						For Honor	(Base Game)						Shadow	& Might	Grudae	& Glory	Order	& Havoc		March	na Fire		Year 3 S1	Year 3 S2	Year 3 S3	Year 3 S4	
Heroes	Warden	Conqueror	Peacekeeper	Lawbringer	Raider	Warlord	Berserker	Valkyrie	Kensei	Shugoki	Orochi	Nobushi	Centurion	Shinobi	Highlander	Gladiator	Aramusha	Shaman	Tiandi	Shaolin	Jiang Jun	Nuxia	Black Prior	Hitokiri	Jörmungandr	Zhanhu	Warmonger
Hit Points	130	140	120	140	140	140	120	120	125	140	120	120	120	110	125	120	120	120	130	120	140	120	130	140	130	125	130
Stamina	120	120	120	120	130	120	140	120	120	120	120	120	160	135	120	160	120	120	120	120	120	120	120	130	140		120
Zone																											
Z, S, B	H 20	H 10sb FB	L 15	H 20	H 28u	H 25t	Н6	H 20	H 20	H 20a	H 20	H 20	H 17	H 10 / H 5	H 25	H 20	H 15	H 15/H 10	20	10	25	25	Horizon spin	H 20	H 18	H 20t	H 13
z, s, c		H 5	H 20	parry, H 22a/u	H 44u		H 6 (3 times)	H 20	H 20			H 1+20b	H 17 (2 times)	H 10	H 25 (2 times)		H 35u	L 15/L 10	25	10 / 20		25					
Running																											
R, H, T, B						35a					17		20a			20		20	25		20 / 25	L 20					
R, H, S, B	15			10	35		33	20	20	20		H 17 / L 6+20b			25 / 20		25 / 25						25	30	30	20	18
R, GB		H ShieldBash	GBt		F Throw,15wall	F Throw								Tackle						Kick							
Light																											
L, T, B	15sb	13	15	15	15	18sb	15	15sb	18	15a/e	12	15	15	14	15sb def/10e off	15	15	10	15	12	18	13	15sb	18	16e	15	12e
L, T, C	15	18	15	15	15	18	13a	13	18		12 / 6dh	10 / 8 after HS	17	14 / 10dh	20a def	15	16	15 / 5dh	14	12	18	13	17	18a/e	18e/t	18u	13e
L, T, C+		18		20	22			12	18a		15	15 / 2+12b dh	18	2+4b (3 times)	15	15 (after sf)			18		- 11					
L, T, D					15		17a	17sb	17sb		17t	2+12b		14		20			12 t/sb			17				14 sb	
L, S, B	12	13	15	15e	15	15sb	15	15sb	15	15a/e	15	15	15	14	15sb def/10e off	15	15	10	15	12	18	13	15sb	18	16e	15	12e
L, S, C	15 / 6dh	18	15	15e	15	15	13a	13	15		12	10 / 8 after HS	17	14 / 10dh	20a def	15	17	15 / 5dh	14	12 / 6dh	18	13	17	18a/e	18e/t	18u	13e
L, S, C+		18		18e	18			12s	18a		17	15 / 2+12b dh	18	2+4b (3 times)	15	20 (after sf)			12 / 6dh		- 11					
L. S. D					15		17t	17sb			17t	2+12b		14		20			12 t/sb		15	17				14 sb	
Heavy																											
H. T. B	40	33sb	23	30s	40	30a	38	28	40	30a	35	32	25	30	45a def / 40 of	4 30	25	27	35	25	37a	30	35	28a	30a	35	27
H, T, C	40u	30	27	35s	40a	35a	30a/u	30	40	35a	35	35	25	35	45a def	30	28	32	37	25	38u	35	351	*28	30u	35u	32a
H. T. C+	40u	30	27	40u/s	45a			32	45u				25			30	40			35		40					
H. T. D	20		17			35a	25a		20sb		17t		20a	30	25a		25a	20	25	20	25		20	30	25a		20t
H. S. B	30	25sb	20	30	35	35a	33	28	40	30a	30	32	25		35a def / 40 of	30	40	27	30	25	33a	30	30	28a	25a	30	24
H. S. C	40	30	27	30	35a	40a	×25a / HHH 35a		30	35a	30	35	25	35	35a def	30	33	40u / 32-→	37	25	35u	35	35	*28	30u	35u	30a
H. S. C+	40	30	27	38u	40a		45a/u	32	35a			-	25			30	45		-	35		40					
H. S. D			17						20sb			25		30	25a		20	20	25	20	25					14 sb	24u
Guard Break																											
GB. T. D	ShoulderD a	ShieldRash sh		Shove a	GB	Headbutt		GR sh	GRish				Sparta Kick	D. Elviso Visk	offensive.Kick	Punch s		Predator's H/M					Tenebris sh				Claw bash
GB, S, D		ShieldBash sb		Shove a	- 00	Treadedtt		00 30	00.20				Opuru rock	D. Flying Kick	CHEHAITE, TOOK	Punch s		recursor a rem					TETREDITO SE				Claw bash
00, 0, 0	Uniourum b. u	CHICODOM ST		OHOVE M										D, riying rook		1 dildi 3											Chart basin
Other attacks	I TRish* 40	H Charned	dd I 20+15b	Parry H.S. 5	H/Z, B/C Stun	FR H 30t	H feint I 15a	H.D.sb.20+25b		GR H R 25	1 S dd 35u	tamet bleedin	H Charned C	H Charned 2	51 TB sh* 30	dd H or H Bk C	FR I 15a/s	bleeding targe	GR Rk I 14	dd H.S. 25u	FB.Z.S. 28	H.Trap. 30	FB I * 30u/a [1	H R T/S Char	Hamarr Slam		GB*.L. 15
					Tap L. T. 15		Hfeint,H.S.33a					+20% Dmg						GB,T,D,50,20F			Parry.Z.S.28u			40u/a	(Grounded) 50		GB*,L, 15
							Hfeint,H.T.38a					L, Bk, 2+12b						u H. sf L. 1+16b					L.T.B.sb*, 20				GD ,E, 15
							Parry, L, 17a					7 Kick L. 2+12b		dd.25b.L.15		GB. Bk. 10	1 5,11,0, 400	dd. L. 18+16b	L,0,0,80 ,E20,	Qi,L.T. 18sb/s	r arry, CD, 5	dd. L. 40	L.S.B.sb*, 20				
			H*. L. 1+10b		Train Opini, 102		Z.S.Bk. H8(x3			45u/a	11,170,0,0,0	, 100K,E, 2 - 120		dd.25b.GB.25		OD, DR, 10		GG, E, 101 100		Qi,L,T,sb*, 35		uu, L, 40	2,0,0,30 , 20	Kick, H. 28			
			H. sf L.1+15b			L,S,B,sb*, 25		,		H.C.T.Charge	1		(Grounded) 43							Qi,L,S, 18sb				Sweep, L, 18			
						-,0,-,00 -0				45u/a			(0.000)	only change						Qi.L.S.sb*, 35							
										H.C.S.Charge	4			range. Color						Qi.H.T. 40u	Ī						
										40u/a	u			indicate if in range or not.						Qi.H.S. 30t							
										D.E25.20HP				range of flot.						Co,11,5, 30t							
										-L.,LU,LUTT																	
Туре	Z. zone	R. running	L, light	H, heavy	ED Evil Block /	Hidden Steens	GB, guardbreak																				
Direction	T, top	S. side		Backward	F. movin		an, galloureac																				
	B. basic				r, movin	g rorward									Dames and		Comme a Cha	rs by Baracedice									
Style Effect	b, bleed		C+, combo+		famed bit			elikia Ctanan	e, enhance	d links attack	A conductors	able tracking	s. stun		Season 5 patr		deason 3 Una	is by paracedice									
Example:	H. T. C+						a, uninterrup				i, undooge	aure wacking	s, soun		consult 5 pass	un notes 1.19											
example:	n, i, U+	34D	THIS WOULD DE	a meavy attack	coming from ti	ne top that is to	ne third hit in a c	mam and deals	o- uarnage in	Dieeu.																	

																			Tiandi								Warmonoer
Heroes Reflex guard		Conqueror	Peacekeeper 1000	Lawbringer	Raider	Warlord	Berserker 1000	Valkyrie	Kensei	Shugoki	Orochi 1000	Nobushi	Centurion	Shinobi 1000	Highlander	Gladiator 1000	Aramusha	Shaman 1000	Tiandi	Shaolin 1000	Jiang Jun	Nuxa 1000	Black Prior	Hitokiri	Jörmungandr	Zhanhu	Warmonger
Renex guard	1		1000				1000				1000			1000		1000		1000		1000		1000					
Zone			400		900		500		500					500			500		500	500	600			600	500		
Z, S, B	500	600		700		600		700		600	466	600	500		800	600 (bash)		500 / 300			600	1000	700	600	500	600	
Z, S, C			900	parry, 700	1000		200 (3 times)	700	1500			900	500 / 500	200 / 600	900 / 900	600 (attack)	900	600 / 200	900	/200							
Running																											
Speed (km/h	8,65	7,64	10,18	8,65	8,65	8,65	8,65	8,65	7,64	6,41	9,47	8,65	8,65	10,18	6,41	8,65	8,65	9,47									
R, T, B						900						_	900			600		700				L					
R, S, B	400			300	700			800	700	700		H, 700 L, 600			900 / 1000		700						1000	700	700		
R, GB		400	400		700	400								400						700							
Light																											
L, T, B	500	500	466	400	500	500	600	500	500	500	466	500	500		600 def / 500 off	500	500	500	500	400	500	500	500	500	500	500	
L, T, C	500	500	400	400	600	500	400	400	500		400 / 200dh		500	500 / 200dh	700 def	433	500	500 / 300dh	400	400	500	400	500	500	500	600	
L, T, C+		500		500	700			400	500		400	500, / 200dh	500			433 / 433	400 (after sf)			500		400					
L, T, D					500		600	500	500		566	600		500		500			500			600					
L, T, OOS	800	800	800	700	900	900	900	800	800	900	800	900	800	800	900	800	900	800	800	700	800	800				800	
L, S, B	500	500	500	500	500	500	500	500	500	500	500	500	500	500	600 def / 400 off	500	500	500	500	500	500	500	500	500	500	500	
L, S, C	600 / 200dh	500	400	500	500	500	400	500	500		400	500	500	500 / 200dh	700 def	500	500	500 / 300dh	400	400 / 200dh	500	400	500	500	500	600	
L, S, C+		500		500	500			500	500		466	500 / 200dh	500			500 / 500	400 (after sf)			500 / 200dh		400					
L, S, D					500		600	500			600	600		500		500			500		400	500					
L, S, 00S	900	800	800	900	900	800	800	800	900	900	900	800	800	800	900	800	800	800	900	800	800	800	800	800	800	800	
Heavy																											
H, T, B	900	900	900	900	1000	800	900	800	1000	800 - 1600	700	800	700 - 966	800	1000 def / 800 off	700	600	800	900	800	900	800	900	700-1500	900		
H, T, C	1100	800	800	900	1000	700	900	800	1000	900 - 1300	700	800	600 - 1200	700		800 (regular)		800	700	700	900	800	800	800-1400	800		
H, T, C+	1100	800	800	1100	1000			800	1200		700		600 - 1200			900 (skewer)				600		800					
H, T, D	500		500			900	900		800		700		900	800	900		600	700 (T)	800	700	1000		600	700	1000		
H, T, OOS	1200	1200	1100	1200	1300	1100	1200	1100	1300	1400	1000	1100	900	1100	1300	1000	1200	1100	1200	1100	1200	1100	1200	1200	1200		
H, S, B	800	800	800	800	900	900	800	800	900	800 - 1600	800	800	700 - 966	800	1000 def / 800 off	700	700	800	800	800	1000	800	800	700-1500	800		
H, S, C	800	800	800	800	800	700	600	800	800	900 - 1300	800	700	600 - 1200	700	600 def	800 (regular)		←1100u/800-	700	700	900	800	800	800-1400	800		
H, S, C+	800	800	800	800	800		800	800	900		800		600 - 1200			900 (skewer)				600		800					
H, S, D			500						600		600 / 500-	600		800	600		700	500	1100	600	900						
H, S, OOS	1100	1100	1100	1100	1200	1200	1100	1100	1200	1400	1100	1100	900	1100	1300	1000	1100	1100	1100	1100	1300	1100	1100	1100	1100		
Guard Break																											
GB. T. D	700/1300	500		700	200	500		400	100				500	400	700	600		400	600 (source?)			500				
GB, S, D	700/1300	500		700	200									600		600			,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,								
Dash Recove	erv																										
F D	300	600	500	400	700	500	600	700	700	600	600	600	600	600	700 def / 400 off	600	700	500									
S, D	600	600	600	600	600	600	600	600	600	600	600	600	600	600	600 def / 400 off	600	600	600	600	600	600	600	600	600	600	600	
Bk D	800	800	800	800	800	800	800	800	800	800	800	800	800		800 def / 1000 off		800	800	800	800	800	800	800	800	800	800	
DK, D	000	000	000	000	000	000	000	000	000	000	000	000	000	000		500	000	000	000	000	000	000	000	000	000	000	
Other attacks	Shoulder@se	sh FB entry, 400	H*1 200	GB Bk 1000	M/7 D/C Stor	EB entry 200	H feint I T 500	Susan 600	0 - 11- 1	D E 900	dd 1 S 200	ED H T 700	lab 800 - 14	1 44 I S 200		CD Dr enn	EB actor 100	H ED 600	DF CD 600	Oi actor 200	D TH GR 400	Tran 400	I GR 500	Kirk 600	GR Rk 600		
Other Bilberts	cancel 400	FB, H, 500	H ef L 400	HI (HT)	Tap I T 500	ED M S 800	H feint I S 400	H Br 600	dashes	// AHY GR 60	DILL S 44 000	EB H S 700	H.T.Charge	dd GB 700	Soft feint on	800 vz 000	EB duration	H ED 500	L GR 800	Oi GR 500	Sift 7 S 800	dd I 300	L, GB, 500 H, sf GB, 700	Sunan 600	L. GB. 500		
	LiAssess stori	FB, H, 500	H, CD and	1,200	Coint Mindou	FR* L S 500	H IBIII,C,S,#00	H,BK, 600	occurs	CD H 900	CD as Dash	FB, GB, 566	n, i, criarge	H, T Charged	n, i, b, 300	800 45 003	ADD	H,F,D,→, 500	754 CD 800	Oi GB GB 700	Dam: 7 C 500	00, L, 300	FR entry 200	oweep, 600	H GR 500		
	Line Hillor Steel	11, 00, 000	II, OD OIL	L, 200	I CER TTEROUT	1 1 ,1,0, 000				GB,H, 800	GB or Dasn	FB, GB, 500	window,	H, I Charged	H, S after soft	Missed R,T,B	400				Parry, Choke.		FB exit, 400		H, GB, 500		
	900 ms into	H,sf GB, 800 h H Charged,	st window,	Uninterruptible	e for Stun Tap	FB*,GB, 500		occurs (173)	and 700 ms	R, D, 400	cancel 500	FB,L,T, 500	800-1200	600 (max ran	feint, 600	GB, 700	FB recovery,	H, st L,S, 466 H, sf window,	Sup block on	Qi,GB,L,	1500 - 2100 (2		FB exit, 400 FB H 800				
	charged bas	n H Chargeo,	200 - 400 ms	on shove,	700 - 700	Sup block on		between 100 and 300 ms			L, I, D, BK, 600	FB,L,S, 500 L, Bk, 500	window,	H, T Charged	GB off, 700	GB, T/S, D,	FB,GB, 500					e]	FB, H, 800 FB,L startup,1				
	Sup block or top light	H Charged,	00, L, S, 300		100 - 200					7,23 KM/N		H, GB, 700									Time to regen		FB,L, lasts 30				
					if Feint on Z.0	between 100		Sup block on dashes (T/S)				H, GB, 700	800-1200	700 (max ran		00, H, 300	FB,L, 400	GB,T,D lasts	300 into the	(Sup block	all the stamina	1	FB L recov 50				
	between 100 and 300 ms	5, 8, 700			600 - 700	and 300 ms		occurs between 100						500 (point bla	occurs		FB,H, I, 500	whether enem	light attack	between 100 and 300 ms)	In Situ: 1700		Sup block on	U			
	and 300 ms				600 - 700	Headbutt starts 100 ms		between 100 and 300 ms						Time on floor if range gb/H	between 100		FB,H,S,1000	is bleeding		Oil S 700			H T D occurs				
		enemy down for 700 ms			if Feint on Z,	starts 100 ms								parried	and 400 ms			or not dd. L. S. 200									
					500 - 700	atter F,D.		FB activation						900ms (Pulled on				dd, L, S, 200		(Sup block between 100			between 100 and 400 ms				
		Sup block on				Throw Back		window: 400 - 700 ms						(Pulled on 2.5m)													
		heavies (T/S) occurs				duration 500		into back												and 500 ms)			Sup block on				
		between 100				Throw Side		dash						GB, T, D, D						Qi,H,T, 900			lights (T/S)				
		and 300 ms				duration 400								Uninterruptible						Qi,H,S, 700			between 100				
		Sup block on												duration 300	600					H, dd, 500			and 400 ms				
		dashes												GB, S, D, D													
		between 100												Uninterruptible													
		and 800 ms												duration 400	600												
														Super Sprint													
_	-													10,69 km/h													
Туре	Z, zone	R, running	L, light	H, heavy		/ Hidden Stance	CR'Braugpieak	OOS, Out	of Stamina																		
Direction	T, top	S, side		g Backward	F, movir	g forward																					
Style	B, basic			D, dodging																							
Effect		it dd, deflect				Maria de la Maria de la Companio de		4 -1 - 20		100																	
Example:	H, T, C+	500	rnis would b	a neavy attac	k coming from	the top that is t	ne third hit in a	chain with a s	speed of 500 m	iliseconds																	
Notes :		ments are in mill																									
			ance to anothe	r takes 100ms	tor every Hero																						
	Switching gu	and norm one so			es innore Guar	d switch																					
	Switching gu The window	allowing parry a																									
	Switching gu The window It takes 4 se	allowing parry a c to revive an all	ly without gear	stats.																							
	Switching gu The window It takes 4 se	allowing parry a	ly without gear	stats.			ms if it's a hear	vy			Sources :	Bashes Fram															
	Switching gu The window It takes 4 se	allowing parry a c to revive an all	ly without gear	stats.			ms if it's a hear	vy			Sources :	Cent Frame (ata from Free	70													
	Switching gu The window It takes 4 se	allowing parry a c to revive an all	ly without gear	stats.			ms if it's a hear	ry			Sources :	Cent Frame D Shin Frame D	Data from Free Nata from Free	ze ze													
Guardbreak	Switching gu The window It takes 4 se	allowing parry a c to revive an all ske a hit being or	ly without gear ut of lock, you 200	stats.		t's a light / 800	600	700	800	900	Sources :	Cent Frame D Shin Frame D Live Patch Int	Data from Free tata from Free to on Cent/Shir	ze ze n Frame Data 1	9/05/17												
	Switching gu The window It takes 4 se When you ta	allowing parry a c to revive an all ske a hit being or 0 100 Duration it tai	ly without gear ut of lock, you 200 kes to hit	stats. are hit stunned	I for 600 ms if i	t's a light / 800 500 Duration of th	600	700	800 unter the guard	900 break	Sources :	Cent Frame I Shin Frame I Live Patch Int Reddit Post fr	Data from Free Nata from Free To on Cent/Shir om Snakezarr	ze ze n Frame Data 1													
Guardbreak	Switching gu The window It takes 4 se When you ta	allowing parry a c to revive an all ske a hit being or Duration it tai heavy parry, the	y without gear ut of lock, you 200 kes to hit e enemy is stu	stats. are hit stunned 300 aned for that du	for 600 ms if i	t's a light / 800 500 Duration of thirmation)	600	700	800 unter the guard	900 break	Sources :	Cent Frame I Shin Frame I Live Patch Int Reddit Post fr shadow of a	Data from Free lata from Free to on Cent/Shir om Snakezarr memory's No	ze n Frame Data 1 bushi Frame D	ata												
Guardbreak	Switching gu The window It takes 4 se When you ta	allowing parry a c to revive an all ske a hit being or 0 100 Duration it tai	y without gear ut of lock, you 200 kes to hit e enemy is stu	stats. are hit stunned 300 aned for that du	for 600 ms if i	t's a light / 800 500 Duration of th	600	700	800 unter the guard	900 break	Sources :	Cent Frame II Shin Frame II Live Patch Ini Reddit Post fri shadow of a Highlander &	Data from Free lata from Free to on Cent/Shir om Snakezarr memory's No Gladiator's Fr	ze n Frame Data 1 bushi Frame D	ata Freeze	and Freeze											
Guardbreak duration	Switching gu The window It takes 4 se When you ta In case of a In case of a	allowing parry a c to revive an all ske a hit being or Duration it tai heavy parry, the	ly without gear ut of lock, you 200 kes to hit e enemy is sturnermy in the sturnermy is sturnermy in the sturnermy in the sturnermy is sturnermy in the	stats. are hit stunned 300 aned for that dura	400 aration (approximation (approxim	500 Duration of th imation)	600	700	800 inter the guard	900 break	Sources :	Cent Frame I Shin Frame I Live Patch Int Reddit Post fr shadow of a Highlander & Damage and	Data from Free lata from Free to on Cent/Shir om Snakezarr memory's No Gladiator's Fr frame data for	ze n Frame Data 1 bushi Frame D rame data from Season 3 Cha	ata Freeze s by Baracedi												
Guardbreak duration	Switching gu The window It takes 4 se When you ta In case of a Parrying a h	allowing parry a c to revive an all ske a hit being or Duration it tal heavy parry, the light parry, the e	ly without gear ut of lock, you 200 kes to hit e enemy is stun apponent for 6	stats. are hit stunned 300 anned for that dura 00 ms, whateve	400 aration (approximation (approximation (approximation))	500 Duration of th imation)	600 e window allov	700 ving you to cou			Sources :	Cent Frame I Shin Frame I Live Patch Int Reddit Post fi shadow of a Highlander & Damage and Frame data for	hata from Free hata from Free to on Cent/Shir om Snakezarr memory's No Gladiator's Fr frame data for or Season 4 Cl	ze n Frame Data 1 bushi Frame D rame data from Season 3 Cha hars by EnderV	ata Freeze s by Baracedi												
Guardbreak duration	Switching gu The window It takes 4 se When you ta In case of a In case of a Parrying a light	allowing parry a c to revive an all sike a hit being or Duration it tai heavy parry, the light parry, the e eavy stans the op	ly without gear ut of lock, you 200 kes to hit e enemy is stun enemy is stun exponent for 6 ponent for 900	stats. are hit stunned and for that dura one of for that dura one, whatever	400 aration (approximation (approximation (approximation the direction (the dire	500 Duration of thimation) Shugoki and La	e window allow	700 ving you to cou			Sources :	Cent Frame I Shin Frame I Live Patch Int Reddit Post fi shadow of a Highlander & Damage and Frame data for	Data from Free lata from Free to on Cent/Shir om Snakezarr memory's No Gladiator's Fr frame data for	ze n Frame Data 1 bushi Frame D rame data from Season 3 Cha hars by EnderV	ata Freeze s by Baracedi												
Guardbreak duration	Switching gu The window It takes 4 se When you ta In case of a In case of a Parrying a li A guardbrea	allowing parry a c to revive an all ske a hit being or Duration it tai heavy parry, the light parry, the e eavy stuns the opp k stuns the opp k stuns the opp	y without gear ut of lock, you was to hit enemy is stun- opponent for 60 onent for 800 onent for 800	stats. are hit stunned and for that dura defor that dura one, whatever ms, whatever is (except for P	400 aration (approximation (approxim	500 Duration of thimation) Shugoki and La	e window allow	700 ving you to cou			Sources:	Cent Frame I Shin Frame I Live Patch Int Reddit Post fi shadow of a Highlander & Damage and Frame data for	hata from Free hata from Free to on Cent/Shir om Snakezarr memory's No Gladiator's Fr frame data for or Season 4 Cl	ze n Frame Data 1 bushi Frame D rame data from Season 3 Cha hars by EnderV	ata Freeze s by Baracedi												
Guardbreak duration	Switching gu The window It takes 4 se When you ta In case of a In case of a Parrying a li A guardbrea	allowing parry a c to revive an all sike a hit being or Duration it tai heavy parry, the light parry, the e eavy stans the op	y without gear ut of lock, you was to hit enemy is stun- opponent for 60 onent for 800 onent for 800	stats. are hit stunned and for that dura defor that dura one, whatever ms, whatever is (except for P	400 aration (approximation (approxim	500 Duration of thimation) Shugoki and La	e window allow	700 ving you to cou			Sources:	Cent Frame I Shin Frame I Live Patch Int Reddit Post fi shadow of a Highlander & Damage and Frame data for	hata from Free hata from Free to on Cent/Shir om Snakezarr memory's No Gladiator's Fr frame data for or Season 4 Cl	ze n Frame Data 1 bushi Frame D rame data from Season 3 Cha hars by EnderV	ata Freeze s by Baracedi												
Guardbreak duration	Switching gu The window It takes 4 se When you ta In case of a In case of a Parrying a lig Parrying a lig A guardbrea while OOS	allowing parry actor revive an all sike a hit being of the parry the light parry, the eavy stuns the opp k stuns the opp k stuns the opp c Dodge, Dash, L	y without gear ut of lock, you was to hit e enemy is stur- enemy is stur- enemy is stur- enemy is stur- enemy for 900 enent for 800 enent for	stats. 300 are hit stunned 300 anned for that dure of that dure of that dure one, whatever as (except for P vivies no longer	400 aration (approximation (approxi	500 Duration of thirmation) Shugoki and La	e window allow	700 ving you to cou			Sources:	Cent Frame I Shin Frame I Live Patch Int Reddit Post fr shadow of a Highlander & Damage and Frame data for	hata from Free hata from Free to on Cent/Shir om Snakezarr memory's No Gladiator's Fr frame data for or Season 4 Cl	ze n Frame Data 1 bushi Frame D rame data from Season 3 Cha hars by EnderV	ata Freeze s by Baracedi												
Guardbreak duration	Switching gu The window It takes 4 se When you ta In case of a In case of a Parrying a lig Parrying a lig A guardbrea while OOS	allowing parry a c to revive an all ske a hit being or Duration it tai heavy parry, the light parry, the e eavy stuns the opp k stuns the opp k stuns the opp	y without gear ut of lock, you was to hit e enemy is stur- enemy is stur- enemy is stur- enemy is stur- enemy for 900 enent for 800 enent for	stats. 300 are hit stunned 300 anned for that dure of that dure of that dure one, whatever as (except for P vivies no longer	400 aration (approximation (approxi	500 Duration of thirmation) Shugoki and La	e window allow	700 ving you to cou			Sources:	Cent Frame I Shin Frame I Live Patch Int Reddit Post fr shadow of a Highlander & Damage and Frame data for	hata from Free hata from Free to on Cent/Shir om Snakezarr memory's No Gladiator's Fr frame data for or Season 4 Cl	ze n Frame Data 1 bushi Frame D rame data from Season 3 Cha hars by EnderV	ata Freeze s by Baracedi												

Damage	Warden	Conqueror	Peacekeeper	Lawbringer	Raider	Warlord	Berserker	Valkyrie	Kensei	Shugoki	Orochi	Nobushi	Centurion	Shinobi	Highlander	Gladiator	Aramusha	Shaman	Tiandi	Shaolin	Jiang Jun	Nuxia	Black Prior	Hitokiri	Jörmungandr Warmonger
Zone				-				•																	
Z, S, B	4	2	3	4		5	2	3	4	4	4	4	5	2/1	5	4	3	3/2							4
Z, S, C		2	4	5			2 (3 times)	3	4	4		- 1	5/5	2	5/5			3/2							
Running																									
R, H, T, B						5					4		4			4		4							5
R, H, S, B	3			3	5		6	4	4	4		H4/L1			5/4		5								
Light																									
L, T, B	3	3	3	3	3	4	3	3	4	3	3	4	3	3	3def / 2off	3	3	2							3
L, T, C	3	3	3	3	3	4	3	3	4		3	4	3	3	4def / 2off	3	3	3							4
L, T, C+		3		3	3			3	4		3	6	3			3	3 (after sf)								
L, T, D					4		4	4	4		4	1		3		4									
L, S, B	3	3	3	3	3	3	3	3	3	3	4	3	3	3	3def / 2off	3	3	2							3
L, S, C	3	3	3	3	3	3	3	3	3		3	3	3	3	4def / 2off	3	4	3							4
L, S, C+		3		3	3			2	4		3	4	3			3	4 (after sf)								
L, S, D					4		4	4			4	1		3		4									
Heavy																									
H, T, B	8	6	4	6	9	6	7	5	8	6	7	8	5	6	9	6	5	6							5
H, T, C		6	5	7	7	7		6	8	7	6	6	5	7	9	6	6	6							
H, T, C+		6	5	6	8			6					5			6	8								
H, T, D	4		3			5	5		4				4	6	5		5	4							5
H, S, B	6	5	4	6	8	7	6	5	8	6	6	6	5	6	7	6	6	6							5
H, S, C	8	5	5	6	6	8	LHL= 5 / HHH 7	6	5	7	5	5	5	7	7	6	6	6							
H, S, C+	8	5	5	6	7			6	7				5			6	9								
H, S, D			3						4		5	5		6	5		5	4							
Light avg	3.0	3.0	3.0	3.0	3.3	3.5	3.3	3.1	3.7	3.0	3.4	3.3	3.0	3.0	2.8	3.3	3.3	2.5							3.5
Heavy avg	6.8	5.5	4.4	6.2	7.5	6.6	6.0	5.7	6.7	6.5	6.2	6.3	4.9	6.4	7.4	6.0	6.4	5.6							5.0
Total avg	4.82	3.93	3.79	4.47	5.00	5.18	4.71	4.06	4.82	4.89	4.53	3.88	4.07	4.46	4.65	4.38	4.88	4.18							
Other			H, sf L, 1		Stunning	FB, H, 6	H feint, L, 3				H,T,B,Bk, 8		H Charned	H Charged,			FB,H,T, 6	H, sf L, 1							
attacks			11, 31 2, 1		L, T, 4	H,T,D,GB,L					H,S,D,Bk, 5			5/5			10,11,1,0	11, 51 2, 1							
umucks					L, 1, 4	H, I, U, GB, L,					11,0,U,BK, 5		Eagle's talo												
Notes :	Chip damage	e is 20% of th	ne normal attac	k damage ar	nd its value is	rounded up.							(waking up)												
	Chip Damag	e is not letha	t.																						
	No Chip Dan	nage is appli	ed when your a	ttacks are D	eflected, Par	ried, or Superi	or blocked.																		
	Cells in grey	mean these	attacks can onl	ly do chip da	mage vs OO	S opponents of	r if you are in r	evenge.																	

						For Honor (Dana Camal						Chada	w & Might	Grudge	B Class	0-4	& Havoc		Manahi	ing Fire		Year 3 S1	Year 3 S2	Year 3 S3	Year 3 S4	1
Heroes	Warrien	Conqueror	Peacekeeper	Lawbringer	Raider	Warlord	Rerserker	Valkyrie	Kensei	Shugoki	Orochi	Nobushi	Centurion	Shinohi	Highlander	Gladiator	Aramusha		Tlandi	Shanlin	Jiang Jun	Nuxia	Black Prior	Hitokiri	Jörmungandr	Zhanhu	Warmonger
Stamina	120	120	120	120	130	120	140	120	120	120	120	120	160	135	120	150	120	120	120	120	120	120	120	THUMIT	140	Limitio	vvaimonger
Zone																											
Z, S, B	60	40sb	40	50	50u	60	65	60	60	60a	60	40	60	17 / 17	30	80	60	50	30+10 (10 feint)	60	60	42	40, drains 25		60		
Z, S, C		20	10	Parry, 50a/u	35u		0	0	0			20	0/0	21	30 / 30		0	10 / 10	0	0/0		42					
Running																											
R, H, T, B						12					12		12			12		12	12		12 / 12	L6					
R, H, S, B	12			48 (105 block) [-			12	12	12	12		L6/H12			24 / 24		12 / 12						12		30 (21 on miss)		
R, GB Light		60, drains 20	15		40	20								50 (79 on miss	1	12, drains 50				12, drains 40							
L, T, B	6sb	6	6	6	6	6sb	6	6sb	6	6a/e	6	6	6	5	6sb / 27 OS [5	6	6	6	6	6	6	6	6		6		
L, T, C	6	6	6	6	6	6	Fig.	6	6	owe	6/4 dh	6	6	5	6a / 27 OS [6]	6	4	6	6	6	6	6	6		6		
L. T. C+		- 5		6	6		- Cas	6	6a		2	- 6	6	8 (3 times)	00, 2, 00 (0)	6	3			6		6			Ü		
L, T, D				_	6, drains 20		6a	6	6sb		68	6		5		6			6sb/t			6					
L, S, B	6	6	6	6e	6	6sb	6	6sb	6	6a/e	6	6	6	5	6sb / 27 OS [7]	6	6	6	6	6	6	6	6		6		
L, S, C	6	6	6	6e	6	6	6a	6	6		6	6	6	5	6a / 27 OS [8]	6	4	6	6	6	6	6	6		6		
L, S, C+		6		6e	6			6, leaves at 20	6a		2	6	6	8 (3 times)		6	3			6		6					
L, S, D					6, drains 20		6t	6			6t	6		5		6			6sb/t		6	6					
Heavy																											
н, т, в	12	12sb	12	12s	12	12a	12	12	12	12a	12 [9]	12	12 [10]		12a / 24 OS [12		12	12	12	12	12a	12	12		12		
H, T, C H, T, C+	6u [13]	12	10	12s 12u/s	12a 12a	12a	12a/u	12 12	12 12u	12a	12 [14]	12	6 [15]	10, drains 33	12a / 24 OS [16		8 10	6	12	12	12u	12	12		12		
H, T, D	6u [17]	12	10	120/5	128	12a	12	12	12u		12t [19]		6 [18] 12a	10	12a	20u (skewer)	10 12a	6 (T/S)	12	12	12	12	12				
H, I, D	12	12sb	12	12	12	12a 12a	12	12	1290	12a	12 [20]	12	12 [21]		12a / 24 OS [23	12	120	12	12	12	12 30a [24]	12	12		12		
H, S, C	6 [25]	12	10	12	12a	12a	12a	12	12	12a	12 [26]	12	6 [27]		12a / 24 OS [28		8	←12u / 6→		12	28u (29)	12	12		12		
H, S, C+	6 [30]	12	10	12u	12a		12a/u	12	12a		()		6 [31]	10,000		20u (skewer)	10			12	200 (20)	12					
H, S, D			12						12sb		12 [32]	12		10	6a		12 [33]	12	12	12	12						
Guardbreak																											
GB, T, D		34 10, drains 10		15, drains 20		15, drains 20		15	15				25, drains 30	D,D,24,GB,10		24, drains 30		20					15, drains 20 [35		15, drains 35		
GB, S, D	0, drains 15 (3	36 10, drains 10		15, drains 20	15									D,D,24,GB,10		24, drains 30											
					r R,GB, 40 drain		Z, Bk, 65	H,GB, 15,		H,B/C,Charger					0 Kick, 20, 15dmg				L,GB or Bk,GB						GB. Bk. 15		
Otner attack		(72 if parried)					2, BK, 65 dd,GB, 6	H,GB, 15, drains 40	H,GB,12,150ff	12 (72 if parrie		L, Bk, 6			Caber toss,15		FB, 18 FB*, 8	H, sf L, 3 dd, L, 6	10. drains 15 f4		FB,Z,S, 45 Parry,Z,S, 30u				drains 35		
	L,T,B,sb*, 10		H. sf L. 6			FB*(L), 15 [42]		GB.GB. 27.		(L/H)*.GB. 20.		Block.D. 35		g Ranged GB,2			FB*.L. 6.	00, 2, 0		drains 37	Parry, GB, 17.				L or H. GB. 10		
	L,1,0,00 , 10		dd, L, 6	Parry L, 6s	wineii waiispia	FB*(H), 27 [44		drains 45		drains 50	00,11,12	FB. 24		Kick,10,47dm							drains 18-29		10, 2, 20		drains 45		
		drains 29		H,L,(H,T)*,L, 6	5	FB entry, 10	1	Sweep, 12		GB,H, 12				Front roll, 12						QI,GB,L, 6		Parry, L, 6					
		FB entry, 10		H, T, B drains	30	F,D,GB,L, 6		dd, H, 12		D.E., 14 or 22			Parry, GB, 6,	Roll, kick, 5,		to the enemy.	FB*,H,S, 8			QI,GB,H, 12u		dd, L, 6					
		FB*,H, 10		H, T, C drains	35	Parry,GB, 0		D,Bk,20,30dm	,				drains 25	drains 47		If parried, cost	FB*,GB, 25,			QI,L,T, 6							
				H, T, C+ drains		drains 20								Backflip, 12		20*7=140	drains 40			drains 0 stam							
For all		k : cost * 1.75 (ex			5 = 10; for a he	savy: 12 * 1.75 :	21)							dd, 29		Parry,GB, 12,				QI,L,S, 6							
heroes				[45]										dd,GB,5,30dn	9	drains 30				L,Qi, H,T, 8u							
		attacks have an a ck : cost * 2.5 (exa				- 1400								dd,L, 5 Parry,L, 5						H,Ql, H,T, 12u L,Ql, H,S, 6t							
		ked attack : cost					1471							rany,L, 5						H,QI, H,S, 10t							
		k : cost * 7 (exam					(24)													dd, H, 20u							
		k costs 15 stamin																									
		enemy costs 17 s		20 stam dmg to	the enemy																						
	Zone attacks	always have the	same stamina	cost whether the	ey hit, whiff, are	blocked, parried	or feinted (exc	ept Raider's Fun	n.																		
	Rolling out co	osts 50 stamina p	oints																								
Type	Z, zone	R, running	L, light			Hidden Stance	CIB, guardbreak																				
Direction	T, top	S, side		g Backward	F, movir	ig forward																					
Style	B, basic b, bleed	C, combo		D, dodging	* Confirm Nt	dd, deflect	a Hointern	ntible Stance	e Echance	d light attack																	
Example:	H, T, C					at is the second					samage to the	enemy.															
		.u, Jouing		, amaz. coming	and the same of		- Committee																				
	Notes :																										
	While OOS:	Blocking Light At	tacks will allow	your enemy to I	keep chaining li	ghts.																					

Rush (A) Rush (A) Bounty Hunter (P) Body Count (P) Tireless (P) Fast Recovery (P) Revive Faster (P) Throw Farther (P) Iron Lungs (P) Deadly (P) Conqueror (P) Rank 2 Arrow Strike (A) Conqueror (P) Smoke Bomb (A) Conturion's March (A) Conturion's March (A) Conturion's March (A) Conturion's March (A) Doom Banner (A) Inspire (A) Juggermaut (A) Marked For Death (A) Bloodlust (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Skin (P) Spipol (A) Javelin (A) Sopharpen Blade (A) Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) Fank 4 Catapulti (A) Arow Storm (A) Rank 4 Catapulti (A) Fire Flask (A) Arow Storm (A) Berezfer (A) Feer Itself (A)	15 20 x 5 + Stun + Snare 0	25% 50%	-25% 50% 50% 50%	25% 30%	25% 30% 25%	30 s Stops stam regen for 3.3 s 10 s Stuns for 1 s Stuns for 1 s Stuns for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 10 s	45 s 75 s 45 s 45 s 45 s 3 s 90 s 30 s 90 s 45 s 100 s 60 s 90 s 120 s 90 s	83.33% stamina usage Stamina regen rate doubled 25% Revive speed reduction 50% increased distance Allow running out of stamina +50% buff duration / +50% capture speed 5 Projectiles / Fan shaped spread 4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 8m radius 10m radius	1 7,18 5,6,7,8,13,18 11,14 3,7,11,14,16,18 1,2,5,7,12,13,15,17 5 9,15 2,6,10,12 10 9,10,11,12,17 6,8,17 1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13 2,4,6,8,10,17	Gladiator-1 Aramusha-1 Shaman-1 Tiandi-1 Shaolin-2 Jiang Jun-2 Nuxia-2
Stun Trap (A) 15 Rush (A) Kisia (A) Bounty Hunter (P) Body Count (P) Tireless (P) Fast Recovery (P) Revive Faster (P) Throw Farther (P) Throw Farther (P) Conqueror (P) Rank 2 Arrow Strike (A) 60 Kunai (A) 15 Shooting Stars (A) 20 x Fiat Lux (A) 0+St Bear Trap (A) 25+Sr Smoke Bomb (A) 0 Centurion's March (A) Chilling Stare (A) Doom Banner (A) Inspire (A) Juggernaut (A) Marked For Death (A) Biloodiust (P) Righteous Deflection (P) Shield Basher (P) 5 Revenge Attacks (P) Thick Skin (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Pugio (A) 25 Javelin (A) 50 Long Bow (A) 25 Battlecry (A) 50 Fury (A) 50 Second Wind (A) 41 Hard to Kill (P) Flaming Arrow (A) 40 dmg + Hand Axe (A) Flare Hand Axe (A) 50 Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 40 dmg + Rank 4 Catap Hand Axe (A) 50 Rank 4 Catap Hisak (A) 40 dmg + Rank 4 Catap Hisak (A) 40 dmg + Rank 4 Catap Hisak (A) 40 dmg - Rank 4 Catap Hisak (A) 40 dmg	60 15 20 x 5 + Stun + Snare 0	25%	50% 50% 50%		25% 30%	Stops stam regen for 3.3 s 10 s Stuns for 1 s Stuns for 1 s Stun duration 4 s Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	75 s 45 s 45 s 45 s 3 s 90 s 30 s 90 s 120 s 60 s 90 s 120 s 90 s	Exhausts +30% movespeed Exhausts +25HP and stamina fully restored on kill +2HP and +2 stamina per soldier 83.33% stamina usage Stamina regen rate doubled 25% Revive speed reduction 50% increased distance Allow running out of stamina +50% buff duration / +50% capture speed 5 Projectiles / Fan shaped spread 4 m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 8m radius 10m radius	7,18 5,6,7,8,13,18 11,14 3,7,11,14,16,18 1,2,5,7,12,13,15,17 5 9,15 2,6,10,12 10 9,10,11,12,17 6,8,17 1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13	Conqueror- Peacekeeper- Lawbringer- Raider- Wartord- Berserker- Valkyrie- Kensei- Shugoki-1 Orochi-1 Nobushi-1 Centurion-1 Shinobi-1 Highlander-1 Gladiator-1 Aramusha-1 Shaman-1 Tiandi-1 Shaolin-2 Jiang Jun-2 Nuxia-2 Black Prior-2
Rush (A) Kiai (A) Bounty Hunter (P) Body Count (P) Tireless (P) Fast Recovery (P) Revive Faster (P) Throw Farther (P) Fron Lungs (P) Deadly (P) Conqueror (P) Rank 2 Arrow Strike (A) Conqueror (P) Field Lux (A) Conduct (P) Finich Slood (P) Finich Sloid (P) Finich Slood (P)	60 15 20 x 5 + Stun + Snare 0	25%	50% 50%		25% 30%	10 s Stuns for 1 s Stun duration 4 s Snares for 2 sec 10 s 15 s 30 s 20 s 10 s 30 s	45 s 45 s 45 s 3 s 90 s 30 s 90 s 45 s 120 s 60 s 90 s 120 s 90 s	+30% movespeed Exhausts +25HP and stamina fully restored on kill +2HP and +2 stamina per soldier 83.33% stamina usage Stamina regen rate doubled 25% Revive speed reduction 50% increased distance Allow running out of stamina +50% buff duration / +50% capture speed 5 Projectiles / Fan shaped spread 4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	5,6,7,8,13,18 11,14 3,7,11,14,16,18 1,2,5,7,12,13,15,17 5 9,15 2,6,10,12 10 9,10,11,12,17 6,8,17 1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7	Peacekeeper- Lawbringer- Raider- Warlord- Berserker- Valkyrie- Kensel- Shugoki-1- Orochi-1- Nobushi-1 Centurion-1 Shinobi-1- Highlander-1 Gladiator-1 Aramusha-1 Shaolin-2 Jiang Jun-2 Jiang Jun-2
Kiai (A) Bounty Hunter (P) Bouty Hunter (P) Body Count (P) Tireless (P) Fast Recovery (P) Revive Faster (P) Throw Farther (P) Iron Lungs (P) Deadly (P) Conqueror (P) Rank 2 Arrow Strike (A) Kunai (A) Fist Lux (A) Fiat Lux (A)	15 20 x 5 + Stun + Snare 0	25%	50% 50%		30%	Stun duration 4 s Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	3 s 90 s 30 s 90 s 45 s 120 s 60 s 90 s 120 s 90 s	Exhausts +25HP and stamina fully restored on kill +2HP and +2 stamina per soldier 83.33% stamina usage Stamina regen rate doubled 25% Revive speed reduction 50% increased distance Allow running out of stamina +50% buff duration / +50% capture speed 5 Projectiles / Fan shaped spread 4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	11,14 3,7,11,14,16,18 1,2,5,7,12,13,15,17 5 9,15 2,6,10,12 10 9,10,11,12,17 6,8,17 1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13	Lawbringer- Raider- Warlord- Bersenker- Valkyrie- Kensel- Shugoki-1 Orochi-1 Nobushi-1 Centurion-1 Gladiator-1 Aramusha-1 Shandin-2 Jiang Jun-2 Jiang Jun-2 Black Prior-2
Bounty Hunter (P) Body Count (P) Tirrless (P) Fast Recovery (P) Revive Faster (P) Throw Farther (P) Tron Lungs (P) Deadly (P) Deadly (P) Conqueror (P) Rank 2 Arrow Strike (A) 60 Kunai (A) 15 Shooting Stars (A) 20 x Eshading Stare (A) 0 + St Bear Trap (A) 25 + Sr Smoke Bomb (A) 0 Centurion's March (A) Chilling Stare (A) Doom Banner (A) Inspire (A) Judgermaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Juvelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 8 Battlecry (A) Fury (A) Second Wind (A) 40 Hard to Kill (P) Heal on Block (P) Protected Revive (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Rank 4 Catapult (A) 46-17 Fire Fira (A) Missing (P) Rover Storm (A) 100 Regress Rank 4 Catapult (A) 45-20 Rank 4 Catapult (A) 45-20 Rank 4 Catapult (A) 46-17 Fire Fira (A) Missing (P) Rank 5 Rank 4 Catapult (A) 46-20 Rank 6 Rank 6 Catapult (A) 46-17 Fire Fira (A) Missing (P) Rank 6 Rank 7 Rank 8 Catapult (A) 46-20 Rank 9 Rank 10 Rank 20 Rank 20 Rank 20 Rank 3 Rank 3 Rank 4 Rank	15 20 x 5 + Stun + Snare 0	25%	50% 50%		30%	Stun duration 4 s Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	3 s 90 s 30 s 90 s 45 s 120 s 60 s 90 s 120 s 90 s	+25HP and stamina fully restored on kill +2HP and +2 stamina per soldier 83.33% stamina usage Stamina regen rate doubled 25% Revive speed reduction 50% increased distance Allow running out of stamina +50% buff duration / +50% capture speed 5 Projectiles / Fan shaped spread 4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	3,7,11,14,16,18 1,2,5,7,12,13,15,17 5 9,15 2,6,10,12 10 9,10,11,12,17 6,8,17 1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13	Raider- Warlord- Berserker- Valkynie- Kensei- Shugoki-1 Nobushi-1 Centurion-1 Shinobi-1 Highlander-1 Aramusha-1 Shaman-1 Tiandi-1 Shaolin-2 Jiang Jun-2 Jiang Jun-2
Bounty Hunter (P) Body Count (P) Tirrless (P) Fast Recovery (P) Revive Faster (P) Throw Farther (P) Tron Lungs (P) Deadly (P) Deadly (P) Conqueror (P) Rank 2 Arrow Strike (A) 60 Kunai (A) 15 Shooting Stars (A) 20 x Eshading Stare (A) 0 + St Bear Trap (A) 25 + Sr Smoke Bomb (A) 0 Centurion's March (A) Chilling Stare (A) Doom Banner (A) Inspire (A) Judgermaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Juvelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 8 Battlecry (A) Fury (A) Second Wind (A) 40 Hard to Kill (P) Heal on Block (P) Protected Revive (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Rank 4 Catapult (A) 46-17 Fire Fira (A) Missing (P) Rover Storm (A) 100 Regress Rank 4 Catapult (A) 45-20 Rank 4 Catapult (A) 45-20 Rank 4 Catapult (A) 46-17 Fire Fira (A) Missing (P) Rank 5 Rank 4 Catapult (A) 46-20 Rank 6 Rank 6 Catapult (A) 46-17 Fire Fira (A) Missing (P) Rank 6 Rank 7 Rank 8 Catapult (A) 46-20 Rank 9 Rank 10 Rank 20 Rank 20 Rank 20 Rank 3 Rank 3 Rank 4 Rank	15 20 x 5 + Stun + Snare 0	25%	50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	90 s 30 s 90 s 45 s 120 s 100 s 60 s 90 s 120 s 90 s	+2HP and +2 stamina per soldier 83.33% stamina usage Stamina regen rate doubled 25% Revive speed reduction 50% increased distance Allow running out of stamina +50% buff duration / +50% capture speed 5 Projectiles / Fan shaped spread 4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 8m radius 10m radius	1,2,5,7,12,13,15,17 5 9,15 2,6,10,12 10 9,10,11,12,17 6,8,17 1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13	Warlord- Berserker- Valkyrie- Kensei- Shugoki-1 Orochi-1 Nobushi-1 Centurion-1 Shinobi-1 Highlander-1 Gladiator-1 Gladiator-1 Tiandi-1 Shanoni-1 Tiandi-1 Shaolin-2 Jiang Jun-2 Black Prior-2
Body Count (P) Tireless (P) Fast Recovery (P) Revive Faster (P) Throw Farther (P) Throw Farther (P) Throw Farther (P) Conqueror (P) Rank 2 Arrow Strike (A) 60 Rank 2 Arrow Strike (A) 15 Shooting Stars (A) 20 x Fiat Lux (A) 0+St Bear Trap (A) 25+Sr Smoke Bomb (A) 0 Centurion's March (A) Chilling Stare (A) Doom Banner (A) Inspire (A) 1 Juggernaut (A) Marked For Death (A) Bilodiust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Skin (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Javelin (A) 50 Javelin (A) 50 Javelin (A) 50 Battlecry (A) 50 Revenge Mitake (A) 60 Sharpen Blade (A) 50 Battlecry (A) 50 Fury (A) 50 Battlecry (A) 50 Fury (A)	15 20 x 5 + Stun + Snare 0	25%	50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	90 s 30 s 90 s 45 s 120 s 100 s 60 s 90 s 120 s 90 s	+2HP and +2 stamina per soldier 83.33% stamina usage Stamina regen rate doubled 25% Revive speed reduction 50% increased distance Allow running out of stamina +50% buff duration / +50% capture speed 5 Projectiles / Fan shaped spread 4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 8m radius 10m radius	1,2,5,7,12,13,15,17 5 9,15 2,6,10,12 10 9,10,11,12,17 6,8,17 1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13	Berserker- Valkyrie- Kensei- Shugoki-1 Orochi-1 Nobushi-1 Centurion-1 Gladiator-1 Highlander-1 Gladiator-1 Aramusha-1 Tiandi-1 Shamoli-2 Jiang Jun-2 Black Prior-2
Tireless (P) Fast Recovery (P) Fast Recovery (P) From Farther (P) From Farther (P) From Lungs (P) Deadly (P) Conqueror (P) Rank 2 Arrow Strike (A) Conqueror (P) Rank 2 Arrow Strike (A) Congueror (P) Fied Lux (A) Congueror (A) Chilling Stars (A) Congueror (A) Chilling Stars (A) Congueror (A) Chilling Stare (A) Congueror (A) Fisield Basher (P) Gellady (P) Fisield Basher (P) Gellady (P) Fisield Basher (P) Fisield Recomposition (A) Congueror (A) Congueror (A) Congueror (A) Congueror (A) Fury (A) Second Vind (A) Hard to Kill (P) Fisiel Through (P) Finded on Block (P) Protected Revive (P) Nukekubi (P) Filaming Arrow (A) Fire Finak (A) Catapult (A) Fire Fisak (A) Catapult (A) Fire Fisak (A) Catapult (A) Fire Fisak (A) Catapult	15 20 x 5 + Stun + Snare 0	25%	50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	90 s 30 s 90 s 45 s 120 s 100 s 60 s 90 s 120 s 90 s	83.33% stamina usage Stamina regen rate doubled 25% Revive speed reduction 50% increased distance Allow running out of stamina +50% buff duration / +50% capture speed 5 Projectiles / Fan shaped spread 4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 8m radius 10m radius	5 9,15 2,6,10,12 10 9,10,11,12,17 6,8,17 1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7	Berserker- Valkyrie- Kensei- Shugoki-1 Orochi-1 Nobushi-1 Centurion-1 Gladiator-1 Highlander-1 Gladiator-1 Aramusha-1 Tiandi-1 Shamoli-2 Jiang Jun-2 Black Prior-2
Fast Recovery (P) Revive Faster (P) Throw Farther (P) Deadly (P) Conqueror (P) Rank 2 Arrow Strike (A) 60 Kunai (A) 15 Shooting Stars (A) 15 Shooting Stars (A) 0 + St Bear Trap (A) 25 + Sr Smoke Bomb (A) 0 Centurion's March (A) Conturion's March (A) Doom Banner (A) Inspire (A) Jugermaut (A) Bloodiust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 7 Revenge Attacks (P) Rock Steady (P) Thick Slood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Throwing Axe (A) 25 Sharpen Blade (A) 30 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 8 Battlecry (A) Fury (A) 5 Second Wind (A) Hard to Kill (P) Heal on Block (P) Protected Revive (P) Though as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 50 Long Bom (A) 50 Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 5 dmg + Rank 4 Catapult (A) 40-17 Fire Tlask (A) 40-17 Fire Tlask (A) 40-17 Fire Tlask (A) 40-18 Fire Tlask (A) 40-18 Fire Tlask (A) 40-19 Fire Trap (A) Missing 1 Nail Bomb (A) 40 dmg + Rank 4 Catapult (A) 40-18 Fire Tlask (IR) 40-18 Fear Itself (A)	15 20 x 5 + Stun + Snare 0	25%	50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	90 s 30 s 90 s 45 s 120 s 100 s 60 s 90 s 120 s 90 s	Stamina regen rate doubled 25% Revive speed reduction 50% increased distance Allow running out of stamina +50% buff duration / +50% capture speed 5 Projectiles / Fan shaped spread 4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	9,15 2,6,10,12 10 9,10,11,12,17 6,8,17 1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7	Valkyrie- Kensel- Shugoki-1 Orochi-1 Nobushi-1 Centurion-1 Shinobi-1 Highlander-1 Gladiator-1 Aramusha-1 Shaman-1 Tiandi-1 Shaolin-2 Jiang Jun-2 Jiang Jun-2
Revive Faster (P) Throw Farther (P) Inforward Farther (P) Infor Lungs (P) Conqueror (P) Rank 2 Arrow Strike (A) 60 Kunai (A) 15 Shooting Stars (A) 20 x Fiat Lux (A) 0 + St Bear Trap (A) 25 + St Smoke Bomb (A) 0 Centurion's March (A) Conturion's March (A) Inspire (A) Juggernaut (A) Marked For Death (A) Bloodiust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Long Bow (A) 25 Javelin (A) 20 Dugn Mortis (A) 50 Pugno Mortis (A) 50 Pugno Mortis (A) 50 Pugno Mortis (A) 50 Pugno Horlard (A) 40 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Punch Through (P) Protected Revive (P) Nukekubi (P) Fleming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-27 Fire Flask (A) 40-17 Fire Trap (A) Missing¹ Nail Bomb (A) 40 dmg - Arrow Storm (A) 100 Igneus Imber (A) Ferer Itself (A)	15 20 x 5 + Stun + Snare 0	25%	50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	90 s 30 s 90 s 45 s 120 s 100 s 60 s 90 s 120 s 90 s	25% Revive speed reduction 50% increased distance Allow running out of stamina +50% buff duration / +50% capture speed 5 Projectiles / Fan shaped spread 4 m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	2,6,10,12 10 9,10,11,12,17 6,8,17 1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13	Kensei- Shugoki-1 Orochi-1 Nobushi-1 Centurion-1 Shinobi-1 Highlander-1 Gladiator-1 Aramusha-1 Shaman-1 Tiandi-1 Shaolin-2 Jiang Jun-2 Black Prior-2
Throw Farther (P) Iron Lungs (P) Deadly (P) Conqueror (P) Rank 2 Arrow Strike (A) 60 Kunai (A) 15 Shooting Stars (A) 25 + Sr Smoke Bomb (A) 0 Centurion's March (A) Chilling Stare (A) Doom Banner (A) Inspire (A) Juggernaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Javelin (A) 50 Javelin (A) 50 Battlecry (A) 50 Revenge Attacks (P) Rank 3 Crossbow (A) 25 Sharpen Blade (A) 25 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 8 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 50 Lang Bow (A) 50 Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 45-27 Flaming Arrow (A) 5 dmg + Rank 4 Catapult (A) 50 Lang Bow (A) 50 Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 5 dmg + Rank 4 Catapult (A) 5 dmg + Rank 4 Catapult (A) 50 Rank 4 Catapult (A) 50 Rank 4 Catapult (A) 50 Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-07 Rank 19 Rank 4 Catapult (A) 50 Rank 4 Catapult (B) 50 Rank 6 Rank 9 Ran	15 20 x 5 + Stun + Snare 0	25%	50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	90 s 30 s 90 s 45 s 120 s 100 s 60 s 90 s 120 s 90 s	50% increased distance Allow running out of stamina +50% buff duration / +50% capture speed 5 Projectiles / Fan shaped spread 4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	10 9,10,11,12,17 6,8,17 1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13	Shugoki-1 Orochi-1 Nobushi-1 Centurion-1 Shinobi-1 Highlander-1 Gladiator-1 Aramusha-1 Tiandi-1 Shanan-1 Jiang Jun-2 Jiang Jun-2 Black Prior-2
Iron Lungs (P) Deadly (P) Conqueror (P) Rank 2 Arrow Strike (A) 60 Kunai (A) 15 Shooting Stars (A) 0 + St Bear Trap (A) 25 + Sr Smoke Bomb (A) 0 Centurion's March (A) Chilling Stare (A) Doom Banner (A) Inspire (A) Juggernaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Slood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Pugio (A) 32 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 8 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Heal on Block (P) Protected Revive (P) Nukekubi (P) Fleming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 50 Long Rank 4 Catapult (A) 50 Rank 4 Catapult (A) 5 dmg + Rank 4 Catapult (A) 6 dmg + Rank	15 20 x 5 + Stun + Snare 0	25%	50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	90 s 30 s 90 s 45 s 120 s 100 s 60 s 90 s 120 s 90 s	Allow running out of stamina +50% buff duration / +50% capture speed 5 Projectiles / Fan shaped spread 4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	9,10,11,12,17 6,8,17 1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7	Orochi-1 Nobushi-1 Centurion-1 Shinobi-1 Highlander-1 Gladiator-1 Aramusha-1 Shaman-1 Tiandi-1 Shaolin-2 Jiang Jun-2 Nuxia-2 Black Prior-2
Deadly (P) Conqueror (P) Rank 2 Arrow Strike (A) 60 Kunai (A) 15 Shooting Stars (A) 20 x Fistal Lux (A) 0 + St Bear Trap (A) 25 + Sr Smoke Bomb (A) 0 Centurion's March (A) Chilling Stare (A) Doom Banner (A) Inspire (A) Jugermaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Stod (P) Flesh Wound (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Throwing Axe (A) 25 Throwing Axe (A) 25 Sharpen Blade (A) 8 Battlecry (A) Fugu (A) 3 Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Protected Revive (P) Nukekubi (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 40-17 Fire Trap (A) Missing 1 Nail Bomb (A) 40 dmg + Arrow Storm (A) Berzerker (A) Fire Tlask (A) 40-17 Fire Trap (A) Missing 1 Nail Bomb (A) 40 dmg + Arrow Storm (A) Berzerker (A) Fear Itself (A)	15 20 x 5 + Stun + Snare 0	25%	50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	90 s 30 s 90 s 45 s 120 s 100 s 60 s 90 s 120 s 90 s	+50% buff duration / +50% capture speed 5 Projectiles / Fan shaped spread 4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	6,8,17 1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7	Nobushi-1. Centurion-1 Shinobi-1. Highlander-1 Gladiator-1 Aramusha-1 Shaman-1 Tiandi-1 Shaolin-2 Jiang Jun-2 Nuxia-2 Black Prior-2
Conqueror (P) Rank 2 Arrow Strike (A) 60 Kunai (A) 15 Shooting Stars (A) 20 x Fiat Lux (A) 0+5t Shooting Stars (A) 25 + Sr Smoke Bomb (A) 0 Centurion's March (A) Conturion's March (A) Conturion's March (A) Inspire (A) Juggernaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Javelin (A) 25 Javelin (A) 25 Javelin (A) 20 Battlecry (A) 50 Regover (A) 20 Battlecry (A) 50 Pugno Mortis (A) 50 Pugno Mortis (A) 50 Pugno Mortis (A) 50 Pugno Hortis (A) 50 Battlecry (A) 50 Pugno Hortis (A) 50 Battlecry (A) 50 Pugno Hortis (A) 50 Battlecry (A) 50 Protected Revive (P) Nukekubi (P) 51 Flaming Arrow (A) 50 Protected Revive (P) Nukekubi (P) 51 Flaming Arrow (A) 50 Rank 4 Catapult (A) 50 Catapult (A) 50 Rank 4 Catapult (A) 60 Rank 6 Rank 8 Rank 9 Rank 10 Rank	15 20 x 5 + Stun + Snare 0	25%	50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	90 s 30 s 90 s 45 s 120 s 100 s 60 s 90 s 120 s 90 s	5 Projectiles / Fan shaped spread 4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	1,2,3,4,13 12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13	Centurion-1 Shinobi-1 Highlander-1 Gladiator-1 Aramusha-1 Shaman-1 Tiandi-1 Shaolin-2 Jiang Jun-2 Nuxia-2 Black Prior-2
Rank 2 Arrow Strike (A) 60 Kunai (A) 15 Shooting Stars (A) 20 x Fiat Lux (A) 0 + St Bear Trap (A) 25 + St Smoke Bomb (A) 0 Centurion's March (A) Chilling Stare (A) 0 Centurion's March (A) Chilling Stare (A) 0 Doom Banner (A) Inspire (A) Juggermaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Skin (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Javelin (A) 50 Long Bow (A) 25 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 8 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Protected Revive (P) Nukekubi (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing' Nail Bomb (A) 40 dmg - Fire Trap (A) Missing' Nail Bomb (A) 40 dmg - Hard To Kill (P) Sligneus Imber (A) 100 Berzerker (A) Fire Trap (A) Missing' Nail Bomb (A) 40 dmg - Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Berzerker (A) Fear Itself (A)	15 20 x 5 + Stun + Snare 0		50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	30 s 90 s 45 s 120 s 100 s 60 s 90 s 120 s 90 s	5 Projectiles / Fan shaped spread 4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	12 11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7	Shinobi-1. Highlander-1 Gladiator-1 Aramusha-1 Shaman-1 Tiandi-1 Shaolin-2 Jiang Jun-2 Nuxia-2 Black Prior-2
Arrow Strike (A) 60 Kunai (A) 15 Shooting Stars (A) 15 Shooting Stars (A) 0 + St Bear Trap (A) 25 + Sr Smoke Bomb (A) 0 Centurion's March (A) Chilling Stare (A) Doom Banner (A) Inspire (A) Juggermaut (A) Marked For Death (A) Bloodlust (P) Shield Basher (P) 6 Haymaker (P) 6 Haymaker (P) 7 Shield Basher (P) 7 Shield Basher (P) 8 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Throwing Axe (A) 25 Pugio (A) 32 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 8 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 drng + Hand Axe (A) 5 drng + Rank 4 Catapult (A) 40-17 Fire Trap (A) Missing (P) Nali Bomb (A) 40 drng 4 Arrow Storm (A) 100 Igneus Imber (A) Berzerker (A) Fear Itself (A)	15 20 x 5 + Stun + Snare 0		50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	30 s 90 s 45 s 120 s 100 s 60 s 90 s 120 s 90 s	4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13	Highlander-1: Gladiator-11 Aramusha-1: Shaman-1: Shaolin-2: Jiang Jun-2 Nuxia-2: Black Prior-2:
Kunai (A) 15 Shooting Stars (A) 20 x Field Lux (A) 0 + St Bear Trap (A) 25 + Sr Smoke Bomb (A) 0 Centurion's March (A) 0 Centurion's March (A) 0 Contunion's March (A) 0 Doom Banner (A) Inspire (A) Juggermaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Pugio (A) 25 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 8 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Sligh Through (P) 10 Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Rank 4 Catapult (A) 40-17 Fire Flask (A) 40-17 Fire Trap (A) Missing P Nail Bomb (A) 40 dmg 4 Arrow Storm (A) 100 Rigneus Imber (A) 5 Rer Itself (A)	15 20 x 5 + Stun + Snare 0		50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	30 s 90 s 45 s 120 s 100 s 60 s 90 s 120 s 90 s	4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	11 14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13	Gladiator-11 Aramusha-1 Shaman-1 Tiandi-1! Shaolin-2 Jiang Jun-2 Nuxia-2: Black Prior-2
Shooting Stars (A) 20 x Fiat Lux (A) 0 + st Fiat Lux (A) 25 + St Bear Trap (A) 25 + St Smoke Bomb (A) 0 Centurion's March (A) 0 Centurion's March (A) 0 Centurion's March (A) 0 Combine Stare (A) 0 Doom Banner (A) 1 Inspire (A) 3 Juggernaut (A) 4 Inspire (A) 4 Juggernaut (A) 4 Inspire (A) 6 Inspire (A) 7 Inspire (A) 7 Inspire (A) 7 Inspire (A) 8 Inspire (A) 9 Inspir	20 x 5 + Stun + Snare 0		50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	90 s 45 s 120 s 100 s 60 s 90 s 120 s 90 s	4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	14 1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13	Aramusha-1 Shaman-1i Tiandi-1! Shaolin-2i Jiang Jun-2 Nuxia-2: Black Prior-2:
Fiat Lux (A) 0 + St Bear Trap (A) 25 + Sr Smoke Bomb (A) 0 Centurion's March (A) Chilling Stare (A) Doom Banner (A) Inspire (A) Juggernaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Fliesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Javelin (A) 50 Long Bow (A) 50 Long Bow (A) 50 Pugio (A) 40 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Punch Through (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 50 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-27 Fire Flask (A) 40-17 Fire Flask (A) 40-17 Fire Trap (A) Missing' Nail Bomb (A) 40 dmg - Hard To Kill (P) Sligh Through (P) Nukekubi (P) Flaming Arrow (A) 5 dmg + Rank 4 Catapult (A) 45-27 Fire Flask (A) 40-17 Fire Trap (A) Missing' Nail Bomb (A) 40 dmg - Arrow Storm (A) 100 Berzerker (A) Fear Itself (A)	+ Stun + Snare 0		50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	45 s 120 s 100 s 60 s 90 s 120 s 90 s	4m radius Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	1,2,3,4 5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13	Nuxia-22 Black Prior-23
Bear Trap (A) 25 + Sir Smoke Bomb (A) 0 Centurion's March (A) Chilling Stare (A) Doom Banner (A) Inspire (A) Juggermaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 7 Thick Blood (P) Thick Skin (P) Ranks 3 Crossbow (A) 25 Throwing Axe (A) 25 Throwing Axe (A) 25 Throwing Axe (A) 25 Throwing Axe (A) 20 Long Bow (A) 50 Long Bow (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 8 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Punch Through (P) 10 Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 40-17 Fire Trap (A) Missing 1 Nail Bomb (A) 40 dmg Arrow Storm (A) 100 Igneus Imber (A)	+ Snare 0		50% 50%		30%	Snares for 2 sec 10 s 15 s 30 s 30 s 20 s 10 s 30 s	120 s 100 s 60 s 90 s 120 s 90 s	Exhausts and stops stam regen for 2.2 sec +10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	5,6,7,8,18 9,10,11,12,14,17 13 9 7 1,5,9,13	Tiandi-1! Shaolin-2! Jiang Jun-2 Nuxia-2: Black Prior-2:
Smoke Bomb (A) Centurion's March (A) Chilling Stare (A) Doom Banner (A) Inspire (A) Juggernaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) Ferency (P) Thick Blood (P) Thick Blood (P) Thick Blood (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Throwing Axe (A) 25 Long Bow (A) 50 Long Bow (A) 50 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Sligh Through (P) Though as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) Sod drag Pank 4 Catapult (A) Fearl (A) Nail Bomb (A) Arow Storm (A) Igneus Insert (A) Serier Tapa (A) Sirier Trap (A) Nail Bomb (A) Arow Storm (A) Igneus Insert (A) Fear Itself (A) Berzerker (A) Fear Itself (A)	6		50% 50%		30%	10 s 15 s 30 s 30 s 20 s 10 s 30 s	100 s 60 s 90 s 120 s 90 s	+10% Speed / Can't lock on Unlimited Stamina 15m radius 8m radius 10m radius	9,10,11,12,14,17 13 9 7 1,5,9,13	Shaolin-20 Jiang Jun-2 Nuxia-2: Black Prior-2:
Centurion's March (A) Chilling Stare (A) Doom Banner (A) Inspire (A) Juggernaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Fliesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Javelin (A) 50 Long Bow (A) 50 Long Bow (A) 50 Pugio (A) Javelin (A) Fury (A) Second Wind (A) Hard to Kill (P) Punch Through (P) Punch Through (P) Punch Through (P) Punch Through (P) Protected Revive (P) Nukekubi (P) Fleming Arrow (A) S deng 4 Flaming Arrow (A) Flaming Arrow (A) S deng 4 Flaming Arrow (A) Flaming Arrow (A) S deng 4 Flaming Arrow (A) Flaming Arrow (A) Flaming Arrow (A) Flaming Arrow (B) Flaming Arr	6		50% 50%		30%	15 s 30 s 30 s 20 s 10 s 30 s	60 s 90 s 120 s 90 s 90 s	Unlimited Stamina 15m radius 8m radius 10m radius	13 9 7 1,5,9,13	Jiang Jun-2 Nuxia-2 Black Prior-2
Centurion's March (A) Chilling Stare (A) Doom Banner (A) Inspire (A) Juggemaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Fliesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Javelin (A) 50 Javelin (A) 50 Javelin (A) 50 Battleory (A) Fury (A) Second Wind (A) Hard to Kill (P) Punch Through (P) Protected Revive (P) Nukekubi (P) Protected Revive (P) Nukekubi (P) Fleming Arrow (A) Samk 4 Catapult (A) Fank 4 Catapult (A) Fire Flask (A) Missing' Nail Bomb (A) Missing' Nail Bomb (A) 40-0-8 Berzerker (A) Fear Itself (A)	6		50% 50%		30%	15 s 30 s 30 s 20 s 10 s 30 s	60 s 90 s 120 s 90 s 90 s	Unlimited Stamina 15m radius 8m radius 10m radius	13 9 7 1,5,9,13	Jiang Jun-2 Nuxia-22 Black Prior-23
Chilling Stare (A) Doom Banner (A) Inspire (A) Juggermaut (A) Marked For Death (A) Bloodlust (P) Shield Basher (P) Ghaymaker (P) Shield Basher (P) Ghaymaker (P) Shield Basher (P) Ghaymaker (P) Thick Slood (P) Thick Blood (P) Thick Skin (P) Thick Skin (P) Silp Shield Basher (P) Shield Basher (P) Ghaymaker (P) Thick Blood (P) Thick Skin (P) Thick Skin (P) Slip Shield (A) Sahara (A) Sorossbow (50% 50%		30%	30 s 30 s 20 s 10 s 30 s	90 s 120 s 90 s 90 s	15m radius 8m radius 10m radius	9 7 1,5,9,13	Nuxia-22 Black Prior-23
Doom Banner (A) Inspire (A) Juggermaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Stoid (P) Flesh Wound (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Throwing Axe (A) 25 Throwing Axe (A) 25 Suavelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 20 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Silip Through (P) Heal on Block (P) Punch Through (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 drng + Hand Axe (A) 5 drng + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing Nail Bomb (A) 40 drng - Arrow Storm (A) 100 Igneus Imber (A) Berzerker (A) Fear Itself (A)			50% 50%		30%	30 s 20 s 10 s 30 s	120 s 90 s 90 s	8m radius 10m radius	7 1,5,9,13	Black Prior-23
Inspire (A) Juggernaut (A) Marked For Death (A) Bloodlust (P) Righteous Deflection (P) Shield Basher (P) Haymaker (P) Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Javelin (A) Long Bow (A) Javelin (A) Sound (B) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Protected Revive (P) Nukekubi (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) Sound (B) Hard Axe (A) Sound (B) Flaming Arrow (A) Hard Axe (A) Sound (B) Flaming Arrow (A) Hard Axe (A) Sound (B) Hard Axe (A) Sound (B) Hard Axe (A) Hard Axe (A) Sound (B) Hard Axe (A) Hard Ax			50% 50%	33.70		20 s 10 s 30 s	90 s 90 s	10m radius	1,5,9,13	
Juggemaut (A) Marked For Death (A) Biloodlust (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Javelin (A) 25 Javelin (A) 50 Long Bow (A) 50 Pugio (A) 60 Sharpen Blade (A) 20 Battleory (A) Fury (A) Second Wind (A) Hard to Kill (P) Punch Through (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-21 Fire Flask (A) 40-17 Fire Trap (A) Missing' Nail Bomb (A) 40 dmg - Arrow Storm (A) 100 Igneus Imber (A) 50 Berzerker (A) Fear Itself (A)			50% 50%		25%	10 s 30 s	90 s			P = Passive
Marked For Death (A) Bloodlust (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Puglo (A) 25 Javelin (A) 50 Long Bow (A) 60 Sharpen Blade (A) 8 Battlecry (A) Fury (A)		50%	50% 50%		25%	30 s		I Ininterruptible Clience of	2,4,0,0,10,17	r - rassive
Bloodlust (P) Righteous Deflection (P) Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Throwing Axe (A) 25 Javelin (A) 50 Long Bow (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 20 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Punch Through (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 drng + Hand Axe (A) 5 drng + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing Nail Bomb (A) 40 drng Arrow Storm (A) 100 Igneus Imber (A) Berzerker (A) Fear Itself (A)		50%	50%		25%			Uninterruptible + Slippery* +25% stamina usage		
Righteous Deflection (P) Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Javelin (A) 25 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 8 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Punch Through (P) Punch Through (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing¹ Nail Bomb (A) 100 Igneus Imber (A) 5 Berzerker (A) Fear Itself (A)		50%	50%			10 s	120 s	+25% starnina usage	5	A = Active
Shield Basher (P) 6 Haymaker (P) 5 Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Fliesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Pugio (A) 25 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 20 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Punch Through (P) Punch Through (P) Punch Through (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 50 Rank 4 Catapult (A) 50 Rank 4 Catapult (A) 45-21 Fire Flask (A) 40-17 Fire Trap (A) Missing¹ Nail Bomb (A) 100 Igneus Imber (A) 50 Berzerker (A) Fear Itself (A)							30 s		8	
Haymaker (P) 5 Revenge Attacks (P) Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Throwing Axe (A) 25 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 8 Battleory (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Punch Through (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing Nail Bomb (A) 40 dong 4 Arrow Storm (A) 100 Igneus Imber (A) Berzerker (A) Fear Itself (A)			25%			5 s after Parry	10 s		4	
Revenge Attacks (P) Rock Steady (P) Thick Blood (P) Fliesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Javelin (A) 50 Long Bow (A) 50 Sharpen Blade (A) 20 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Punch Through (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 45-26 Flaming Arrow (A) 40-47 Fire Trap (A) Missing¹ Nail Bomb (A) 40 dmg-4 Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)	5		25%						2	
Rock Steady (P) Thick Blood (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Tribrowing Axe (A) 25 Javelin (A) 50 Javelin (A) 50 Javelin (A) 60 Sharpen Blade (A) 8 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Silip Through (P) Heal on Block (P) Punch Through (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Flaming Arrow (A) 40-21 Fire Flask (A) 40-17 Fire Trap (A) Missing¹ Nail Bomb (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)			25%						13	
Thick Blood (P) Flesh Wound (P) Flesh Wound (P) Thick Skin (P) Rank 3 Crossbow (A) 25 Throwing Axe (A) 25 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 20 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Punch Through (P) 10 Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 5 dmg + Rank 4 Catapult (A) 45-2t Fire Flask (A) 40-17 Fire Trap (A) Missing' Nail Bomb (A) 40 dmg 4 Arrow Storm (A) 100 Igneus Imber (A) 5 Berzerker (A) Fear Itself (A)			25%			Successful L Re	evenge gain :	2pts / Successful H Revenge gain : 4pts	3,11,12,14,18	
Throwing Axe (A) 25 Pugio (A) 25 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 20 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Silip Through (P) Heal on Block (P) Punch Through (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 drng + Hand Axe (A) 5 drng + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing Arrow (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)			25%					Can't be grounded	10,17	
Thick Skin (P) Rank 3 Crossbow (A) 25 Pugio (A) 25 Pugio (A) 25 Pugio (A) 50 Long Bow (A) 50 Sharpen Blade (A) 20 Battlecry (A) 52 Battlecry (A) 52 Battlecry (A) 54 Battlecry (A) 55 Battlecry (A) 75 Battlecry (A) 75			25%				3 s ?	Immunity from Bleed effects	1	
Rank 3 Crossbow (A) 25 Pugio (A) 25 Pugio (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 8 Battlecry (A) 8 Fury (A) 8 Second Wind (A) 9 Hard to Kill (P) 9 Punch Through (P) 10 Tough as Nails (P) 9 Protected Revive (P) 10 Nukekubi (P) 9 Flaming Arrow (A) 5 Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing 1 Nail Bomb (A) 100 Igneus Imber (A)							3 s		6,18	
Rank 3 Crossbow (A) 25 Pugio (A) 25 Pugio (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 8 Battlecry (A) 8 Fury (A) 8 Second Wind (A) 9 Hard to Kill (P) 9 Punch Through (P) 10 Tough as Nails (P) 9 Protected Revive (P) 10 Nukekubi (P) 9 Flaming Arrow (A) 5 Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing 1 Nail Bomb (A) 100 Igneus Imber (A)			25%				3 s		3	
Crossbow (A) 25 Throwing Axe (A) 25 Pugio (A) 25 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 20 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Punch Through (P) 10 Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 5 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing 1 Nail Bomb (A) 40 dmg 4 Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)										
Throwing Axe (A) 25 Pugio (A) 25 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 20 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Punch Through (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 drng + Hand Axe (A) 5 drng + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing Nails Bomb (A) 40 drng Arrow Storm (A) 100 Igneus Imber (A) 20-8 Bezersker (A) Fear Itself (A)	25						60 s		3	
Pugio (A) 25 Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 20 Battleory (A) Fury (A) 58econd Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Punch Through (P) 10 Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing' Nail Bomb (A) 40 dmg Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)							60 s		7	
Javelin (A) 50 Long Bow (A) 50 Pugno Mortis (A) 60 Pugno Mortis (A) 60 Sharpen Blade (A) 20 Battlecry (A) Fury (A) 50 Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Punch Through (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-11 Fire Trap (A) Missing' Nail Bomb (A) 40 dmg - Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)						Snares for 2 s	120 s	Snare	13	
Long Bow (A) 50 Pugno Mortis (A) 60 Sharpen Blade (A) 20 Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Punch Through (P) 10 Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing' Nail Bomb (A) 40 dmg - Arrow Storm (A) 100 Igneus Imber (A) Fear Itself (A)						Silales IOI 2 S		Stidie		
Pugno Mortis (A) 60 Sharpen Blade (A) 20 Battlecry (A) Fury (A) Second Wind (A) Hard to Killi (P) Slip Through (P) Heal on Block (P) Punch Through (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Misseing Arrow Storm (A) 40 dmg Arrow Storm (A) 100							120 s		8	
Sharpen Blade (A) 20 Battleory (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Punch Through (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing¹ Nail Bomb (A) 40 dmg Arrow Storm (A) 100 Igneus Imber (A) Berzerker (A) Fear Itself (A)							120 s		9,10,11,12	
Battlecry (A) Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) Catapult (A) Fire Trap (A) Missing' Nail Bomb (A) Monday Monda							120 s	10m radius	1,2,3,4	
Fury (A) Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Punch Through (P) 10 Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 10 dmg + Hand Axe (A) 10 dmg + Rank 4 Catapult (A) 10 dmg + Rier Trap (A) Missing' Nail Bomb (A) 10 dmg - Arrow Storm (A) 10 lgneus Imber (A) Fear Itself (A)	20					30 s	150 s		3,7,8,11,13,14,17	
Second Wind (A) Hard to Kill (P) Slip Through (P) Heal on Block (P) Punch Through (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-11 Fire Trap (A) Missing Nail Bomb (A) 40 dmg Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)		33%				30 s	120 s	Make Soldiers Flee	5	
Hard to Kill (P) Slip Through (P) Heal on Block (P) Punch Through (P) 10 Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) Fire Trap (A) Missing' Nail Bomb (A) 40 dmg Arrow Storm (A) 100 Igneus Imber (A) Berzerker (A) Fear Itself (A)		35%	35%			20 s	120 s		5,6,7,8,15,18	
Slip Through (P) Heal on Block (P) Punch Through (P) Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) Catapult (A) Fire Trap (A) Nail Bomb (A) Arrow Storm (A) Berzerker (A) Fear Itself (A)							120 s	50 HP Healed	1,4,5,9,12,13,18	
Heal on Block (P) Punch Through (P) 10 Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing Arrow Storm (A) 100 Igneus Imber (A) 20-8 Bezzerker (A) Fear Itself (A)			20,30,40,50%					100,<75,<50,<25 HP	10	
Punch Through (P) 10 Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-11 Fire Trap (A) Missing Nail Bomb (A) 40 dmg - Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)		40%				3s after dodge	1 s		11,14	
Tough as Nails (P) Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing 1 Nail Bomb (A) 40 dmg Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)								L, 5HP/H, 5HP/Soldier, 3HP	2	
Protected Revive (P) Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing 1 Nail Bomb (A) 40 dmg 4 Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)	10							Damages through Block	2,6,10	
Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-11 Fire Trap (A) Missing' Nail Bomb (A) 40 dmg - Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)								+35 Total HP [48]	6	
Nukekubi (P) Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-11 Fire Trap (A) Missing' Nail Bomb (A) 40 dmg - Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)								Uninterruptible revive / 100HP shield on revive	4	
Flaming Arrow (A) 20 dmg + Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-2(Fire Flask (A) 40-11 Fire Trap (A) Missing Nail Bomb (A) 40 dmg Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)								+? Stam/hit	14	
Hand Axe (A) 5 dmg + Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing 1 Nail Bomb (A) 40 dmg Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)	na + 40 fire	·e					120 s	· · · Claimin	17	
Rank 4 Catapult (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing¹ Nail Bomb (A) 40 dmg² Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)	-						90 s		18	
Cataputt (A) 45-20 Fire Flask (A) 40-17 Fire Trap (A) Missing Nail Bomb (A) 40 dmg Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)	ng + 200						90 S		10	
Fire Flask (A) 40-17 Fire Trap (A) Missing 1 Nail Bomb (A) 40 dmg Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)	F 000						400	0 "	400110	
Fire Trap (A) Missing Nail Bomb (A) 40 dmg Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)							180 s	8 m radius	1,2,3,4,13	
Nail Bomb (A) 40 dmg - Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)						10 s fire duration	180 s	10 m radius	5,6,7,8,15,18	
Arrow Storm (A) 100 Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)	ing Value					Fire Duration?	160 s		12	
Igneus Imber (A) 20-8 Berzerker (A) Fear Itself (A)	mg + 75b						180 s		11,14,18	
Berzerker (A) Fear Itself (A)	100						180 s	15 m radius	9,10,11,12,14,17	
Fear Itself (A)	20-80						180 s	10 m radius	4	
Fear Itself (A)			45%			15s	180 s	+20% Speed	7	
. ,					50%	30 s	180 s	+50% stam consumption for enemies / 8 m radius	3,7,11,17	
Daurilless (A)						30 s	90 s	Your actions are uninterruptible	2	
Morale Booster (A)		50%				30 s	180 s		1	
Scout (A)		22,0			35%	45 s	180 s	Reveals enemies / +35% stam usage for enemies	8,18	
Stalwart Banner (A)					5575	20 s	200 s	Heals 135HP over duration / Removes bleed and fire		
Phalanx (A)						10s	200 s 180 s	100 Shield HP for all team	1,5,9,12,13,17	
						108				
	0 150						180 s	10 m radius	3	
Auto Revive (P)	0-150							50% HP on Revive	6	
Yama Uba (P)	0-150							Heals 50% of the dmg dealt	14	
Regenerate (P)	60-150							12HP per tick (/sec?)	2,4,6,10	
		15.0%	-25.0%							
Rank 2 avg 17.2	15.0	37.5%	50.0%	27.5%	26.7%					
Rank 3 avg 33.1		36.0%	36.0%							
	15.0	EC 00/	45.0%		42.5%					
	15.0 17.2	50.0%	33.3%	27.5%	33.0%					
52.1	15.0 17.2 33.1 105.7		50.070	,0	50.070					
Only feats that deal or affect damag	15.0 17.2 33.1	50.0% 35.4%	ce and only their of	ffects that involve	damage are proce	ent				
only leats that deal of affect dafflag	15.0 17.2 33.1 105.7 52.7	35.4%	and only trieff at	nooto triat irivolve	damage are prese	orit.				
5 11 11 11 15 11 12	15.0 17.2 33.1 105.7 52.7	35.4%								
Both Marked for Death and Scout sa * Slippery : Auto Counter Guard Bre	15.0 17.2 33.1 105.7 52.7 mage or dar	35.4% damage resistan		gon't!						

Gear Type	Weapon 1,2,3	lelm,Chest,Arms	Helm	Helm	Chest	Chest	Arms	Arms	Weapon 1	Weapon 1	Weapon 2	Weapon 2	Weapon 3	Weapon 3
Stats	Attack*	Defense*	Exhaustion Rec	Debuff Resist	Revenge Def	Rev Duration	Stam Cost Redu	Stam Regen	Defense Pen	Block Damage	Exec HP Regen	Revive Speed	Revenge Atk	Rev Gained
Basic Gear	3.0%	2.30%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Max. Upg.	20.2%	15.4%	76.0%	36.8%	22.1%	18.4%	22.1%	24.3%	15.2%	73.6%	36.8%	29.4%	22.1%	25.3%
Max.	18.3%	14.1%	73.6%	34.4%	20.6%	17.2%	20.6%	22.7%	16.9%	68.8%	34.4%	27.5%	20.6%	24.5%
Sec. Upg.	15.0%	11.5%	57.0%	27.6%	16.6%	13.8%	16.6%	18.2%	9.5%	55.20%	27.6%	22.1%	16.6%	19.0%
Secondary	13.8%	10.5%	55.2%	25.8%	15.5%	12.9%	15.5%	17.0%	12.7%	51.6%	25.8%	20.6%	15.5%	18.4%
Bal. Upg.	10.1%	7.70%	38.0%	18.4%	11.0%	9.2%	11.0%	12.1%	8.7%	36.8%	18.4%	14.7%	11.0%	12.7%
Balanced	9.1%	6.9%	36.8%	17.2%	10.3%	8.6%	10.3%	11.4%	8.5%	34.4%	17.2%	13.8%	10.3%	12.3%
Min. Upg.	-16.7%	-20.9%	-38%	-22.1%	-16.9%	-18.4%	-22.1%	-16.9%	-15.2%	-49.1%	-36.8%	-22.1%	-16.9%	-25.3%
Min.	-15.3%	-18.9%	-36.8%	-20.6%	-15.8%	-17.2%	-20.6%	-15.8%	-16.9%	-45.9%	-34.4%	-20.6%	-15.8%	-24.5%
	* Atk/Def	= 3 Pieces AKA C	an't have it Max.	and have another	Max. from the sar	ne piece								
	These values are	e from reputation I	evel 21 gear (Epid	c) not upgraded, 2	4 Upg. Patch 1.07		Looting rules :	Rare gear loot R	ep 01 to end of R	ep 04	<- You no longer	get Common gea	r at Rep 03	
	Needs an update	•	See 1.08	Patch 1.22				Heroic gear loot	Rep 03 to end of	Rep 06	<- You no longer	get Rare gear at	Rep 05	
	Salvage and Upg	grade cost by Leve	el:					Epic gear loot Re	ep 05 until Rep 08		<- You no longer	get Heroic gear a	t Rep 07	
	Spreadsheet by	Reddit User Kestr	el1207					Legendary gear	loot Rep 07 until F	Rep 30	<- You no longer	get Epic gear at F	Rep 09	
	Source from	Zytoxine	<u>iDramos</u>	Ubisoft Post on G	Gear Revamp	Ubisoft Informati	on on Stats meani	ng						

						For Honor (Base Game)						Shadow	& Might	Grudos	a & Glory	Order 8	& Havoc
Heroes Executions (Times from WhiteMilk)	Warden	Conqueror	Peacekeeper	Lawbringer	Raider	Warlord	Berserker	Valkyrie	Kensel	Shugoki	Orochi	Nobushi	Centurion	Shinobi	Highlander	Gladiator	Aramusha	Shaman
Execution 1 (Default)	Hilt Strike	Garrot	Led to Slaughter	Back Breaker	Neckbreaker	Head-Scissor	Work the Leg	Trick Shot	Beheader	Break in Half	Clean Kill	Off With Their Head!	Kneel Before Mel	Hack and Slash				
Execution 2 (Default)	Backhand Strike	The Pop Top	The Sacrifice	Sweep the Leg	Skull Cracker	Shield Bash Uppercut	Blood Rage	Aim For The Head	Groundstab	Hip Attack	Excessive Force	Snapmare	Stay Down!	Scorpion Sting				
Execution 3 (5000 Steel)	Guts Then Chop	The Wind-Up	Sunday Roast	The Stomp	Gutbuster		This. Is. Valkenheim!	Plant Your Flag	Evisceration	Burst Your Bubble	Choke on This	Going For A Ride	Glorious Execution	Flying Lotus				
Execution 4 (7000 S)	Spinning Decapitation	Gut Punch Neck	Dis-Armer	The Impaler	Axxe Uppercut	Beat Down	Severe Amputation	Get The Horns	Insert New Spine	Sit On It	Kneel For Me	Sting Like A Bee	Pollice Verso	Get Back Here!				
Execution 5 (7000 S)	Taking Out The	Low Blow	Over Under	Long Shot	Pure Force	Like & Stuck Pin	Double Your Effort	Val The Imapler	No Look Kill	One Inch Punch	From Above	Snap-Off						
Execution 6 (Placeholder)	Trash																	
FreeRoam Emotes																		
FR. Emote 1 (Default) FR. Emote 2 (Default)	I Lost Victory!	Psyched Floor Smash	Fist Pump Fall to Your Knee	Hard Headed Glorious!	What's the Point? Want This?	Shotgun! Why Me?	Axe for Victory Despair	Feels Good, Man This Blows	Witness Me! Collapse	Victory! Tantrum	Here I Ami Damn It!	Such Misery Chest Bump	Improper Tactics Victorious	Epic Tantrum Fresh to Death				
FR. Emote 3 (3000 S) FR. Emote 4 (5000 S)	I Rock! Seriously?	Ball Dropped Knucklehead	Dummy! Heart to Sword	Pumped Upl Case of the Mondays	Hulking Out Big No	Headbanger Bang Your Drum	Flipout Chopped	Nothing to seee Skyward Spear	Rally The Shame	Hard Times Quick Nap	Open For Business You Lose	Feeling It! Thriller	Comedic Relief Clear Miscalculation	Mall Ninja Break it Down				
FR. Emote 5 (7000 S) FR. Emote 6 (Placeholder)	Power Surge	Skip-It	The Best	I Did This!	Axe Press	Hula-Hoop	Show Off	Make Some Noise!	Blessed Glory	Heck Yes!	Drop Katana	Power!	Cica macaccanon	Ditak i Down				
Combat Emotes																		
C. Emote 2 (Default)	What's Your Problem's Shouldered Blade	Chain On Wraparound	Unimpressed X	You Want Some? My Liege!	Shove Off All of You	S'up? Well Done	Chest Beat Handled	Let's Go Not Bad At All	You Die Throwdown	From The Gut My House!	Cut to the Chase You There!	Dignified Curtsey Youf	The Challenge Respect	Show of Respect Bow and Begin!				
C. Emote 3 (3000 S) C. Emote 4 (5000 S)	Sword Point Blade Homage	Yes. You. Flail Salute	Hand on Heart I'm Just That Good	You're Welcome "grunt"	Throat Slasher Here I Am	Ready! Shield Bump	Throat Slitter Crossover	Salute You Like This?	In The Wiind Wipe Blade	Try Harder Pray For You	Approach Arm and Armed	Let's Dance Naginata Salute	Imperial Salute My Lord!	Respectful Salute Show of Skill				
C. Emote 5 (7000 S) C. Emote 6 (Placeholder)	Twirl	Chest Out	Death Threat	Pony	Yes, You	Thunderclap	Lift Off	Spear Twirl	Arm and Armed	Sumo	Twirl a Whirl	Come Get Some						
Effects (Idle/Exec/Emote) Sunbeam (Ubi Club Reward)	x	x	×	×	x	x	x	x	×	x	x	x	×	x				
Whirlwind (5000/5000/5000 S or BdI) Darkness (5000/5000/5000 S or BdI)	x x	x x	x x	X X	X X	x x	x x	x x	X X	x x	x x	x x	×	X X				
Bats (5000/5000/5000 S) Helfire (Mythic Outfit)	×	X	×	×	х	х	х	×	×	х	x	х	×	×				
Fireflies (Mythic Outfit) Thor's Strike (Mythic Outfit)	x	x	x	×	X		~						x					
Swarm (Mythic Outfit)					x	x	x	x										
Cherry Blossom (Mythic Outfit) Butterflies (Mythic Outfit)									X X	x x	X X	x x		×				
Death Mist Effect (Placeholder)																		
Ornaments (Default) Ornament 1 (Story N/H/R)	Wolfs Head (N)	Broken Wheel (H)	Coif Cap (H)	Pierced Blade (R)	Broken Pointed Horns (N)	Trickster's Homs (H)	Horned Visor (H)	Short Recurved Corkscrewed (R)	Flower (H)	Wood Wall (H)	Tri-Claws (N)	Fan (R)	Centaur (R)					
Ornament 2 (Deluxe Edition) Ornament 3 (Season 1 Winner)	Ram Hippogriph	Sunface	Sapphire	Three Warriors	Low Horns Horn Visor	Twisted Serpents	Boar's Head	Horned Skull	Crescent Circle Double Blades	12-Armed Monk	Sun Fan	Tree Leaves		Petal Fan				
Ornament 4 (1000 S) Ornament 5 (1000 S)	Plated Ridged	Crossbones Hook	Tiara Cap Fin Cap	Spiked Blade Lightning	Up Horns (Broken) Broken Horns	Back Horns World Serpent	Horn Line Staked	Broken Recurved Side Homs	Engraved Fan Cloud Basket	Blademane White Tiger	Sun Blades Tidal Wheel	Monkeys Meteorites	Mermaid Minotaur	Pious Scarab				
Ornament 6 (1000 S) Ornament 7 (3000 S)	Riveted	Spiked Plate Mad Dog	Iron Spikes Wide Crown	Flames Axe Blade	Hex Horns Five Solkes	Tri-Horns Panther's Head	Tri-Homs Spiked Line	Wood Horse Brass Ram	White Flower Laurels & Oni	Batwings Fire Skull	Kabuki Toad Noble	Turtles Spirits	Jupiter	Good Luck				
Ornament 7 (3000 S) Ornament 8 (3000 S) Ornament 9 (3000 S)	Winged 2 Horse	Rhino Horse	Goathead Angel Cornet	Rushing Skull Plated Slug	Bull Horns Rhino Horn	Dragon Heads Resting Ox	Blade Line Crown of Claws	Long Recurved Bird's Nest	Crab Brass Sword	Golden Koi Coiffed Demon	Iron Rabbit Praying Mantis	Butterfly Octopus	Chimera	Pure Evil				
Ornament 10 (3000 S) Ornament 10 (3000 S) Ornament 11 (3000 S)	Flanged Fleur de Lys	Suncult Splayed	Fate Skulls Firebird	T-Crest Chromed Solkes	Truncated Horns Horned Skull	Twin Snakes Golden Horse	Horned Bird Double Spiked Line	Spiked Horse	Peacock	White-haired One Onyx Bull	Fireballs Iron Scarab	Koi Fishes Demon Masks						
Ornament 12 (5000 S)	Daubeny's Shame	Hanged	Winged Cap	Hydra Drake	Ram Horns	Horn Dogs	Antiers	Jeweled Horn	Descending Dragon	Horned Demon	Snowy Demon	Water Lillies	Plumed Ram	Briny Deep				
Ornament 13 (5000 S) Ornament 14 (Elite 1 / Season Pass)	Dragon	Silent Warrior	Death Hornet	Dragonfre	Deathguard	Iron Ravens	Blood Skull	Runed Skull	Gold Butterfly	Demon Antiers	The Octopus	Twin Crabs	Gilded Tribune Century	Kitsune Diving Cranes				
Ornament 15 (Elite 2 / 7000 S) Ornament 16 (Elite 3 / 7000 S)	Griffon Angelic	The Imp Deer	Iron Eagle Ruby Circlet	Golden Pegasus Avenging Angel	Goat God Horned Beak	Mandibles Raised Horns	Bird Skull Crown of Homs	Horned Bird High Horns	Spiked Horns Divine Eagle	Coiffed Skulls Riveted Wings	Grinning Demon Brass Moth	Moth Forest Flower	Proud Gryffon Minerva's Wisdom	Blood Moon Gilded Crane				
Ornament 17 (Elite 4 / 7000 S) Ornament 18 (Mythic 1)	Lion Eagle 1	War Lion Eagle	Skull Cap Plated Wings	Flying Lion Eagle Shield	Ironhorn Homs & Wings	Horns & Skull Winged Helmet	The Wolf Spiked Spine	Engraved Horns Horned Sideguard	Antiers Raging Hydra	Axe Heads Rising Storm	Clawed Flowers Colled Dragon	Cat's Ears Dragon Heads	Fortifudo Lion's Mane	Elemental Fury Flaming Cranes				
Ornament 19 (Mythic 2) Ornament 20 (Placeholder)	Bronzed Griphon	Bone Crown	Swan	Hydra's Lair	Wild Boar	Twin Dragons	Nightmare	Buffalo Pride	Leviathan	Cloud Leopard	Cursed Image	Butterfly Demon	Feathered Crest	Horned Demon				
Outfits Battle																		
Battle 1 (Season Pass) Legacy Battle 2 (1500 S)	Crusader Dawn's Gate	Crusader Dawn's Gate	Crusader Dawn's Gate	Crusader Dawn's Gate	Twinsnake Dawn's Gate	Twinsnake Dawn's Gate	Twirsnake Dawn's Gate	Twinsnake Dawn's Gate	Kabuki Dawn's Gate	Kabuki Dawn's Gate	Kabuki Dawn's Gate	Kabuki Dawn's Gate	Crusader Dawn's Gate	Kabuki Dawn's Gate				
Battle 3 (1500 S) Battle 4 (3000 S)	Optical Illusion Blood Spider	Optical Illusion Blood Spider	Optical Illusion Blood Spider	Optical Illusion Blood Spider	Optical Illusion Blood Spider	Optical Illusion Blood Spider	Optical Illusion Blood Spider	Optical Illusion Blood Spider	Optical Illusion Blood Spider	Optical Illusion Blood Spider	Optical Illusion Blood Spider	Optical Illusion Blood Spider	Optical Illusion Blood Spider	Optical Illusion Blood Spider				
Battle 5 (3000 S) Battle 6 (5000 S)	Splatter Vertigo	Splatter Vertigo	Splatter Vertigo	Splatter Vertigo	Splatter Vertigo	Splatter Vertigo	Splatter Vertigo	Splatter Vertigo	Splatter Vertigo	Splatter Vertigo	Splatter Vertigo	Splatter Vertigo	Splatter Vertigo	Splatter Vertigo				
Battle 7 (5000 S) Battle 8 (Placeholder)	Mute's Winter	Mute's Winter	Mute's Winter	Mute's Winter	Mute's Winter	Mute's Winter	Mute's Winter	Mute's Winter	Mute's Winter	Mute's Winter	Mute's Winter	Mute's Winter	Mute's Winter	Mute's Winter				
Elite Elite 1 (70008 or Season Pass)	Peacock	Peacock	Peacock	Peacock	Strigiformes	Strigiformes	Strigiformes	Strigiformes	Land, Air & Sea	Peacock (SP)	Land, Air & Sea (SP)							
Elite 2 (7000 S) Elite 3 (7000 S)	Questing Knight Battlefield Chic	Questing Knight Battlefield Chic	Questing Knight Battlefield Chic	Questing Knight Battlefield Chic	Tree of Life Death Rayens	Tree of Life Death Ravens	Tree of Life Death Ravens	Tree of Life Death Ravers	Death Blossoms Flight of Spring	Questing Knight Battlefield Chic	Death Blossoms Flight of Spring							
Elite 4 (7000 S)	Tower of the Lys	Tower of the Lys	Tower of the Lys	Tower of the Lys	Rabid Wolf	Rabid Wolf	Rabid Wolf	Rabid Wolf	Night Bloom	Night Bloom	Night Bloom	Night Bloom	Tower of the Lys	Night Bloom				
Elite 6 (Placeholder) Mythic																		
Mythic 1 (15000 S or Bdll) Mythic 2 (15000 S or Bdll)	The Flying Lys Heraldic Valor	The Flying Lys Angel of Death	The Flying Lys Cygnus	The Flying Lys Doomsday Hydra	The Forge Wild Boar	The Forge Infernal Draconis	The Forge Waking Nightmare	The Forge Dream Warrior	The Pit Viper Sea Monster	The Pit Viper Demon Fire	The Pit Viper Demon Gate	The Pit Viper Lunar Metamorphosis	The Flying Lys Bloody Duty	The Pit Viper Deadly Accuracy				
Mythic 3 (Placeholder) Reputation																		
Reputation 1 Bundles																		
Whirlwind Knights (30000 S) Whirlwind Vikings (30000 S)	х	x	X	x	x	x	x	×										
Whirlwind Samurai (30000 S) Darkness Knights (30000 S)	x	x	×	x					×	х	х	х						
Darkness Vikings (30000 S) Darkness Samural (30000 S)					х	х	х	×	×	x	x	x						
Monstrous Knights (45000 S) Monstrous Vikings (45000 S)	х	х	×	×	x	x	x	×										
Monstrous Samurai (45000 S) Monstrous Vanguard (36000 S)	x				x				X X	х	х	х						
Monstrous Heavy (36000 S) Monstrous Assassin (36000 S)		х	×			х	×			х	¥							
Monstrous Hybrid (36000 S) Immortal Knights (45000 S)		x	Ŷ	×				×				х						
Immortal Vikings (45000 S) Immortal Samurai (45000 S)					х	х	х	x	· ·	x	v	x						
Immortal Samural (46000 S) Immortal Vanguard (36000 S) Immortal Heavy (36000 S)	х	×			х	×			×	×								
Immortal Heavy (36000 S) Immortal Assassin (36000 S) Immortal Hybrid (36000 S)		^	×	-		^	х				x							
S.1 Viking Win Celebration (24000 S)				х	x	x	x	x x				х						
Bundle (Placeholder)																		
Gear Sets/Rep Unlockable/Steel Pack	is go here. (Color Code	for Fastest/Overall/He	naith Exec?)															
Salvage and Upgrade cost by Level: Spreadsheet by Reddit User Kestrel 12	207																	
Orders rewards	Steel	Experience																
Date Outral (comment)	200	200	Warrior: Complete too	matches of any game	mode.													
Daily Order 1 (easy goal) Daily Order 2 (standard goal) Easy Order	500 500	400 750	Complete two matche Types?	Perform ten takedown	Perform three execution	Get a reknown score	of 250.											
Medium Order Hard Order	100	1250 1500	Types? Types?															
rand Order	200	1000	types?															
Steel and Xp Gain by mode go here.																		
Xp Gains 1.07 Orders 1.09																		
(War assets gain?) TD : Add 3 Battle Outfits/New Taunts																		

Heroes Classes	Vanguard	Heavy	Assassin	Hybrid		
Dominion						
First Blood	Kill + 7	Kill + 7	Kill + 7	Kill + 7		
Kill						
Kill modifier						
Kill Streak (per Kills)						
Zone Capture						
Zone Boost						
Zone Contest?						
Minion Kill						
Skirmish	Base respawn tir	me : 10s				
Kill	35	35	35?	35?		
Savior (assist ally to Kill)	15	15	15	15		
Avenger (Kill an enemy who	15	15	15	15		
Honor (Vs.1/2/3/4)	15, 20, 25, 30	15, 20, 25, 30	15, 20, 25, 30	15, 20, 25, 30		
			10, 15, 20, 25, 30)	
Captain Kill						
Minion Kill						
Elimination						
Kill						
Honor (Vs.1/2/3/4)						
Kill modifier						
Kill Streak (per Kills)						
ν ,						

Health / Revive				
Each bar segment	25			
Revive speed in elim	n/skirm/do	3s		
Revive speed in due	l/brawl	2s		
Invicibility on Respan	wn	4s		
Revenge				
Raw Attack damage	x Contac	t multiplier = Base	Revenge score	
Contact multiplier ch	age if the	attack is a hit/blo	ck or parry (multip	olicator value?)
Base Revenge score	x Group	fight multiplier = I	Final Revenge Sc	ore
Group fight multiplier	r is 1v1 =	0 / 1v2 = 0.7 / 1v3	3 = 0.9 / 1v4 = 1.0	
Only incoming attack	s are cor	nputed in the Gro	up fight multiplier	
Group Fight timer du	ration? (e	estimated at 5s, re	ducted by 50%. N	New value 2.5s)
Melee attacks that de	on't have	any damage outp	ut have a set valu	ue of 30.
Damage over Time of				
Attack boost	30%			
Shield	120			
Ladders				
Disabled Stamina Re	egen while	e using Ladder		
Ladder Slide forced				
Stamina cost Slide	25			
Other damages				
Falling hits	2,000			
Friendly fire nerf	80%			
Soldier damage	2			
	_			
Skirmish Captains				
Captain Health	70 HP			
Light attack	22			
Heavy attack	35			
Deathmatch Boosts	5			
Attack boost	55%			
Shield	100			
Heal	60			
Move Speed	?			
ovo opocu	•			
Executions Time :				
From Reddit User G	adengo			
TOTT REGULE 0361 G	aderige			
Paracole Alternative	Carcadal	a cot		
Barace's Alternative	Spreausi	icci		

Notes on damages :			
Fractions round up when show	wn in damage sun	nmary	
They do not round in damage	calculation		
For Honor Official Patch Note	<u>s</u>		

Please use these formats, or any o	one you feels fitting	g in your commen	its. This is a collab	oorative work, so	don't feel afraid to	correct discrepan	cies or submit
any new relevant value.							
Format discrepancies in this way:							
It appears Value X is wrong.							
My proof is that I went onto a custo	om game with my t	friends without ge	ear stats or feats th	nat would affect d	amage and we tes	sted it.	
We found Value X gave us result Y	and it does not fit	the data.					
We used method Z							
Format data submissions this way	:						
I found out this missing value X is	actually X.						
My proof is that I went onto a custo	om game with my t	friends without ge	ear stats or feats th	nat would affect d	amage and we tes	sted it.	
I used method Z to find this out.							
When testing percentage changes	(eg. Attack Bonus	always use fallin	ng attacks as they	do 2000 damage	and allow greate	r accuracy than a	ny other test.
Tabs Color Indicate Tab Status :	Re	ed	Ora	nge	Gre	een	
	Values mis	sing / WIP	Approximation confirm		Values I	Jpdated	

iguy2345 Completed and renewed by CaptainVallois	
Attack Values:	
To Raentwo and FreeDom for testing during the open beta	
To Etienss for testing after the release	
To Yuha for testing bleed damage	
To CaptainVallois and depressed- for damage values on Season 4 heroes	
Speed Values:	
https://redd.it/5ziyt4	
Stamina Values:	
https://www.reddit.com/r/CompetitiveForHonor/comments/9fd7pf/stam Wairf and CaptainVallois	
Reaction windows values :	
Google sheet from Freeze on reaction windows	
Gear Values:	
Original data	
Feat Values:	
https://www.reddit.com/r/CompetitiveForHonor/comments/7h7ahs/feat_information/	
Calculation:	
Ryuichiro	
Update:	
Kirraw / Grayden Boad / CaptainVallois / R0ck3ye / EberHure	
Original Reddit post	
Last updated: 29/10/2018	
Tiny URL: https://tinyurl.com/forhonorspreadsheet	

[1] Invulnerable to all damage while flipping

[2] Enemy's guard comes back up:

- 1400 ms after the end of the choke when holding the choke
- 1100 ms after the end of the choke without holding it
- 2600 ms after the end of the choke if the enemy is knocked down

[3] But not a demon's embrace

[4] The base cost of impale is 30 and 18 at the end of the impale.

The whiff/block/parry penalties only apply on the 30 base cost:

- hit: 30+18 = 48

- whiffed : 30*1.75 = 52

- blocked : 30*2.5 = 75

- sup blocked (most of the time): 30*3.5 = 105

- parried : 30*7 = 210

[5] OS lights cost 3 and have a flat additional cost of 24:

- hit : 3 + 24 = 27

- whiff: 3*1.75+24 = 29

- block : 3*2.5+24 = 31

- sup blocked : 3*3.5+24 = 34

- parried : 3*7+24 = 45

[6] OS lights cost 3 and have a flat additional cost of 24:

- hit : 3 + 24 = 27

- whiff : 3*1.75+24 = 29

- block : 3*2.5+24 = 31

- sup blocked : 3*3.5+24 = 34

- parried : 3*7+24 = 45

[7] OS lights cost 3 and have a flat additional cost of 24:

- hit: 3 + 24 = 27

- whiff: 3*1.75+24 = 29

- block : 3*2.5+24 = 31

- sup blocked : 3*3.5+24 = 34

- parried : 3*7+24 = 45

[8] OS lights cost 3 and have a flat additional cost of 24:

- hit : 3 + 24 = 27

- whiff : 3*1.75+24 = 29

- block : 3*2.5+24 = 31

- sup blocked : 3*3.5+24 = 34

- parried : 3*7+24 = 45

[9] Hard feint additional flat cost: 18 (instead of 10)

-12*1.75+18 = 39

(instead of 12*1.75+10 = 31)

[10] Total hard Feint cost: 25

[11] Hard feint additional flat cost: 8 (instead of 10)

- H,B, feint : 10*1.75+8 = 25 (instead of 27)

[12] OS heavies seem to cost 12 and have a flat additional cost of 12 but their behavior is not consistent in all situations :

```
- hit : 12+12 = 24
- whiff: 12*1.75+12 = 33
- parried : 78
[13] Hard feint flat cost of chained heavies: +6 (instead of +10)
[14] Hard feint additional flat cost: 18 (instead of 10)
-12*1.75+18 = 39
(instead of 12*1.75+10 = 31)
[15] Total hard Feint cost: 25
[16] OS heavies seem to cost 12 and have a flat additional cost of 12 but their behavior is not consistent in
all situations:
- hit : 12+12 = 24
- whiff : 12*1.75+12 = 33
- parried: 78
[17] Hard feint flat cost of chained heavies: +6 (instead of +10)
[18] Total hard Feint cost: 25
[19] Entering the move costs 17.
The attack itself costs 12 but like Shugoki, a flat +9 seems to apply when committing to the storm rush:
- on hit : 17+12+9 = 36
- on whiff: 17+12*1.75+9 = 47
- on block : 17+12*2.5+9 = 56
- on sup block : 17+12*3.5+9 = 68
- on parry : 17+12*7+9 = 110
Hard feinting costs +20 flat stamina
[20] Hard feint additional flat cost: 18 (instead of 10)
-12*1.75+18 = 39
(instead of 12*1.75+10 = 31)
[21] Total hard Feint cost: 25
[22] Hard feint additional flat cost: 8 (instead of 10):
- H,B, feint : 10*1.75+8 = 25 (instead of 27)
[23] OS heavies seem to cost 12 and have a flat additional cost of 12 but their behavior is not consistent in
all situations:
- hit : 12+12 = 24
- \text{ whiff} : 12*1.75+12 = 33
- parried : 78
[24] These attacks are considered zone attacks! Therefore they ignore superior block, and their stamina
cost is unchanged no matter the reaction:
H,S,B is always 30 even if it is blocked, superior blocked, parried or whiffed.
[25] Hard feint flat cost of chained heavies: +6 (instead of +10)
[26] Hard feint additional flat cost: 18 (instead of 10)
-12*1.75+18 = 39
(instead of 12*1.75+10 = 31)
```

[27] Total hard Feint cost: 25

[28] OS heavies seem to cost 12 and have a flat additional cost of 12 but their behavior is not consistent in all situations :

- hit : 12+12 = 24

- whiff : 12*1.75+12 = 33

- parried : 78

[29] These attacks are considered zone attacks! Therefore they ignore superior block, and their stamina cost is unchanged no matter the reaction :

H,S,C is always 28 even if it is blocked, superior blocked, parried or whiffed.

[30] Hard feint flat cost of chained heavies: +6 (instead of +10)

[31] Total hard Feint cost: 25

[32] Entering the move costs 17.

The attack itself costs 12 but like Shugoki, a flat +9 seems to apply when committing to the storm rush:

- on hit: 17+12+9 = 36

- on whiff : 17+12*1.75+9 = 47 - on block : 17+12*2.5+9 = 56 - on sup block : 17+12*3.5+9 = 68

- on parry : 17+12*7+9 = 110

Hard feinting costs +20 flat stamina

[33] Hard feint additional flat cost: 15 (instead of 10):

- H,B, feint : 12*1.75+15 = 36 (instead of 31)

[34] Feinted bash isn't considered as whiffed but still has the flat feint stamina cost:

20 + 10 = 30

(instead of 20*1.75+10=45)

Real bash whiff behaves as usual:

- Bash whiff : 20*1.75 = 35

- Charged bash wiff : 30*1.75 = 52

[35] Same if the bash is done after L or after sf H

[36] Feinted bash isn't considered as whiffed but still has the flat feint stamina cost:

20 + 10 = 30

(instead of 20*1.75+10=45)

Real bash whiff behaves as usual:

- Bash whiff: 20*1.75 = 35

- Charged bash wiff : 30*1.75 = 52

[37] Feinted bash isn't considered as whiffed but still has the flat feint stamina cost:

20 + 10 = 30

(instead of 20*1.75+10=45)

Real bash whiff behaves as usual:

- Bash whiff : 20*1.75 = 35

- Charged bash wiff : 30*1.75 = 52

[38] Total hard Feint cost: 25

- [39] Kick always costs 20, including when used in soft feints (same as OS heavies):
- OS heavy into Kick always costs 24 + 20 = 44.
- [40] Hard Feint cost: 25
- [41] 17 on miss
- [42] When a light is full-blocked, it drains 15 stamina to Warlord
- [43] Costs 34 if the enemy is exhausted by the parry (not by the choke, only by the parry)
- [44] When a heavy is full-blocked, it drains 27 stamina to Warlord
- [45] Not true anymore since Marching Fire. But it might be an error from them.

[46] This applies to:

- Regular blocked heavies
- Enhanced light attacks
- When you light attack an OOS opponent
- When your attacks gets deflected.

[47] This applies to:

- Regular light attacks
- Heavy attacks getting superior blocked
- [48] Max health multiplier is 1.15.