Name	Kana	Shigure	Dwyer	Sophie	Midori	Shiro	Kiragi	Asugi	Selkie	Hisame	Mitama	Caeldori	Rhajat
Main Class	Hoshido Noble	Kinshi Knight	Butler	Paladin	Dread Fighter	Spear Master	Sniper	Dark Falcon	Nine-Tails	Swordmaster	Great Lord	Paladin	Witch
	Hoshidan Unity	Rally Speed	Replicate	Replicate	Quixotic	Replicate	Bowfaire	Rally Movement	Replicate	Replicate	Hoshidan Unity	Replicate	Warp
	Replicate	Foreign Princess	Shurikenfaire	Lancefaire	Aggressor	Aether	Quick Draw	Replicate	Quick Draw	Strengthtaker	Replicate	Aether	Replicate
Skills	Dragon Ward	Amaterasu	Live to Serve	Quixotic	Vantage	Quixotic	Air Superiority	Death Blow	Foreign Princess	Vantage	Aether	Seal Defence	Tomefaire
1	Luna	Inspiration	Luna	Sol	Luna	Pavise	Astra	Galeforce	Astra	Heavy Blade	Galeforce	Pavise	Toxic Brew
	Dragon Fang	Astra	Lethality	Luna	Astra	Aegis	Certain Blow	Astra	Evenhanded	Aether	Pavise	Aegis	Death Blow
Str	48.3 (7)	47.5 (2)	52.5 (3)	52.5 (3)	35 (-2)	72.5 (5)	62.5 (3)	35 (2)	50 (2)	40 (2)	50 (7)	55 (1)	22.5 (1)
Mag	21.6 (-5)	7.5 (1)	27.5 (-1)	15 (0)	10 (1)	0 (1)	5 (1)	67.5 (4)	20 (1)	5 (1)	25 (-5)	15 (0)	75 (4)
Skl	41.6 (3)	50 (-1)	50 (4)	57.5 (4)	72.5 (1)	45 (2)	65 (5)	62.5 (6)	62.5 (-1)	50 (1)	45 (3)	55 (2)	35 (-1)
Spd	43.3 (1)	55 (6)	57.5 (2)	55 (2)	60 (5)	57.5 (1)	67.5 (1)	40 (-3)	77.5 (6)	70 (2)	45 (1)	57.5 (0)	60 (5)
Lck	43.3 (1)	52.5 (2)	47.5 (1)	52.5 (-1)	42.5 (-1)	37.5 (2)	40 (1)	57.5 (0)	60 (2)	42.5 (0)	47.5 (1)	47.5 (0)	42.5 (1)
Def	35 (4)	35 (-4)	37.5 (1)	42.5 (2)	42.5 (2)	45 (-2)	40 (-2)	32.5 (0)	22.5 (-4)	22.5 (2)	35 (4)	45 (3)	27.5 (-3)
Res	21.6 (0)	47.5 (3)	42.5 (-2)	42.5 (-1)	40 (2)	40 (0)	22.5 (0)	42.5 (0)	62.5 (3)	40 (0)	20 (0)	35 (2)	42.5 (1)
S Support	Caeldori		Mitama	Shiro	Hisame	Sophie	Selkie	Rhajat	Kiragi	Midori	Dwyer	Kana	Asugi
A+ Support	Shiro	Hisame	Asugi	Caeldori	Selkie	Kana	Dwyer	Dwyer	Midori	Asugi	Rhajat	Sophie	Selkie
Mother	Azama (Father)	Kaden (Father)	Mozu	Oboro	Rinkah	Kagero	Hana	Orochi	Azura	Setsuna	Luna (Avatar)	Hinoka	Sakura
Paternal Skill	Replicate		Air Superiority	Replicate	Luna	Astra	Tomebreaker	Darting Blow	Astra	Darting Blow	Pavise	Replicate	Death Blow
Maternal Skill	Dragon Ward	Foreign Princess	Rend Heaven	Quick Draw	Death Blow	Quick Draw	Countermagic	Death Blow	Foreign Princess	Quick Draw	Luna	Live to Serve	Vantage
Main Weapon													
-Inventory 2													
-Inventory 3													
-Inventory 4													
-Inventory 5													
Legend													
Lead													
Support													
Adjacent													
Lone													

Name	Kana	Shigure	Dwyer	Sophie	Midori	Siegbert	Forrest	Ignatius	Velouria	Percy	Ophelia	Soleil	Nina
Main Class	Nohr Noble	Kinshi Knight	Grandmaster	Paladin	Merchant	Paladin	Strategist	General	Wollfßegner	Wyvern Lord	Witch	Hero	Nohr Noble
1 1	Replicate	Amaterasu	Pass	Replicate	Replicate	Replicate	Amaterasu	Wary Fighter	Pass	Replicate	Warp	Replicate	Replicate
	Nohrian Trust	Foreign Princess	Savage Blow	Darting Blow	Spendthrift	Inspiration	Live to Serve	Inspiration	Grisly Wound	Trample	Shadowgift	Lethality	Pass
Skills	Draconic Hex	Inspiration	Lifetaker	Trample	Warp	Savage Blow	Profiteer	Luna	Aggressor	Bowbreaker	Shurikenbreaker	Luna	Nohrian Trust
	Dragon Fang	Rally Spectrum	Trample	Luna	Profiteer	Trample	Inspiration	Aegis	Luna	Sol	Astra	Pavise	Draconic Hex
	Luna	Rally Skill	Ignis	Lethality	Luna	Luna	Spendthrift	Pavise	Savage Blow	Lethality	Toxic Brew	Aegis	Dragon Fang
Str	41.6 (2)	45 (2)	25 (3)	32.5 (1)	32.5 (-2)	50 (6)	12.5 (-3)	50 (2)	50 (5)	45 (5)	10 (0)	55 (2)	50 (2)
Mag	25 (0)	2.5 (1)	40 (2)	7.5 (1)	7.5 (1)	2.5 (0)	50 (5)	2.5 (1)	12.5 (0)	2.5 (1)	55 (5)	12.5 (1)	27.5 (0)
Skl	41.6 (2)	45 (4)	27.5 (1)	40 (2)	55 (5)	40 (0)	25 (1)	35 (0)	45 (0)	40 (3)	32.5 (0)	47.5 (4)	40 (2)
Spd	46.6 (4)	32.5 (3)	40 (3)	47.5 (3)	32.5 (2)	47.5 (2)	37.5 (0)	40 (-1)	47.5 (1)	45 (2)	50 (1)	47.5 (3)	42.5 (4)
Lck	33.3 (-2)	40 (2)	25 (-1)	32.5 (0)	47.5 (-1)	45 (3)	40 (1)	45 (1)	30 (-1)	62.5 (-2)	67.5 (3)	42.5 (2)	37.5 (-2)
Def	31.6 (3)	35 (-3)	22.5 (-1)	35 (2)	35 (2)	27.5 (0)	20 (0)	35 (2)	40 (4)	45 (1)	17.5 (-2)	25 (-3)	32.5 (3)
Res	30 (2)	25 (0)	32.5 (1)	32.5 (0)	22.5 (1)	12.5 (-3)	45 (4)	40 (4)	37.5 (0)	22.5 (-1)	35 (1)	37.5 (0)	35 (2)
S Support	Sophie	Ophelia	Nina	Kana	Forrest	Velouria	Midori	Soliel	Siegbert	Kana	Shigure	Ignatius	Dwyer
A+ Support	Percy	Forrest	Percy	Velouria	Ophelia	Kana	Shigure	Forrest	Nina		Midori	Sophie	Soliel
Mother	Niles (Father)	Laslow (Father)	Nyx	Selena	Beruka	Charlotte	Felicia	Peri	Camilla	Effie	Elise	Azura	Lore (Avatar)
Paternal Skill	Vengeance	Replicate	Tomebreaker	Replicate	Luna	Replicate	Vantage	Pavise	Sol	Sol	Shurikenbreaker	Axefaire	Replicate
Maternal Skill	Luna	Foreign Princess	Shurikenbreaker	Trample	Trample	Inspiration	Luna	Aegis	Vengeance	Bowbreaker	Malefic Aura	Foreign Princess	Lethality
Main Weapon													
-Inventory 2													
-Inventory 3													
-Inventory 4													
-Inventory 5													
Legend													
Lead													
Support													
Adjacent													
Lone													

Name	Kana	Shigure	Dwyer	Sophie	Midori	Shiro	Kiragi	Asugi	Selkio	Hisame	Mitama								
Main Class	Hoshidan Noble	Kinshi Knight	Nohr Noble	Great Lord	Basara	Paladio		Master Ninia			Dark Falcon		 	 					 
	Nohrlan Trust	Amateraeu	Nobrian Trust	Foreign Princess	Life and Death	Seal Speed	Surefooted	Replicate	Replicate	Swordfaire	Seal Defense								
	Hoshidan Unity	Foreign Princess	Hoshidan Unity	Charm	Rowfaire	Seal Defense	Opportunity Shot	Movement +1	Quixotic	Vantage	Replicate								
Skills	Draconic Hee	Inspiration	Ignis	Dual Strker	Quivotic	Lancefaire	Rifled Samel	Pass	Astra	Astra	Trample								
	Dragon Fang	Replicate	Dragon Fang	Luna	Astra	Vantage	Seal Strength	Shurkentaine	Luna	Luna	Savage Blow								
$\vdash$	Dragon Ward	Luna	Dragon Ward	Aether	Luna	Astra	Seal Speed	Astra	Lethality	Lethality	Galeforce								
Str	36.6 (4)	45 (2)	45 (4)	42.5 (2)	37.5 (-1)	27.5 (1)	40 (3)	50 (5)	40 (2)	52.5 (5)	35 (2)								
Mag	26.6 (1)	5 (1)	32.5 (1)	17.5 (1)	\$ (1)	7.5 (1)	10 (0)	25 (1)	10 (1)	0 (1)	22.5 (-2)								
Sad	23.3 (0) 41.6 (1)	47.5 (4) 27.5 (4)	20 (0) 27.5 (1)	\$7.5 (4) \$5 (4)	\$2.5 (4) 45 (5)	45 (1) 40 (3)	42.5 (5) 45 (0)	45 (4) 47.5 (1)	22.5 (-3) 52.5 (4)	30 (-1) 45 (-2)	50 (3) 40 (0)								
Lok	41.0 (1) 53.3 (4)	37.5 (4)		27.5 (0)	47.5 (0)	40 (3)	42.5 (1)	47.5 (1)	47.5 (2)	27.5 (1)	47.5 (1)								
Def	26.6 (0)	37.5 (-2)	50 (4) 30 (0)	20 (-2)	47.5 (0) 32.5 (0)	35 (2) 45 (1)	40 (2)	47.5 (1) 25 (0)	47.5 (-3) 27.5 (-3)	27.5 (1)	47.5 (1) 35 (4)								
One	26.6(0)	27.37(-2)	20 (4)	20 (-2)	22.0 (0)	95.60	22.5 (-2)	12.5 (-2)	47.5 (5)	27.0(2)	22 (4)								
S Support	Mana	Ophelia	20 (S) Selkie	Ignatius	Siegbert	Caeldori	Spiel	Nina	Dwyer	Rhaist	22.5 (0) Kana								
	Santar	Manne	Kirani	Valouria	Selvin	Serbert	Manne	Shin	Midne	Krani	Rhaiat								
A+ Suggest Mather	Jakob (Farber)	Silas (Father)	Lee (Avatar)	Azura	Mary	Boket	Oboro	Charlotte	Peri	Kagero	Renka								
Paternal Skill	3600	Sites	Jakob	Silas	Kaze	Replicate	Takumi	Saigo	Kaden	Hinata	Azama								
Maternal Skill	Avatar	Foreign Princess	Avatar	Foreign Princess	Maru	Rinkah	Oboro	Charlotte	Peri	Kagero	Resuka								
Main Weapon																			
Inventory 2																			
-Inventory 2																			
Inventory 4 Inventory 5																			
Inventory 5																			
Name Main Class	Caeldori Dark Falcon	Rhajat	Siegbert	Format	Ignatius		Percy	Ophelia	Sciell	Nina									
		Witch	Wyvers Lord	Butler		Wolfssegner			Dread Fighter										
	Heartseeker	Replicate	Replicate	Amaterasu	Replicate	Trample	Replicate	Witch Inspiration	Replicate	Malig Knight Replicate									
Serie	Heartseeker Movement +1	Replicate Warp	Replicate Trample	Amaterasu Inspiration	Replicate Luna	Trample Odd Shaped	Replicate Austaine	Inspiration	Replicate Amateraeu	Replicate Pass									
Skills	Heartseeker Movement +1 Replicate	Replicate Warp Quiaotic	Replicate Trample Darting Blow	Amaterasu Inspiration Demoiselle	Replicate Luna Astra	Trample Odd Shaped Astra	Replicate Asefaire Trample	Inspiration Warp Tomefaire	Replicate Amateraeu Darting Blow	Replicate Pass Movement +1									
Skills	Heartseeker Movement +1 Replicate Astra	Replicate Warp	Replicate Trample Darling Slow Luna	Amaterasu Inspiration Demoiselle Gentilhomme	Replicate Luna Astra Aegis	Trample Odd Shaped Astra Savage Blow	Replicate Austaine Trample Luna	Inspiration Warp Tomefaire Lifetaker	Replicate Amaterasu Darting Blow Quick Draw	Replicate Pass Movement +1 Trample									
	Heartseeker Movement +1 Replicate Astra Galeforce	Replicate Warp Quisotic Tomefaire Luna	Replicate Trample Darling Blow Luna Savage Blow	Amaterasu Impiration Demoiselle Gentilhomme Darting Blow	Replicate Luna Astra Aegis Pavise	Trample Odd Shaped Astra Savage Blow Griely Wound	Replicate Austaire Trample Luna Savage Blow	Inspiration Warp Tomefaire Lifetaker Luna	Replicate Amateraeu Darting Blow Quick Draw Aggressor	Replicate Pass Movement +1 Trample Savage Blow									
Str	Heartseeker Movement +1 Replicate Astra Galetoroe 20 (0)	Replicate Warp Quisoric Tomefaire Luna 10 (1)	Replicate Trample Darling Blow Luna Savage Blow 45 (4)	Amaterasu Inspiration Demoisele Gentilhomme Darting Blow 22.5 (-1)	Replicate Luna Astra Aegis	Trample Odd Shaped Astra Savage Blow Grisly Wound \$2.5 (5)	Replicate Austaire Trample Lune Savage Blow 25 (2)	Inspiration Warp Tomefains Literature Luna 12.5 (-1)	Replicate Amateracu Darling Blow Quick Draw Aggressor 45 (1)	Replicate Pass Movement +1 Trample									
	Heartseeker Movement +1 Replicate Astra Galeforce	Replicate Warp Quisotic Tomefaire Luna	Replicate Trample Darling Blow Luna Savage Blow 45 (4) 10 (-1)	Amaterasu Impiration Demoiselle Gentilhomme Darting Blow	Replicate Luna Astra Aegis Pavise 55 (4) 0 (1)	Trample Odd Shaped Astra Savage Blow Gristy Wound \$2.5 (5) \$ (1) 42.5 (0)	Replicate Asefaire Trample Luna Savage Blow 25 (2) 2.5 (1) 37.5 (5)	Inspiration Warp Tomefaire Lifetaker Luna 12.5 (-1) 40 (4) 25 (2)	Replicate Amaterasu Darting Blow Quick Draw Aggressor 45 (1) 2.5 (1)	Replicate Pass Movement +1 Trample Savage Blow 47.5 (0)									
Str Mag	Heartseeker Movement +1 Replicate Astra Galetoros 20 (0) 22.5 (4) 27.5 (1) 45 (1)	Replicate Warp Quisoric Tomefaire Luna 10 (1) 62.5 (5)	Replicate Trample Darling Blow Luna Savage Blow 45 (4) 10 (-1) 42.5 (-1) 45 (1)	Amaterasu Inspiration Demoisele Gentihomme Darting Blow 22.5 (-1) 57.5 (5)	Replicate Luna Astra Aegis Pavise 55 (4) 0 (1) 37.5 (0) 40 (-1)	Trample Odd Shaped Astra Savage Blow Gristy Wound \$2.5 (5) 5 (1) 42.5 (0) 47.5 (2)	Replicate Asetaire Trample Luna Savage Blox 25 (2) 2.5 (1) 27.5 (5) 50 (4)	Inspiration Warp Tomefaire Literatur Luna 12.5 (-1) 40 (4) 25 (2) 42.5 (1)	Replicate Amaterasu Darting Slove Quick Draw Aggressor 45 (1) 2.5 (1) 30 (2) 40 (2)	Replicate Pass Movement +1 Trample Savage Blow 47.5 (0) 27.5 (0)									
Siv Mag Ski Spd Lck	Heartseeker Movement +1 Replicate Astra Galetinos 20 (0) 22 5 (4) 27 5 (1) 45 (1) 22 5 (-1)	Replicate Warp Quisoric Tomefaire Luna 10 (1) 62.5 (5) 30 (2) 32.5 (1) 22.5 (1)	Replicate Trample Darting Blow Luna Savage Blow 45 (4) 10 (-1) 42.5 (-1) 42.5 (2)	Amaterasu Inspiration Demoiselle Gentilhomme Darting Blow 22.5 (-1) 57.5 (5) 30 (0) 37.5 (1) 40 (0)	Replicate Luna Astra Angle Pavine 55 (4) 0 (1) 27.5 (0) 40 (-1) 52.5 (1)	Trample Odd Shaped Astra Savage Blow Gristy Wound \$2.5 (5) 5 (1) 42.5 (0) 47.5 (2)	Replicate	Inspiration Warp Tomefaire Literatur Luna 12.5 (-1) 40 (4) 25 (2) 42.5 (1)	Replicate Amaterasu Casting Slow Quick Draw Aggressor 45 (1) 2.5 (1) 30 (2) 40 (2) 27.5 (2)	Replicate Pass Movement + 1 Trample Savage Blow 47.5 (0) 27.5 (0) 42.5 (1) 47.5 (5) 27.5 (-1)									
Sir Mag Ski Spd	Heartseeker Movement =1 Replicate Astra Gasietoce 20 (0) 22.5 (4) 37.5 (1) 45 (1) 32.5 (-1) 25 (2)	Replicate Warp Quisotic Tomefaire Luna 10 (1) 62.5 (5) 20 (2) 22.5 (1)	Replicate Trample Darling Slove Luna Savage Slove 45 (4) 10 (-1) 42 5 (-1) 42 5 (2) 25 (1)	Amaterasu Inspiration Demoiselle Gentilhomme Darting Blow 22.5 (-1) 57.5 (5) 30 (0) 27.5 (1) 40 (2) 27.5 (-2)	Replicate Luna Astra Aegis Pavise 55 (4) 0 (1) 27.5 (0) 40 (-1) 52.5 (1) 40 (2)	Trample Odd Shaped Astra Savage Blow Grisly Wound 52.5 (5) 5 (1) 42.5 (0) 47.5 (2) 20 (0) 22.5 (0)	Replicate	Inspiration Warp Tometaine Liferaine Lana 12.5 (-1) 40 (4) 25 (2) 42.5 (1) 60 (2) 17.5 (3)	Replicate Amaterasu Darting Slove Quick Draw Aggressor 45 (1) 2.5 (1) 30 (2) 40 (2)	Replicate Pass Movement + 1 Trample Savage Slow 47.5 (0) 47.5 (0) 47.5 (5) 27.5 (-1) 30 (2)									
Str Mag Ski Spd Lck Def Res	Heartseeker Movement +1 Replicate Astra Galeforce 20 (0) 22.5 (1) 45 (1) 22.5 (-1) 25 (-1) 25 (-1)	Replicate Warp Quinoris: Tomefaire Luna 10 (1) 62.5 (5) 30 (2) 22.5 (1) 22.5 (1) 22.5 (2) 40 (1)	Replicate Trample Costing Store Luna Savage Store 45 (4) 90 (-1) 42.5 (-1) 45 (2) 25 (1) 90 (1)	Amaterasu Inspiration Demoiselle Gentilhomme Darting Blow 22.5 (-1) 57.5 (5) 30 (0) 37.5 (1) 40 (0)	Replicate Luna Astra Aegis Pavise 55 (4) 0 (1) 37.5 (9) 40 (-1) 52.5 (1) 40 (2) 22.5 (1)	Trample Odd Shaped Astra Sawage Blow Griefy Wound 52.5 (5) 5 (1) 42.5 (0) 47.5 (2) 20 (0) 22.5 (0)	Replicate Australia Trample Luna Savage Blox 25 (2) 2.5 (1) 27.5 (5) 50 (4) 52.5 (-3) 25 (-1)	Inspiration Wherp Tometaine Lifestier Lana 12.5 (-1) 40 (4) 25 (2) 42.5 (1) 60 (2) 17.5 (3) 29.5 (1)	Replicate Amaterasus Darting Slow Quick Draw Aggressor 45 (1) 2.5 (1) 30 (2) 40 (2) 37 5 (2) 40 (2) 35 (6)	Replicate Passa Movement +1 Trample Savage Blow 47.5 (0) 27.5 (1) 42.5 (1) 47.5 (5) 27.5 (-1) 20 (2) 45 (2)									
Str Mag Ski Spd Lck Def Res S Support	Heartseeker Movement +1 Replicate Astra Galetone 20 (0) 22.5 (4) 27.5 (1) 45 (1) 25 (2) 25 (2) 25 (2)	Replicate Warp Quisosic Tomefaire Luna 10 (1) 62.5 (5) 20 (2) 22.5 (1) 25 (-2) 40 (1) Heame	Replicate Trample Darling Blow Lunia Savage Blow 45 (4) 90 (-1) 42.5 (-1) 45 (1) 45 (1) 45 (1) Mildon	Amaterasu Inspiration Demoiselle Gentilhomme Darting Blow 22.5 (-1) 57.5 (5) 30 (0) 27.5 (1) 40 (2) 27.5 (-2)	Replicate Luna Astra Aegis Pavise 55 (4) 0 (1) 27.5 (0) 40 (-1) 52.5 (1) 40 (2)	Trample Odd Shaped Astra Saxage Blow Griely Wound 52.5 (5) 5 (1) 42.5 (0) 47.5 (2) 30 (0) 22.5 (0)	Replicate	Inspiration Warp Tomefaire Literatur Luna 12.5 (-1) 40 (4) 25 (2) 42.5 (1) 60 (2) 17.5 (3) 22.5 (11) Stigues	Replicate Amaterasu Casting Slow Quick Draw Aggressor 45 (1) 2.5 (1) 30 (2) 40 (2) 27.5 (2)	Replicate Passa Movement +1 Trample Savage Blow 47.5 (0) 27.5 (1) 42.5 (1) 47.5 (5) 27.5 (-1) 20 (2) 45 (2)									
Str Mag Stal Spd Lck Def Res S Support	Heartseeker Movement +1 Replicate Astra Galeforce 20 (6) 22.5 (4) 27.5 (1) 45 (1) 22.5 (-1) 25 (2) 25 (1) 8 (1) 8 (1) 8 (1) 8 (1) 8 (1)	Replicate Warp- Quisotic Torrelaire Luna 10 (1) 625 (5) 20 (2) 22.5 (1) 22.5 (1) 25 (-2) 46 (1) Heame Opposite	Replicate Trample Darling Blow Lista Savage Blow 45 (4) 10 (1) 42.5 (7) 42.5 (7) 42.5 (1) Middel Savage Blow Middel Savage Blow Middel Savage Blow Trample Tra	Amaterasu Inspiration Demoissée Gestificames Darting Blow 22.5 (1) 37.5 (5) 30 (0) 37.5 (1) 40 (0) 27.5 (-2) 37.5 (4) 	Replicate Luria Antra Angla Pavline 55 (4) 0 (1) 27.5 (0) 40 (-1) 52.5 (1) 40 (2) 32.5 (1) 53.5 (1) 6.5 (2)	Trample Odd Shaped Astro Sanage Blow Graly Wound \$2.5 (5) \$ (1) 42.5 (0) 42.5 (0) 22.5 (0) 20.10 Percy Nice	Replicate Australian Trampie Luma Sawage Blow 25 (2) 27.5 (5) 50 (4) 52.5 (-3) 35 (1) 47.5 (-1) 47.5 (-1) 52.5 (-3)	Inspiration Warp Tomefaire Literatur Luna 12.5 (-1) 40 (4) 25 (2) 42.5 (1) 60 (2) 17.5 (3) 22.5 (11) Stigues	Replicate Amaterases Darting Blow Quick Draw Aggressor 45 (1) 25 (1) 20 (2) 40 (2) 27 5 (2) 40 (1) 25 (3) Krage Soppies	Replicate Pass at Movement 1 Tomple Savage Blow 47.5 (b) 42.5 (1) 47.5 (6) 25.5 (-1) 20 (2) 45.92 Augy Velocité									
Str Mag Ski Spd Lck Def Res S Support A+ Support	Heartseeker Movement +1 Replicate Replicate Replicate Galetoce 20 (c) 22.5 (4) 27.5 (1) 45 (-1) 25 (2) 25 (1) Shire Rhalat Nye	Replicate	Replicate Trampie Usaring Blow Luna Savage Blow 45 (4) 10 (1) 42.5 (1) 42.5 (2) 25 (1) Midol Foness Hinoka	Amaterasu Inspiration Demoistes Gestifromme Daring Blow 22.5 (-1) 57.5 (5) 30 (0) 27.5 (-2) 40 (0) 27.5 (-2) 	Replicate Luna Astata Aegis Pavise 55 (4) 0 (1) 27.5 (0) 40 (-1) 52.5 (1) 60 (2) 22.5 (1) 50 (4) Aegis	Trample Old Shaped Astra Savage Blow Grisly Wound \$5 (5) \$5 (1) 42.5 (6) 47.5 (2) 30 (6) 22.5 (6) 20.1(1) Persy Nica Hara	Replicate Austrian Trampie Luna Sausge Blow 25 (2) 25 (1) 27.5 (6) 52.5 (-3) 35 (1) Velouria Dever Sestuma	Inspiration Warp Tometical Lifetaker Lifetaker Lima 12.5 (-1) 40 (4) 25 (2) 42.5 (1) 60 (2) 17.5 (6) 22.5 (1) Shigue Rhajat Felicia	Replicate Amateriase Darting Blow Quick Draw Appressor 2.5 (1) 20 (2) 40 (2) 40 (1) 25 (8) Kragi Sophia	Replicate Pass  Frample Sauge Blow 47.5 (6) 42.5 (1) 42.5 (2) 42.5 (-1) 30 (2) 45.5 (2) Augg Velouria Carolia									
Sor Mag Ski Spd Lck Def Res S Support A+Support	Heartseeker Movement +1 Replicate Astra Galeforce 20 (6) 22.5 (4) 27.5 (1) 45 (1) 22.5 (-1) 25 (2) 25 (1) 8 (1) 8 (1) 8 (1) 8 (1) 8 (1)	Replicate     Warp     Quisoric     Torretaine     Luna     10 (1)     62.5 (5)     20 (2)     22.5 (1)     25 (1)     25 (1)     46 (1)     Heares     Opchila     Occhila	Replicate Trampie Usaring Blow Luna Savage Blow 45 (4) 10 (1) 42.5 (1) 42.5 (2) 25 (1) Midol Foness Hinoka	Amateusus inspiration Demoisele Gentilhomme Dartig Blow 22.5 (1) 57.5 (5) 20 (9) 27.5 (1) 40 (9) 27.5 (10) 57.5 (10)	Replicate Luna Astra Angla Pavise 55 (4) 0 (1) 37.5 (0) 40 (-1) 40 (2) 22.5 (1) 50 phis Angla Effective Representation	Trample Old Shaped Astra Savage Blow Grisly Wound \$5 (5) \$5 (1) 42.5 (6) 47.5 (2) 30 (6) 22.5 (6) 20.1(1) Persy Nica Hara	Replicate Austaine Tumpie Luna Saurage Blow 25 (2) 27 5(1) 27 5 (5) 50 (4) 52 5 (-2) 25 (1) 27 5 (-1) Velouria Daver Sesuma Arthur	Inspiration Warpe Tomelaire Literature Literature 125 (*1) 40 (4) 52 (2) 42.5 (1) 60 (2) 17.5 (5) 22.5 (1) 53 (para- Bhalait Felicia	Replicate Anninesso Darting Blow Quick Draw Aggressor 45 (1) 2.5 (1) 20 (2) 40 (2) 27 5 (2) 40 (1) 25 (3) Kingly Sophies Selena	Replicate Pass Familia Trample Savage Blow 47.5 (0) 42.5 (1) 47.5 (5) 27.5 (-) 47.5 (5) 27.5 (-) 20 (2) 47.5 (2) 47.5 (3) 47.5 (3) 47.5 (4) 27.5 (-) 28.5 (2) 48.6 (2) Assign Veloutia Carolla									
Str Mag Ski Spd Lck Def Res S Support A+Support Mother Paternal Skill	Heartseeker Movement +1 Replicate Replicate Replicate Galetoce 20 (c) 22.5 (4) 27.5 (1) 45 (-1) 25 (2) 25 (1) Shire Rhalat Nye	Replicate	Replicate Trample Darling Blow Lista Savage Blow 45 (4) 10 (1) 42.5 (7) 42.5 (7) 42.5 (1) Middel Savage Blow Middel Savage Blow Middel Savage Blow Trample Tra	Amaterasu Inspiration Demoistes Gestifromme Darting Blow 22.5 (-1) 57.5 (5) 30 (0) 27.5 (-2) 40 (0) 27.5 (-2) 	Replicate Luna Astata Aegis Pavise 55 (4) 0 (1) 27.5 (0) 40 (-1) 52.5 (1) 60 (2) 22.5 (1) 50 (4) Aegis	Trample Odd Shaped Astro Sanage Blow Graly Wound \$2.5 (5) \$ (1) 42.5 (0) 42.5 (0) 22.5 (0) 20.10 Percy Nice	Replicate Austrian Trampie Luna Sausge Blow 25 (2) 25 (1) 27.5 (6) 52.5 (-3) 35 (1) Velouria Dever Sestuma	Inspiration Warp Tometical Lifetaker Lifetaker Lima 12.5 (-1) 40 (4) 25 (2) 42.5 (1) 60 (2) 17.5 (6) 22.5 (1) Shigue Rhajat Felicia	Replicate Amateriase Darting Blow Quick Draw Appressor 2.5 (1) 20 (2) 40 (2) 40 (1) 25 (8) Kragi Sophia	Replicate Pass  Frample Sauge Blow 47.5 (6) 42.5 (1) 42.5 (2) 42.5 (-1) 30 (2) 45.5 (2) Augg Velouria Carolia									
Sir Mag Ski Spd Lck Daf Res S Support A+ Support Mother Paternal Skill Maternal Skill Maternal Skill Maternal Skill Maternal Skill	Heartseeker Movement +1 Replicate Replicate Replicate Galetoce 20 (c) 22.5 (4) 27.5 (1) 45 (-1) 25 (2) 25 (1) Shire Rhalat Nye	Replicate     Warp     Quisoric     Torretaine     Luna     10 (1)     62.5 (5)     20 (2)     22.5 (1)     25 (1)     25 (1)     46 (1)     Heares     Opchila     Occhila	Replicate Trampie Usaring Blow Luna Savage Blow 45 (4) 10 (1) 42.5 (1) 42.5 (2) 25 (1) Midol Foness Hinoka	Amateusus inspiration Demoisele Gentilhomme Dartig Blow 22.5 (1) 57.5 (5) 20 (9) 27.5 (1) 40 (9) 27.5 (10) 57.5 (10)	Replicate Luna Astra Angla Pavise 55 (4) 0 (1) 37.5 (0) 40 (-1) 40 (2) 22.5 (1) 50 phis Angla Effective Representation	Trample Old Shaped Astra Savage Blow Grisly Wound \$5 (5) \$5 (1) 42.5 (6) 47.5 (2) 30 (6) 22.5 (6) 20.1(1) Persy Nica Hara	Replicate Austaine Tumpie Luna Saurage Blow 25 (2) 27 5(1) 27 5 (5) 50 (4) 52 5 (-2) 25 (1) 27 5 (-1) Velouria Daver Sesuma Arthur	Inspiration Warpe Tomelaire Literature Literature 125 (*1) 40 (4) 52 (2) 42.5 (1) 60 (2) 17.5 (5) 22.5 (1) 53 (para- Bhalait Felicia	Replicate Anninesso Darting Blow Quick Draw Aggressor 45 (1) 2.5 (1) 20 (2) 40 (2) 27 5 (2) 40 (1) 25 (3) Kingly Sophies Selena	Replicate Pass Familia Trample Savage Blow 47.5 (0) 42.5 (1) 47.5 (5) 27.5 (-) 47.5 (5) 27.5 (-) 20 (2) 47.5 (2) 47.5 (3) 47.5 (3) 47.5 (4) 27.5 (-) 28.5 (2) 48.6 (2) Assign Veloutia Carolla									
Sir Mag Ski Spd Lck Daf Res S Support A+ Support Mother Paternal Skill Maternal Skill Maternal Skill Maternal Skill Maternal Skill	Heartseeker Movement +1 Replicate Replicate Replicate Galetoce 20 (c) 22.5 (4) 27.5 (1) 45 (-1) 25 (2) 25 (1) Shire Rhalat Nye	Replicate     Warp     Quisoric     Torretaine     Luna     10 (1)     62.5 (5)     20 (2)     22.5 (1)     25 (1)     25 (1)     46 (1)     Heares     Opchila     Occhila	Replicate Trampie Usaring Blow Luna Savage Blow 45 (4) 10 (1) 42.5 (1) 42.5 (2) 25 (1) Midol Foness Hinoka	Amateusus inspiration Demoisele Gentilhomme Dartig Blow 22.5 (1) 57.5 (5) 20 (9) 27.5 (1) 40 (9) 27.5 (10) 57.5 (10)	Replicate Luna Astra Angla Pavise 55 (4) 0 (1) 37.5 (0) 40 (-1) 40 (2) 22.5 (1) 50 phis Angla Effective Representation	Trample Old Shaped Astra Savage Blow Grisly Wound \$5 (5) \$5 (1) 42.5 (6) 47.5 (2) 30 (6) 22.5 (6) 20.1(1) Persy Nica Hara	Replicate Austaine Tumpie Luna Saurage Blow 25 (2) 27 5(1) 27 5 (5) 50 (4) 52 5 (-2) 25 (1) 27 5 (-1) Velouria Daver Sesuma Arthur	Inspiration Warpe Tomelaire Literature Literature 125 (*1) 40 (4) 52 (2) 42.5 (1) 60 (2) 17.5 (5) 22.5 (1) 53 (para- Bhalait Felicia	Replicate Anninesso Darting Blow Quick Draw Aggressor 45 (1) 2.5 (1) 20 (2) 40 (2) 27 5 (2) 40 (1) 25 (3) Kingly Sophies Selena	Replicate Pass Familia Trample Savage Blow 47.5 (0) 42.5 (1) 47.5 (5) 27.5 (-) 47.5 (5) 27.5 (-) 20 (2) 47.5 (2) 47.5 (3) 47.5 (3) 47.5 (4) 27.5 (-) 28.5 (2) 48.6 (2) Assign Veloutia Carolla									
Str Mag Ski Spd Lck Def Res S Support A+Support Mother Patental Skill Main Weapon Inventory 2 Inventory 3	Heartseeker Movement +1 Replicate Replicate Replicate Galetoce 20 (c) 22.5 (4) 27.5 (1) 45 (-1) 25 (2) 25 (1) Shire Rhalat Nye	Replicate     Warp-     Quisotic     Torretaine     Luna     10 (1)     62.5 (5)     20 (2)     22.5 (1)     25 (1)     25 (1)     46 (1)     Heares     Opdelia     Opdelia	Replicate Trampie Usaring Blow Luna Savage Blow 45 (4) 10 (1) 42.5 (1) 42.5 (2) 25 (1) Midol Foness Hinoka	Amateusus inspiration Demoisele Gentilhomme Dartig Blow 22.5 (1) 57.5 (5) 20 (9) 27.5 (1) 40 (9) 27.5 (10) 57.5 (10)	Replicate Luna Astra Angla Pavise 55 (4) 0 (1) 37.5 (0) 40 (-1) 40 (2) 22.5 (1) 50 phis Angla Effective Representation	Trample Old Shaped Astra Savage Blow Grisly Wound \$5 (5) \$5 (1) 42.5 (6) 47.5 (2) 30 (6) 22.5 (6) 20.1(1) Persy Nica Hara	Replicate Austaine Tumpie Luna Saurage Blow 25 (2) 27 5(1) 27 5 (5) 50 (4) 52 5 (-2) 25 (1) 27 5 (-1) Velouria Daver Sesuma Arthur	Inspiration Warpe Tomelaire Literature Literature 125 (*1) 40 (4) 52 (2) 42.5 (1) 60 (2) 17.5 (5) 22.5 (1) 53 (para- Bhalait Felicia	Replicate Anninesso Darting Blow Quick Draw Aggressor 45 (1) 2.5 (1) 20 (2) 40 (2) 27 5 (2) 40 (1) 25 (3) Kingly Sophies Selena	Replicate Pass Familia Trample Savage Blow 47.5 (0) 42.5 (1) 47.5 (5) 27.5 (-) 47.5 (5) 27.5 (-) 20 (2) 47.5 (2) 47.5 (3) 47.5 (3) 47.5 (4) 27.5 (-) 28.5 (2) 48.6 (2) Assign Veloutia Carolla									
Str Mag Skil Spd Lck Def Res S Support As Support As Support Patental Skill Mather Patental Skill Material Skil	Heartseeker Movement +1 Replicate Replicate Replicate Galetoce 20 (c) 22.5 (4) 27.5 (1) 45 (-1) 25 (2) 25 (1) Shire Rhalat Nye	Replicate     Warp-     Quisotic     Torretaine     Luna     10 (1)     62.5 (5)     20 (2)     22.5 (1)     25 (1)     25 (1)     46 (1)     Heares     Opdelia     Opdelia	Replicate Trampie Usaring Blow Luna Savage Blow 45 (4) 10 (1) 42.5 (1) 42.5 (2) 25 (1) Midol Foness Hinoka	Amateusus inspiration Demoisele Gentilhomme Dartig Blow 22.5 (1) 57.5 (5) 20 (9) 27.5 (1) 40 (9) 27.5 (10) 57.5 (10)	Replicate Luna Astra Angla Pavise 55 (4) 0 (1) 37.5 (0) 40 (-1) 40 (2) 22.5 (1) 50 phis Angla Effective Representation	Trample Old Shaped Astra Savage Blow Grisly Wound \$5 (5) \$5 (1) 42.5 (6) 47.5 (2) 30 (6) 22.5 (6) 20.1(1) Persy Nica Hara	Replicate Austaine Tumpie Luna Saurage Blow 25 (2) 27 5(1) 27 5 (5) 50 (4) 52 5 (-2) 25 (1) 27 5 (-1) Velouria Daver Sesuma Arthur	Inspiration Warpe Tomelaire Literature Literature 125 (*1) 40 (4) 52 (2) 42.5 (1) 60 (2) 17.5 (5) 22.5 (1) 53 (para- Bhalait Felicia	Replicate Anninesso Darting Blow Quick Draw Aggressor 45 (1) 2.5 (1) 20 (2) 40 (2) 27 5 (2) 40 (1) 25 (3) Kingly Sophies Selena	Replicate Pass Familia Trample Savage Blow 47.5 (0) 42.5 (1) 47.5 (5) 27.5 (-) 47.5 (5) 27.5 (-) 20 (2) 47.5 (2) 47.5 (3) 47.5 (3) 47.5 (4) 27.5 (-) 28.5 (2) 48.6 (2) Assign Veloutia Carolla									
Str Mag Ski Spd Lck Def Res S Support A+Support Mother Paternal Skill Main Waspon 	Heartseeker Movement +1 Replicate Replicate Replicate Galetoce 20 (c) 22.5 (4) 27.5 (1) 45 (-1) 25 (2) 25 (1) Shire Rhalat Nye	Replicate     Warp-     Quisotic     Torretaine     Luna     10 (1)     62.5 (5)     20 (2)     22.5 (1)     25 (1)     25 (1)     46 (1)     Heares     Opdelia     Opdelia	Replicate Trampie Usaring Blow Luna Savage Blow 45 (4) 10 (1) 42.5 (1) 42.5 (2) 25 (1) Midol Foness Hinoka	Amateusus inspiration Demoisele Gentilhomme Dartig Blow 22.5 (1) 57.5 (5) 20 (9) 27.5 (1) 40 (9) 27.5 (10) 57.5 (10)	Replicate Luna Astra Angla Pavise 55 (4) 0 (1) 37.5 (0) 40 (-1) 40 (2) 22.5 (1) 50 phis Angla Effective Representation	Trample Old Shaped Astra Savage Blow Grisly Wound \$5 (5) \$5 (1) 42.5 (6) 47.5 (2) 30 (6) 22.5 (6) 20.1(1) Persy Nica Hara	Replicate Austaine Tumpie Luna Saurage Blow 25 (2) 27 5(1) 27 5 (5) 50 (4) 52 5 (-2) 25 (1) 27 5 (-1) Velouria Daver Sesuma Arthur	Inspiration Warpe Tomelaire Literature Literature 125 (*1) 40 (4) 52 (2) 42.5 (1) 60 (2) 17.5 (5) 22.5 (1) 53 (para- Bhalait Felicia	Replicate Anninesso Darting Blow Quick Draw Aggressor 45 (1) 2.5 (1) 20 (2) 40 (2) 27 5 (2) 40 (1) 25 (3) Kingly Sophies Selena	Replicate Pass Familia Trample Savage Blow 47.5 (0) 42.5 (1) 47.5 (5) 27.5 (-) 47.5 (5) 27.5 (-) 20 (2) 47.5 (2) 47.5 (3) 47.5 (3) 47.5 (4) 27.5 (-) 28.5 (2) 48.6 (2) Assign Veloutia Carolla									
Sor Mag Sisi Spd Lck Def Res S Support A+ Support Maternal Skill Maternal Skill M	Heartseeker Movement +1 Replicate Replicate Replicate Galetoce 20 (c) 22.5 (4) 27.5 (1) 45 (-1) 25 (2) 25 (1) Shire Rhalat Nye	Replicate     Warp-     Quisotic     Torretaine     Luna     10 (1)     62.5 (5)     20 (2)     22.5 (1)     25 (1)     25 (1)     46 (1)     Heares     Opdelia     Opdelia	Replicate Trampie Usaring Blow Luna Savage Blow 45 (4) 10 (1) 42.5 (1) 42.5 (2) 25 (1) Midol Foness Hinoka	Amateusus inspiration Demoisele Gentilhomme Dartig Blow 22.5 (1) 57.5 (5) 20 (9) 27.5 (1) 40 (9) 27.5 (10) 57.5 (10)	Replicate Luna Astra Angla Pavise 55 (4) 0 (1) 37.5 (0) 40 (-1) 40 (2) 22.5 (1) 50 phis Angla Effective Representation	Trample Old Shaped Astra Savage Blow Grisly Wound \$5 (5) \$5 (1) 42.5 (6) 47.5 (2) 30 (6) 22.5 (6) 20.1(1) Persy Nica Hara	Replicate Austaine Tumpie Luna Saurage Blow 25 (2) 27 5(1) 27 5 (5) 50 (4) 52 5 (-2) 25 (1) 27 5 (-1) Velouria Daver Sesuma Arthur	Inspiration Warpe Tomelaine Literature Literature Literature 12.5 (*1) 40 (4) 52 (2) 42.5 (1) 60 (2) 17.5 (5) 22.5 (1) 53 (pure Bhasist Felicia	Replicate Anninesso Darting Blow Quick Draw Aggressor 45 (1) 2.5 (1) 20 (2) 40 (2) 27 5 (2) 40 (1) 25 (3) Kingly Sophies Selena	Replicate Pass Familia Trample Savage Blow 47.5 (0) 42.5 (1) 47.5 (5) 27.5 (-) 47.5 (5) 27.5 (-) 20 (2) 47.5 (2) 47.5 (3) 47.5 (3) 47.5 (4) 27.5 (-) 28.5 (2) 48.6 (2) Assign Veloutia Carolla									
Sor Mag Sail Spd Lck Dat Basses Support A+Support Mother Patennal Skill Maseroal	Heartseeker Movement +1 Replicate Replicate Replicate Galetoce 20 (c) 22.5 (4) 27.5 (1) 45 (-1) 25 (2) 25 (1) Shire Rhalat Nye	Replicate     Warp-     Quisotic     Torretaine     Luna     10 (1)     62.5 (5)     20.2 (2)     22.5 (1)     25 (1)     25 (1)     46 (1)     Heares     Opchila     Occhil	Replicate Trampie Usaring Blow Luna Savage Blow 45 (4) 10 (1) 42.5 (1) 42.5 (2) 25 (1) Midol Foness Hinoka	Amateusus inspiration Demoisele Gentilhomme Dartig Blow 22.5 (1) 57.5 (5) 20 (9) 27.5 (1) 40 (9) 27.5 (10) 57.5 (10)	Replicate Luna Astra Angla Pavise 55 (4) 0 (1) 37.5 (0) 40 (-1) 40 (2) 22.5 (1) 50 phis Angla Effective Representation	Trample Old Shaped Astra Savage Blow Grisly Wound \$5 (5) \$5 (1) 42.5 (6) 47.5 (2) 30 (6) 22.5 (6) 20.1(1) Persy Nica Hara	Replicate Austaine Tumpie Luna Saurage Blow 25 (2) 27 5(1) 27 5 (5) 50 (4) 52 5 (-2) 25 (1) 27 5 (-1) Velouria Daver Sesuma Arthur	Inspiration Warpe Tomelaine Literature Literature Literature 12.5 (*1) 40 (4) 52 (2) 42.5 (1) 60 (2) 17.5 (5) 22.5 (1) 53 (pure Bhasist Felicia	Replicate Anninesso Darting Blow Quick Draw Aggressor 45 (1) 2.5 (1) 20 (2) 40 (2) 27 5 (2) 40 (1) 25 (3) Kingly Sophies Selena	Replicate Pass Familia Trample Savage Blow 47.5 (0) 42.5 (1) 47.5 (5) 27.5 (-) 47.5 (5) 27.5 (-) 20 (2) 47.5 (2) 47.5 (3) 47.5 (3) 47.5 (4) 27.5 (-) 28.5 (2) 48.6 (2) Assign Veloutia Carolla									
Sor Mag Said Spd Lck Def Res S Support A+ Support Maternal Skill Maternal Skill M	Heartseeker Movement +1 Replicate Replicate Replicate Galetoce 20 (c) 22.5 (4) 27.5 (1) 45 (-1) 25 (2) 25 (1) Shire Rhalat Nye	Replicate     Warp-     Quisotic     Torretaine     Luna     10 (1)     62.5 (5)     20.2 (2)     22.5 (1)     25 (1)     25 (1)     46 (1)     Heares     Opchila     Occhil	Replicate Trampie Usaring Blow Luna Savage Blow 45 (4) 10 (1) 42.5 (1) 42.5 (2) 25 (1) Midol Foness Hinoka	Amateusus inspiration Demoisele Gentilhomme Dartig Blow 22.5 (1) 57.5 (5) 20 (9) 27.5 (1) 40 (9) 27.5 (10) 57.5 (10)	Replicate Luna Astra Angla Pavise 55 (4) 0 (1) 37.5 (0) 40 (-1) 40 (2) 22.5 (1) 50 phis Angla Effective Representation	Trample Old Shaped Astra Savage Blow Grisly Wound \$5 (5) \$5 (1) 42.5 (6) 47.5 (2) 30 (6) 22.5 (6) 20.1(1) Persy Nica Hara	Replicate Austaine Tumpie Luna Saurage Blow 25 (2) 27 5(1) 27 5 (5) 50 (4) 52 5 (-2) 25 (1) 27 5 (-1) Velouria Daver Sesuma Arthur	Inspiration Warpe Tomelaine Literature Literature Literature 12.5 (*1) 40 (4) 52 (2) 42.5 (1) 60 (2) 17.5 (5) 22.5 (1) 53 (pure Bhasist Felicia	Replicate Anninesso Darting Blow Quick Draw Aggressor 45 (1) 2.5 (1) 20 (2) 40 (2) 27 5 (2) 40 (1) 25 (3) Kingly Sophies Selena	Replicate Pass Familia Trample Savage Blow 47.5 (0) 42.5 (1) 47.5 (5) 27.5 (-) 47.5 (5) 27.5 (-) 20 (2) 47.5 (2) 47.5 (3) 47.5 (3) 47.5 (4) 27.5 (-) 28.5 (2) 48.6 (2) Assign Veloutia Carolla									



Name	Morgan	Lucina	Inigo	Kjelle	Brady	Nah	Gerome	Cynthia	Laurent	Yarne	Owain	Severa	Noire
Main Class													
Skills													
Str		+2	+2	+1	-2	+3	+5	+1	-2	+5	+2	+2	+0
Mag		+1	+1	-1	+4	+1	+1	-1	+6	-1	+1	0	+0
Skl		+3	+3	+2	+3	+2	+1	+5	+2	+4	+1	+6	+0
Spd		+3	+3	+2	+1	+1	-2	+2	+2	+4	+2	+6	+0
Lck		+2	+2		+3	+0	-1	+1	+2	-2	+2	0	-3
Def		-1	-1	+1	-2	+3	+6	+1	-2	+4	0	-1	+0
Res		-1	-1	+0	+4	+3	-1	+2	+1	-1	0	-2	
S Support			-	_			·	_			·	_	
A+ Support													
Father	Henry	Olivia(Mother)	Chrom	Donnel	Libra	Gaius	Kellam	Frederick	Ricken	Stahl	Vaike	Lon'qu	Grego
Paternal Skill		Aether	Rightful King			Sol							Wrati
Maternal Skill	Galeforce		5 5				Dual Support+		Dual Support+	Deliverer	Galeforce		

Class	Hoshido Noble	Samurai	Swordmaster	Master of Arms	Oni Savage	Oni Chieftain	Blacksmith	Spear Fighter	Spear Master	Basara	Diviner	Onmyoji	Priest	Great Master	Priestess	Sky Knight
Str	34	20	30	33	24	34	33	22	34	31	17	25	18	32	29	19
Mag	28	16	28	25	19	28	25	15	25	30	22	33	21	30	32	16
Skl	29	23	32	30	16	25	32	23	33	30	20	31	20	31	30	21
Spd	30	25	35	30	20	30	31	22	32	31	23	32	22	33	33	23
Lck	33	24	33	31	17	25	30	21	29	35	19	27	23	32	34	25
Def	31	18	27	31	23	36	32	22	30	30	16	25	17	28	26	18
Res	28	20	31	28	18	31	27	21	29	32	20	31	24	32	34	25
Class	Falcon Knight	Kinshi Knight	Archer	Sniper	Ninja	Master Ninja	Mechanist	Apothecary	Merchant	Kitsune	Nine-Tails	Songstress	Villager	Nohr Prince(ss)	Nohr Noble	Cavalier
Str	28	27	21	31	17	27	30	24	33	20	29	28	19	23	32	22
Mag	27	26	15	25	15	25	25	15	25	18	29	27	15	17	31	15
Skl	30	33	23	35	25	35	33	19	29	23	33	31	19	19	28	21
Spd	34	31	21	33	25	35	30	19	28	24	34	31	19	21	32	20
Lck	35	34	20	30	18	28	30	21	32	24	33	35	22	22	27	24
Def	27	25	20	31	19	26	31	23	33	18	27	27	18	21	29	22
Res	35	31	17	28	20	34	31	20	30	23	34	28	15	19	32	21
Class	Paladin	Great Knight	Knight	General	Fighter	Berserker	Mercenary	Hero	Bow Knight	Outlaw	Adventurer	Wyvern Rider	Wyvern Lord	Malig Knight	Dark Mage	Sorcerer
Str	31	35	24	38	25	40	22	32	29	19	27	22	33	31	19	25
Mag	26	25	15		15	25	15	25	25	18	31	17	25	30	24	35
Skl	30	29	22		23	32	24		32	20	27	21	33		16	26
Spd	30	27	17	25	22	33	22		33	24	34	20	29		19	29
Lck	32	28	22		21	25	20		30	18	27	19	28		18	26
Def	32	37	26	40	19	27	21	30	27	17	25	24	35		19	29
Res	32	28	18	30	18	25	19	27	32	22	34	15	26	31	22	33
Class	Dark Knight	Troubadour	Strategist	Maid, Butler	Wolfskin	Wolfssegner	Dread Fighter	Dark Falcon	Ballistician	Witch	Lodestar	Vanguard	Great Lord	Grandmaster		
Str	32	16	25	28	24	36	32	27	39	25	29	36	30	31		
Mag	31	19	33	31	15	25	28	32	25	36	26	25	25	33		
Skl	28	24	28	33	18	29	29	28	31	27	35	29	32	33		
Spd	27	20	31	33	22	31	31	33	25	34	33	30	34			
Lck	31	23	33		17	26	26	32	32	28	40	30	35			
Def	34	16	25		21	32	29	26	27	26	30	32	29			
Res	30	21	32	29	15	26	34	34	26	29	29	27	31	33		

1   1   1   1   1   1   1   1   1   1	5 Allies adjacent to the user have a Luck x 0.5% chance of receiving half damage from enemy attacks 1 When user triggers the battle, Avoid +30 At the start of battle, when the user has under half HP, they attack first 5 Skill x 0.5% chance of triggering 5 consecutive hits with half damage 5 When user is equipped with a Sword, damage +15 during battle 5 After battle, enemy's Strength -6 **1 5 After battle, enemy's Strength -6 **1 5 Unring battles, damage +10, damage received +10 1 After battle, enemy's Resistance -6 **1 0 Select the "Shove" command to push an adjacent ally 1 tile 5 When user triggers the battle, Critical rate +20 5 When user triggers the battle, Critical rate +20 5 When an adjacent enemy triggers the battle and inflicts damage, the enemy receives the same damage 5 When user triggers the battle, Luck% chance of receiving a Katana, Naginata, Club, Yumi or Shuriken if the user defeats the enemy 5 When and spacent enemy triggers the battle and inflicts damage, the enemy service of the start of the user's Turn in when the "Raily" command is used  5 When user is equipped with a Tome, damage +5 during battle 1 Magic +2 1 Luck's chance of leaving the user with 1 HP when the start of the user's Turn in when the "Raily" command is used  5 When user is equipped with a Tome, damag
1   1   1   1   1   1   1   1   1   1	1 When user triggers the battle, Avoid +30 0 At the start of triggering 5 consecutive hits with half damage 5 When user is equipped with a Sword, damage +5 during battle 5 After battle, enemy's Strength -6 *1 0 Under battle, enemy's Strength -6 *1 0 Under battle, enemy's Strength -6 *1 0 Under battle, enemy's Resistance -6 *1 1 After battle, enemy's Resistance -6 *1 0 Select the "Shove" command to push an adjacent ally 1 tile 5 When user triggers the battle, Critical rate +20 5 When user triggers the battle, Critical rate +20 5 When user triggers the battle, Luck% chance of receiving a Katana, Naginata, Club, Yumi or Shuriken if the user defeats the enemy 5 When user triggers the battle, Luck% chance of receiving a Katana, Naginata, Club, Yumi or Shuriken if the user defeats the enemy 5 When user triggers the battle, Luck% chance of receiving a Katana, Naginata, Club, Yumi or Shuriken if the user defeats the enemy 5 Hit rate and Avoid +50 when the enemy is equipped with a Lance 1 After battle, enemy's Defence -6 *1 1 After battle, enemy's Defence -6 *1 2 Select the "Swap" command to swap places with an adjacent ally on the map 5 After battle, enemy's Speed -6 *1 3 Start battle, enemy's Speed -6 *1 4 Start battle, enemy's Speed -6 *1 5 When user is equipped with a Lance, damage +5 during battle 5 When user is equipped with a lance, damage +5 during battle 1 Magic +2 1 Magic +4 Call allies within a 2 tile radius for one Turn when the "Rally" command is used 5 When user is equipped with a Tome, damage +5 during battle 1 Luck% chance of delaving the user with 1 HP when they have 2 or more HP 1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP 1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP 2 Luck +8 to all allies within a 2 tile radius for one Turn when the "Rally" command is used 5 When user is equipped with a 5 tome, damage +5 during battle 1 When user triggers the battle, magical damage, the enemy receives the sa
1   1   1   1   1   1   1   1   1   1	0 At the start of battle, when the user has under half HP, they attack first 5 Skill x 0.5% chance of triggering 5 consecutive this with half damage 5 When user is equipped with a Sword, damage +5 during battle 5 After battle, enemy's Strength -6 1
dmaster	5 Skill x 0.5% chance of triggering 5 consecutive hits with half damage 5 When user is equipped with a Sword, damage +5 during battle 5 After battle, enemy's Strength -6 *1 During battles, damage +10, damage received +10 1 After battle, enemy's Resistance -6 *1 2 Seven the "Shove" command to push an adjacent ally 1 tile 5 When user triggers the battle, Critical rate +20 5 When user triggers the battle, Luck% chance of receiving a Katana, Naginata, Club, Yumi or Shuriken if the user defeats the enemy 5 When user triggers the battle, Luck% chance of receiving a Katana, Naginata, Club, Yumi or Shuriken if the user defeats the enemy 5 When user triggers the battle, Luck% chance of receiving a Katana, Naginata, Club, Yumi or Shuriken if the user defeats the enemy 5 Hit rate and Avoid +50 when the enemy is equipped with a Lance 1 After battle, enemy's Defence -6 *1 0 Select the "Swap" command to swap places with an adjacent ally on the map 5 After battle, enemy's Speed -6 *1 5 When user is equipped with a Lance, damage +5 during battle 5 When user is equipped with a Lance, damage +5 during battle 6 Skill x 1.5% chance of adding half the enemy's Strength (if user has a physical weapon) or Magic (if user has a magical weapon) as damage 6 User and enemy's Hit rate +30 and skill activation rate +15% during battle 1 Magic *2 1 When user is equipped with a Crime, damage +5 during battle 1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP 1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP 1 Luck *8 ohance of leaving the user with 1 HP when they have 2 or more HP 1 Luck *8 ohance of leaving the user with 1 HP when they have 2 or more HP 1 Luck *8 ohance of leaving the user with 1 HP when they have 2 or more HP 2 Owhen user triggers the battle, and the start of the user's Turn 3 When the enemy triggers the battle and inflicts magical damage, the enemy receives the same damage 1 When user triggers the battle, and any an addinance received -20 3 When user triggers the battle, the rate
er of Arms er of Arms 1 awage 3avage 1 bicheftain 1 chieftain 1 ch	5 After battle, enemy's Strength -6 *1  Note the "Shove" command to push an adjacent ally 1 tile  When user triggers the battle, critical rate +20  When user triggers the battle, Luck% chance of receiving a Katana, Naginata, Club, Yumi or Shuriken if the user defeats the enemy  The triangle of the "Shove" command to push an adjacent ally 1 tile  When user triggers the battle, Luck% chance of receiving a Katana, Naginata, Club, Yumi or Shuriken if the user defeats the enemy  When user triggers the battle, Luck% chance of receiving a Katana, Naginata, Club, Yumi or Shuriken if the user defeats the enemy  The triangle of the "Swap" command to swap places with an adjacent ally on the map  After battle, enemy's Speed -6 *1  Select the "Swap" command to swap places with an adjacent ally on the map  After battle, enemy's Speed -6 *1  When user is equipped with a Lance, damage +5 during battle  When user is equipped with a Lance, damage +5 during battle  When user is equipped with a Lance, damage +5 during battle  When user triggers the battle, Luck% chance of gaining double experience when user defeats the enemy  When user triggers the battle, Luck% chance of gaining double experience when user defeats the enemy  When user triggers the battle, Luck% chance of gaining double experience when user defeats the enemy  Under the sequipped with a Tome, damage +5 during battle  Under the sequipped with a Tome, damage +5 during battle  Under the sequipped with a Tome, damage +5 during battle  Under the sequipped with a Tome, damage +5 during battle  Under the sequipped with a Tome, damage +5 during battle  Under the sequipped with a Tome, damage +5 during battle  Under the sequipped with a Tome, damage +5 during battle  When user triggers the battle, follow up attack speed +5  Nenemen the start of the user's Turn free are allies within a 2 tile radius for one Turn when the "Rally" command is used  When user triggers the battle, follow up attack speed +5  When user triggers the battle, follow up attack speed +5  When user trigg
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avage savage savage 1 hieftain 1	1 After battle, enemy's Resistance. 6 *1  5 When user triggers the battle, Critical rate +20  5 When user triggers the battle, Critical rate +20  5 When user triggers the battle, Luck% chance of receiving a Katana, Naginata, Club, Yumi or Shuriken if the user defeats the enemy  5 Hit rate and Avoid +50 when the enemy is equipped with a Lance  1 After battle, enemy's Defence. 6 *1  0 Select the "Swap" command to swap places with an adjacent ally on the map  5 After battle, enemy's Eneme. 6 *1  5 When user is equipped with a Lance, damage +5 during battle  5 Kikil x 1.5% chance of adding half the enemy's Strength (if user has a physical weapon) or Magic (if user has a magical weapon) as damage  5 User and enemy's Hit rate +30 and skill activation rate +15% during battle  1 Magic +2  0 When user triggers the battle, Luck% chance of gaining double experience when user defeats the enemy  5 Magic +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used  5 When user is equipped with a Tome, damage +5 during battle  1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP  1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP  1 Luck% When the enemy triggers the battle, and inflicts magical damage, the enemy receives the same damage  1 When user integers the battle, follow up attacks speed +5  1 Recover 30% HP at the start of the user's Turn  5 When the enemy triggers the battle, madic speed +5  1 Recover 10% HP at the start of the user's Turn if there are allies within a 2 tile radius of the user's Turn if there are allies within a 2 tile radius for one Turn when the "Rally" command is used  5 When user triggers the battle, and inflicts magical damage received -20  5 Alles within a 2 tile radius recover 20% HP at the start of the user's Turn if there are allies within a 2 tile radius for one Turn when the "Rally" command is used  5 When user triggers the battle, damage +5 during battle  1 User an one doors and chests without requiring keys  1 When user tr
Savage	0. Select the "Shove" command to push an adjacent ally 1 tile 5. When user friggers the battle. Critical rate ± 20 5. When user friggers the battle. Critical rate ± 20 5. When an adjacent enemy triggers the battle and inflicts damage, the enemy receives the same damage 5. When user triggers the battle. Luck% chance of receiving a Katana, Naginata, Club, Yumi or Shuriken if the user defeats the enemy 5. Hit rate and Avoid ± 50 when the enemy is equipped with a Lance 1. After battle, enemy's Defence -6 *1 5. After battle, enemy's Defence -6 *1 5. After battle, enemy's Speed -6 *1 5. When user is equipped with a Lance, damage +5 during battle 5. Skill x 1.5% chance of adding half the enemy's Strength (if user has a physical weapon) or Magic (if user has a magical weapon) as damage 5. User and enemy's Hit rate +30 and skill activation rate +15% during battle 1. Magic +2 6. When user is equipped with a Lance, damage +5 during double experience when user defeats the enemy 6. Magic +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used 6. When user is equipped with a Tome, damage +5 during battle 1. Luck% chance of leaving the user with 1 HP when they have 2 or more HP 0. Luck *8 to all allies within a 2 tile radius for one Turn when the "Rally" command is used 7. Recover 30% HP at the start of the user's Turn 7. When the enemy triggers the battle, follow up attack speed +5 7. Recover 30% HP at the start of the user's Turn 7. When the enemy triggers the battle, magical damage received -2 7. When user integers the battle, magical damage received -2 7. Hen user triggers the battle, magical damage received -2 7. Hen user triggers the battle, magical damage received -2 7. Hen user triggers the battle, magical damage received -2 7. Hen user triggers the battle, magical damage received -2 7. Hen user triggers the battle, magical damage received -2 7. Hen user triggers the battle, magical damage received -2 7. Hen user triggers the battle, the enemy HP is reduced by 20% after the battle 7. When
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1	5 Hit rate and Avoid +50 when the enemy is equipped with a Lance  1 After battle, enemy's Defence -6 *1  0 Select the "Swap" command to swap places with an adjacent ally on the map  5 After battle, enemy's Speed -6 *1  5 When user is equipped with a Lance, damage +5 during battle  5 Skill x 1.5% chance of adding half the enemy's Strength (if user has a physical weapon) or Magic (if user has a magical weapon) as damage  6 User and enemy's Hit rate +30 and skill activation rate +15% during battle  1 Magic +2  0 When user triggers the battle, Luck% chance of gaining double experience when user defeats the enemy  5 Magic +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used  5 When user is equipped with a Tome, damage +5 during battle  1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP  0 Luck +8 to all allies within a 2 tile radius for one Turn when the "Rally" command is used  5 Recover 30% HP at the start of the user's Turn  5 When the enemy triggers the battle, follow up attack speed +5  0 Recover 10% HP at the start of the user's Turn if there are allies within a 2 tile radius  5 Speed +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used  5 When the enemy triggers the battle, follow up attack speed +5  6 Recover 10% HP at the start of the user's Turn if there are allies within a 2 tile radius  5 Speed +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used  5 When user triggers the battle, magical damage received -20  6 Hit rate and Avoid +30 when facing Flying enemies  5 Allies within a 2 tile radius recover 20% HP at the start of the user's Turn  1 Skill +2  6 When user triggers the battle, All manage +5 during battle  1 User can open doors and chests without requiring keys  0 When user triggers the battle, the rate +40  5 When user is equipped with a Bow, damage +5 during battle  1 User can open doors and chests without requiring keys  0 When user triggers the battle, the enemy's HP is reduce
r Fighter r Fighter r Fighter r Fighter r Master 1 r Master 1 ra - 1 ra	1 After battle, enemy's Defence - 6 *1 0 Select the "Swap" command to swap places with an adjacent ally on the map 5 After battle, enemy's Speed - 6 *1 5 When user is equipped with a Lance, damage +5 during battle 5 Kill x 1.5% chance of adding half the enemy's Strength (if user has a physical weapon) or Magic (if user has a magical weapon) as damage 5 User and enemy's Hit rate +30 and skill activation rate +15% during battle 1 Magic +2 0 When user it gigers the battle, Luck% chance of gaining double experience when user defeats the enemy 5 Magic +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used 5 When user is equipped with a Tome, damage +5 during battle 1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP 0 Luck +8 to all allies within a 2 tile radius for one Turn when the "Rally" command is used 5 Recover 30% HP at the start of the user's Turn 5 When the enemy triggers the battle, follow up attack speed +5 0 Recover 10% HP at the start of the user's Turn if there are allies within a 2 tile radius 5 Speed +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used 5 When user triggers the battle, follow up attack speed +5 5 When user triggers the battle, follow up attack speed +5 6 When user triggers the battle, magical damage received -20 6 Hit rate and Avoid +30 when facing Flying enemies 7 Allies within a 2 tile radius for one Turn when the "Rally" command is used 6 When user triggers the battle, damage +4 6 When user triggers the battle, damage +4 7 When user triggers the battle, damage +5 during battle 7 User can open doors and chests without requiring keys 9 Owen user triggers the battle, the enemy she is reduced by 20% after the battle 9 Skill x 0.25% chance of instantly defeating the enemy when dealing 1 or more damage 9 When user is equipped with a Bogger, damage +5 during battle 9 Statlack are effective against Mechanists, Automatons and Stoneborn 9 Select the "Replicate" command once per map to create a replica with t
Fighter	0. Select the "Swap" command to swap places with an adjacent ally on the map 5 After battle, enemy's Speed -6 *1 5 When user is equipped with a Lance, damage +5 during battle 5 Skill x 1.5% chance of adding half the enemy's Strength (if user has a physical weapon) or Magic (if user has a magical weapon) as damage 5 User and enemy's Hir rate +30 and skill activation rate +15% during battle 1 Magic +2 0 When user triggers the battle, Luck's chance of gaining double experience when user defeats the enemy 5 Magic +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used 5 When user is equipped with a Tome, damage +5 during battle 1 Luck's chance of leaving the user with 1 HP when they have 2 or more HP 1 Luck's chance of leaving the user with 1 HP when they have 2 or more HP 1 Luck's chance of leaving the user with 1 the when the "Rally" command is used 5 Recover 30% HP at the start of the user's Turn 1 When user triggers the battle, follow up attack speed +5 1 Recover 10% HP at the start of the user's Turn if there are allies within a 2 tile radius for one Turn when the "Rally" command is used 5 When user triggers the battle, follow up attack speed +5 1 Recover 10% HP at the start of the user's Turn if there are allies within a 2 tile radius 5 Speed +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used 5 When user triggers the battle, magical damage received -20 5 Hit rate and Avoid +30 when facing Flying enemies 6 Allies within a 2 tile radius recover 20% HP at the start of the user's Turn 1 Skill +2 1 When user triggers the battle, damage +4 2 When user triggers the battle, the angle +4 3 When user triggers the battle, the enemy's HP is reduced by 20% after the battle 5 Skill x 0.25% chance of instantly defeating the enemy when dealing 1 or more damage 5 When user is equipped with a Bow, damage +5 during battle 5 Kell x 0.25% chance of instantly defeating the enemy when dealing 1 or more damage 5 When user is equipped with a Dagger, damage +5 during bat
r Master r Master r Master r Master r Master r ra ra	5 After battle, enemy's Speed -6 '1  When user is equipped with a Lance, damage +5 during battle  5 When user is equipped with a Lance, damage +5 during battle  5 User and enemy's Hit rate +30 and skill activation rate +15% during battle  1 Magic +2  0 When user triggers the battle, Luck% chance of gaining double experience when user defeats the enemy  5 Magic +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used  5 When user is equipped with a Tome, damage +5 during battle  1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP  1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP  1 Luck% that a I allies within a 2 tile radius for one Turn when the "Rally" command is used  5 Recover 30% HP at the start of the user's Turn  5 When user triggers the battle and inflicts magical damage, the enemy receives the same damage  1 When user triggers the battle, follow up attack speed +5  Recover 10% HP at the start of the user's Turn if there are allies within a 2 tile radius  5 Speed +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used  5 When user triggers the battle, magical damage received -20  6 Hit rate and Avoid +30 when facing Flying enemies  5 Allies within a 2 tile radius recover 20% HP at the start of the user's Turn  5 When user triggers the battle, damage +4  6 When user triggers the battle, damage +4  When user lingers the battle, damage +5  6 When user triggers the battle, thit rate +40  9 When user triggers the battle, thit rate +40  9 When user lingers the battle, thit rate +40  9 When user lingers the battle, the many S HP is reduced by 20% after the battle  5 Kill x 0.25% chance of instantly defeating the enemy when dealing 1 or more damage  5 When user fingers the own and the start of the user's Turn  1 The effect of HP recovery and stat-boosting potions is increased by 50%  1 After consuming a HP recovery or stat-boosting potion, the user can perform another action
r Master ra ra ra 1 ra ra 1 re er er 1 yoji yoji , Shrine Maiden , Shrine Maiden , Shrine Maiden , Shrine Maiden 1 t Master, Priestess 1 finight rin Kaster, Priestess 1 finight 1 rin Knight 1 ri Knight 1 ri Knight 1 re r Ninja 1 r Ninja	5 When user is equipped with a Lance, damage +5 during battle 5 Killi x 1.5% chance of adding half the enemy's Strength (if user has a physical weapon) or Magic (if user has a magical weapon) as damage 5 User and enemy's Hit rate +30 and skill activation rate +15% during battle 1 Magic +2 0 When user triggers the battle, Luck% chance of gaining double experience when user defeats the enemy 5 Magic +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used 5 When user is equipped with a Tome, damage +5 during battle 1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP 0 Luck +8 to all allies within a 2 tile radius for one Turn when the "Rally" command is used 5 Recover 30% HP at the start of the user's Turn 5 When the enemy triggers the battle and inflicts magical damage, the enemy receives the same damage 1 When user triggers the battle, follow up attack speed +5 0 Recover 10% HP at the start of the user's Turn if there are allies within a 2 tile radius 5 Speed +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used 5 When user triggers the battle, magical damage received -20 5 Hit rate and Avoid +30 when facing Flying enemies 5 Allies within a 2 tile radius recover 20% HP at the start of the user's Turn 1 Skill +2 0 When user triggers the battle, damage +4 5 When user triggers the battle, damage +4 5 When user is equipped with a Bow, damage +5 during battle 1 User can open doors and chests without requiring keys 0 When user its gers the battle, the enemy's HP is reduced by 20% after the battle 5 Skill x 0.25% chance of instantly defeating the enemy when dealing 1 or more damage 5 When user is equipped with a Dagger, damage +5 during battle 5 Skill x 0.25% chance of instantly defeating the enemy when dealing 1 or more damage 5 When user is equipped with a Dagger, damage +5 during battle 5 Kell x 0.25% chance of instantly defeating the enemy when dealing 1 or more damage 5 When user is equipped with a Dagger, damage +5 during battle 6 T
ra ra	5 Skill x 1.5% chance of adding half the enemy's Strength (if user has a physical weapon) or Magic (if user has a magical weapon) as damage  1 Magic +2  0 When user triggers the battle, Luck% chance of gaining double experience when user defeats the enemy  5 Magic +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used  5 When user is equipped with a Tome, damage +5 during battle  1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP  1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP  1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP  1 Luck +8 to all allies within a 2 tile radius for one Turn when the "Rally" command is used  5 Recover 30% HP at the start of the user's Turn  5 When the enemy triggers the battle and inflicts magical damage, the enemy receives the same damage  1 When user triggers the battle, follow up tatack speed +5  O Recover 10% HP at the start of the user's Turn if there are allies within a 2 tile radius for one Turn when the "Rally" command is used  5 When user triggers the battle, magical damage received -20  5 Hit rate and Avoid +30 when facing Flying enemies  6 Allies within a 2 tile radius recover 20% HP at the start of the user's Turn  5 Kill +2  0 When user triggers the battle, damage +4  5 When user triggers the battle, damage +4  5 When user triggers the battle, damage +5  6 When user triggers the battle, damage +5  6 When user is equipped with a Bow, damage +5 during battle  1 User can open doors and chests without requiring keys  0 When user triggers the battle, the remys HP is reduced by 20% after the battle  5 Kill x 0.25% chance of instantly defeating the enemy when dealing 1 or more damage  5 When user Requipped with a Dagger, damage +5 during battle  5 Kill x 0.25% chance of instantly defeating the enemy when dealing 1 or more damage  1 The effect of HP recovery or stat-boosting potions is increased by 50%  1 After consuming a HP recovery or stat-boosting potion, the user can perfo
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necary 1 hant hant 1 ne	After consuming a HP recovery or stat-boosting potion, the user can perform another action
hant 1 hant 1	
hant 1 ne	5 Luck% chance of obtaining a Gold Bar after moving during the first seven Turns
ne	
	5 During battles, user spends a Gold Bar for damage +10 and damage received -10
ne 1	1 During even-numbered Turns, damage +4
Telle	0 When user is a Wolfskin or Kitsune, their attacks are effective against Beast units
	5 Recover 40% HP at the start of even-numbered Turns
	5 The enemy's HP is reduced by 20% after the battle 1 Luck +4
	1 Luck **4  O Skill, Speed and Luck +3 for one Turn for the unit who receives the user's song
	5 Enemies within a 2 tile radius deal 2 less physical damage
	5 "Foreign Army" enemies within a 2 tille radius deal 2 less damage and receive 2 extra damage
	1 Adds 10% to all growth rates during Level Ups
	0 Hit rate and Avoid +15 when user's Level is lower than the enemy (promoted units count as Level +20)
	1 Experience gained x 1.2
	0 Skill x.0.75% chance of adding 50% of the user's Attack Power as damage
Noble	5 After battle, enemy's stats -4 *1
	5 User shares their support unit's battle skills *2
	1 When user fights in terrain with no terrain effects, damage +3 during battles
	Select the "Shelter" command to make an adjacent ally the user's support unit
	5 When user is the lead unit while paired up, all stats +1
	5 Skill% chance of halving damage from Bow, Magic, Dagger, Dragonstone, Breath or Stone attacks
	5 Skill/s chance of ignoring half the enemy's Defence (if user has a physical weapon) or Resistance (if user has a magical weapon)
	5 When user triggers the battle, physical damage received -10
	1 Defence +2  0 When user fights in terrain with terrain effects, damage received, 3 during battles
	0 When user fights in terrain with terrain effects, damage received -3 during battles 5 During battles, neither the user or enemy can perform follow up attacks
	s During battles, netriner trie user or enemy can periorm follow up attacks  5 Killi's Chance of halving damage from Sword, Lance, Axe, Beaststone, Claw or Puppet attacks
	5 Sanin beliance of infaving damage from Sword, Laince, Axe, beasistone, Claw or Fupper attacks  1 Maximum HP +5
	0 Hit rate -10, Critical rate +10
	5 Strength +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used
	5 When user is equipped with an Axe, damage +5 during battle
	1 Luck% chance of recovering 20% HP at the start of the user's Turn
	0 When enemy triggers the battle, damage +3
	5 Skill% chance of restoring half the damage dealt to the enemy
1	5 Hit rate and Avoid +50 when the enemy is equipped with an Axe
	5 Skill +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used
	5 Hit rate and Avoid +50 when the enemy is equipped with a Dagger
	1 User can open doors and chests without requiring keys
	0 Movement +1
	5 Hit rate and Avoid +20 for the first seven Turns
	5 User can pass through tiles occupied by enemy units
	1 Strength +2  O Select the "Lunne" command to swan places with an enemy after an attack
	0 Select the "Lunge" command to swap places with an enemy after an attack 5 Defence +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used
	s Detende +4 to an aines within a Z tile radius for one Turn when the Hally command is used  5 Hit rate and Avoid +50 when the enemy is equipped with a Sword  5 Hit rate and Avoid +50 when the onemy is equipped with a Sword
	S mit rate and word 450 when the enteriny is equipped with a Swortu
	o writer user ingges the battle, enemies whilm a 2 liter radius have their hir reduced by 20% after the battle  5. Unless enemy is on a mount, damage +5.
	5 Uniess eriently is un a mount, damage +5 (1) When fighting adjacent to an enemy, enemy's Avoid -20
	Twiter nighting adjacent to an enemy, enemy s Avoid -20  Genemies within a 2 tile radius receive 2 extra damage from magical attacks
	o Entermes within a 2 title rations receive z exat admings informations a rations  5 Skill x 1.5% chance of adding half the user's (Max HP – Current HP) as damage
	5 Hit rate and Avoid +50 when the enemy is equipped with a Bow
	5 After battle, enemy's Magic -6 *1
	5 When user triggers the battle, recover 50% HP after defeating the enemy
	1 Resistance +2
	0 Female allies within a 2 tile radius receive 2 less damage during battles
	0 Male allies within a 2 tile radius receive 2 less damage during battles
	5 Resistance +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used
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Live to Serve	Maid, Butler	5 When healing an ally, the user recovers the same amount of HP
Tomebreaker	Maid, Butler	15 Hit rate and Avoid +50 when the enemy is equipped with a Tome
Odd Shaped	Wolfskin	1 During odd-numbered Turns, damage +4
Beastbane	Wolfskin	10 When user is a Wolfskin or Kitsune, their attacks are effective against Beast units
Better Odds	Wolfssegner	5 Recover 40% HP at the start of odd-numbered Turns
Grisly Wound	Wolfssegner	15 The enemy's HP is reduced by 20% after the battle
Even Keel	Dread Fighter	1 During even-numbered Turns, magical damage received -4
Iron Will	Dread Fighter	10 When enemy triggers the battle, magical damage received -4
Clarity	Dread Fighter	25 User recovers from status reduction effects twice as fast
Aggressor	Dread Fighter	35 When user triggers the battle, Damage +7
Speed +2	Dark Falcon	1 Speed +2
Relief	Dark Falcon	10 Recover 20% HP at the start of the user's Turn if no units are within a 2 tile radius
Rally Movement	Dark Falcon	25 Movement +1 to all allies within a 2 tile radius for one Turn when the "Rally" command is used
Galeforce	Dark Falcon	35 When user triggers the battle, allows a full action if the user defeats the enemy (once per Turn and no help from a support unit)
Survey	Ballistician	1 When using the "Cannon" command, Hit rate +10
Opportunity Shot	Ballistician	10 When user is a Ballistician, Skill% chance of attacking an enemy within range at the start of the users Turn
Rifled Barrel	Ballistician	25 When using the "Cannon" command, range +1 and inner/outer range -1
Surefooted	Ballistician	35 When user is a Ballistician, Movement +1 and all traversable terrain costs 1 movement point to cross
Shadowgift	Witch	1 User can equip Dark Mage exclusive Tomes (only Nosferatu so far)
Witch's Brew	Witch	10 Luck% chance of obtaining a potion item (eg. Vulnerary) after moving during the first seven Turns
Warp	Witch	25 Select the "Warp" command to instantly move adjacent to an ally and perform another action
Toxic Brew	Witch	35 When user triggers the battle, Skill x 1.5% chance of reducing the enemy's Movement to 0 and Avoid by 20 after the battle (until the next Turn)
Dancing Blade	Lodestar	1 Speed +3, Defence -1
Charm	Lodestar, Great Lord	10 Allies within a 2 tile radius deal 2 extra damage during battles
Dual Guarder	Lodestar	25 When user is the support unit while paired up, shield gauge gain +1
Speedtaker	Lodestar	35 When user defeats the enemy, Speed +2 (up to 10) (does not overlap with other Taker skills and expires after the chapter)
Heavy Blade	Vanguard	1 Strength +3, Speed -1
Veteran Intuition	Vanguard	10 Critical Evade +15 during battles
Aether	Vanguard, Great Lord	25 Skill x 0.5% chance of triggering a Sol hit followed by a Luna hit
Strengthtaker	Vanguard	35 When user defeats the enemy, Strength +2 (up to 10) (does not overlap with other Taker skills and expires after the chapter)
Dual Striker	Great Lord	1 When user is the support unit during Tag Team, Dual Strike damage +3
Awakening	Great Lord	35 When HP is under half, Hit rate, Avoid, Critical rate and Critical Evade +30
Tactical Advice	Grandmaster	1 When user is the support unit while paired up, lead unit's Hit rate +10
Solidarity	Grandmaster	10 Adjacent allies receive Avoid +10 and Critical Evade +10
Ignis	Grandmaster	25 Skill% chance of adding half the user's Strength (if user has a physical weapon) or Magic (if user has a magical weapon) as damage
Rally Spectrum	Grandmaster	35 All Stats +2 to all allies within a 4 tile radius for one Turn when the Rally command is used