Earth Core players
#010	Wind Expert	Adds +2 Power to Wind Core moves.	Given free to Wind Core players
#011	Water Expert	Adds +2 Power to Water Core moves.	Given free to Water Core players
#012	Swift Expert	Adds +2 Power to Swift Core moves.	Given free to Swift Core players
#013	Nature Expert	Adds +2 Power to Nature Core moves.	Given free to Nature Core players
#014	Missile Expert	Adds +2 Power to Missile Core moves.	Given free to Missile Core players
#015	Crystal Expert	Adds +2 Power to Crystal Core moves.	Given free to Crystal Core players
#016	Shadow Expert	Adds +2 Power to Shadow Core moves.	Given free to Shadow Core players
#017	Space Expert	Adds +2 Power to Space Core moves.	Given free to Space Core players
#018	Shield Expert	Adds +2 Power to Shield Core moves.	Given free to Shield Core players
#019	Laser Expert	Adds +2 Power to Laser Core moves.	Given free to Laser Core players
#020	???		
#021	HP +4	Grants +4 to Max HP	Given free to HP Boon leaders
#022	WE +4	Grants +4 to Max WE	Given free to WE Boon leaders
#023	ATK +2	Grants +2 to base ATK stat	Given free to ATK Boon leaders
#024	DEF +2	Grants +2 to base DEF stat	Given free to DEF Boon leaders
#025	SPD +2	Grants +2 to base SPD stat	Given free to SPD Boon leaders
#026	Range +1	Adds +1 space to the range of all attacks	Given free to leaders with no Boon
#027	Recovery +2	Restores +2 more points with HP and WE recovery items.	None
#028	Emergency HP	Heals +2 HP each turn when at 25% HP or less	Given free to HP Boon partners
#029	Emergency WE	Heals +2 WE each turn when at 25% HP or less	Given free to WE Boon partners
#030	Emergency ATK	Grants +4 to base ATK stat when at 25% health or less.	Given free to ATK Boon partners
#031	Emergency DEF	Grants +4 to base DEF stat when at 25% health or less.	Given free to DEF Boon partners
#032	Emergency SPD	Grants +4 to base SPD stat when at 25% health or less.	Given free to SPD Boon partners
#033	Emergency Range	Adds +2 spaces to the range of all attacks when at 25% HP or less	Given free to partners with no Boon
#034	???		
#035	???		
#036	Ice Absorb	Freeze Core attacks heal the user instead of damaging them	No Freeze Core Weakness
#037	???		
#038	Fire Absorb	Flame Core attacks heal the user instead of damaging them	No Flame Core Weakness
#039	Volt Absorb	Electric Core attacks heal the user instead of damaging them	No Electric Core Weakness
#040	Chrono Absorb	Time Core attacks heal the user instead of damaging them	No Time Core Weakness
#041	???		
#042	???		
#043	???		
#044	???		
#045	???		
#046	???		
#047	???		
#048	Dark Absorb	Shadow Core attacks heal the user instead of damaging them	No Shadow Core Weakness
#049	???		
#050	???		
#051	???		
#052	???		
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#056	???		
#057	???		
#058	???		
#059	Chilled Body	Deals 2 non-lethal Freeze Core damage to foes within 2 spaces on each turn	None
#060	???		
#061	???		
#062	???		
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#066	???		
#067	???		
#068	???		
#069	???		
#070	???		
#071	???		
#072	???		
#073	???		
#074	???		
#075	Copy System	Allows the use of any type of attack, regardless of core type	Level 10+
#076	Met Cover	Every other turn, prevents damage from all attacks, but also prevents movement	Metall units only
#077	Hover	Ignores all spaces, even flying above walls. However, wall spaces take 4 SPD to move on or past.	Level 5+
#078	???		
#079	Stationary	Reduces SPD to 0.	Specific units only
#080	Honed Chakram	ATK +2 when adjacent to a Cutter Core robot	None
#081	???		
#082	???		
#083	???		
#084	???		
#085	Strict Schedule	Adds +2 extra spaces to the user when something begins to approach.	None
#086	Slip	50% chance of moving forwards an extra space when moving. Takes 2 damage if moving into a wall or enemy, however.	None
#087	Behemoth	Takes up 4 spaces instead of 1.	Level 5+
#088	Gear Rider	Takes half damage from enemy attacks until Pierro Gear is used	Pierrobot only
#089	???		

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#090	Leap	Moves 2 spaces per 2 SPD instead of 1, but can only move 2 spaces per step	Level 5+
#091	???		
#092	???		
#093	???		
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#126	Battery	Restores +2 HP and WE to adjacent allies each turn	None
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#128	???		
#129	???		
#130	???		
#131	???		
#132	Rapid Fire	All attacks can hit up to 3 times.	Level 5+
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#166	Dagger Rain	Instantly turns the floor's weather to Knifefall	Cutter Core or Subcore
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#168	???		
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Number	Name	Effect								Requirements (Ability Upgrades)
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#215	???									
#216	Arrest	Immobilizes adjacent foes on each turn								???
#221	Bumol	When attacked once by a Weakness, becomes invulnerable for the rest of the phase, reforming at a random spot on the map.								Devil bosses only