

name	describe
Fire Blast	Deals continuous fire damage to the targeted enemy. Ineffective against Fire Types.
Water Blast	Deals continuous water damage to the targeted enemy. Ineffective against Aqua Types.
Ice Blast	Deals continuous ice damage to the targeted enemy. Ineffective against Ice Types.
Lightning Blast	Deals continuous lightning damage to the targeted enemy. Ineffective against Lightning Types.
Poison Blast	Deals continuous poison damage to the targeted enemy. Ineffective against Poison, Undead & Mechanical Types.
Light Blast	Deals continuous light damage to the targeted enemy.
Dark Blast	Deals continuous dark damage to the targeted enemy.
Acid Blast	Deals continuous acid damage to the targeted enemy. Ineffective against Aqua & Insect Types.
Fire Field	Deals continuous fire damage to an enemy division. Ineffective against Fire Types.
Water Field	Deals continuous water damage to an enemy division. Ineffective against Aqua Types.
Ice Field	Deals continuous ice damage to an enemy division. Ineffective against Ice Types.
Lightning Field	Deals continuous lightning damage to an enemy division. Ineffective against Lightning Types.
Poison Field	Deals continuous poison damage to an enemy division. Ineffective against Poison, Undead & Mechanical Types.
Light Field	Deals continuous light damage to an enemy division.
Dark Field	Deals continuous dark damage to an enemy division.
Acid Field	Deals continuous acid damage to an enemy division. Ineffective against Aqua & Insect Types.
Amplification	Increases continuous damage and healing of this unit's division by 1% per skill level.
Wall Breaker	Decrease the enemy's terrain defense bonus.
Wall Builder	Increase your army's terrain defense bonus.
Spell Wall	Non-Poison & Non-Acid continuous damage to this unit is reduced.
Spell Barrier	Non-Poison & Non-Acid continuous damage to this unit's division is reduced.
Spell Reflect	Non-Poison & Non-Acid continuous damage to this unit is reflected.
Spell Absorb	Non-Poison & Non-Acid continuous damage to this unit is absorbed.
Self Heal	Heals this unit at the end of each turn.

name	describe
Target Heal	Heals the targeted ally if they aren't Undead type.
Division Heal	Heals non-Undead allies in this unit's division at the end of each turn.
Equitable Heal	Heals allies in this unit's division at the end of each turn.
Demon Medic	Demon or Undead type allies recover HP at the end of each turn.
Day Regen	Heal during the day.
Night Regen	Heal during the night.
Poison Cure	Makes your division immune to poison.
Curse Cure	Makes your division immune to curse.
Stun Cure	Makes your division immune to stun.
Debuff Cure	Makes your division immune to debuffs.
Absolute Cure	Makes your division immune to status ailments
Resist Ailments	Immune to all status ailments.
Dauntless	Immunity to Mental Attack, Seal Attack, and Charm Attack. Supplements loyalty increases.
Multi-Ailment	Status ailment skills trigger on all targets.
Counter Ailment	Status ailment skills trigger during counterattacks.
Fool's Lie	Deletes a number equal to this skill's level of enemy skills, in list order.
Rainbow Venom	Inflicts poison, curse, stun, and all four stat debuffs.
Poison Attack	Poison the enemy for continuous poison damage.
Stun Attack	Give stun points to the enemy. Two stun points paralyzes them for a turn.
Cursed Strike	Curse the enemy and prevent healing (Does not prevent Vampiric Attack's healing effect).
Charm Attack	Charm an enemy and completely restrict its actions on that turn.
Seal Attack	Stop the target's end of turn effects for the rest of the battle.
Cancelling Attack	Prevents enemies from activating Boost/Command/Formation effects.
Attack Debuff	Each attack reduces the enemy's Attack.
Defense Debuff	Each attack reduces the enemy's Defense.
Speed Debuff	Each attack reduces the enemy's Speed.
Wisdom Debuff	Each attack reduces the enemy's Wisdom.
Vampiric Attack	Recovers 1% of current HP per level of this skill on hit. Ineffective against Undead & Mechanical enemies.
Mental Attack	Reduces opponent's loyalty and absorbs gauge equal to this skill's value.
Pierce Attack	Attack enemies in the frontline and backline at once.

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Wide Attack	Attack all enemies in the same column as the target.
Cross Attack	Attack all enemies in the same column or row as the target.
All Attack	Attack all enemy divisions.
Group Attack	Attacks following divisions equal to this skill's level.
Flank Null	Prevents Flank Attacks from the enemy.
Range Null	Prevents Ranged Attacks from the enemy.
Pierce Null	Prevents Pierce Attacks from the enemy.
Wide Null	Prevents Wide Attacks from the enemy.
Cross Null	Prevent Cross/Pierce/Wide Attacks from the enemy.
All Null	Prevents All Attack from the enemy.
Surround Null	Prevents Surrounding Attacks from the enemy.
Flank Attack	Reduces the enemy's Force and evade chance and makes it possible to hit backline foes.
Range Attack	Nullifies enemy counterattacks. During the day, you can also hit backline foes.
Added Attack	% chance for an extra attack. Every 100 points in this skill guarantees an additional attack.
Critical Boost	This skill's value is added to your critical hit rate.
Counter Amp	Counterattack damage is multiplied by this skill's value.
Dimension Slash	Gain Range Attack, Helmet Split, and Parry. Ignores foe's Dragon Scales and Parry.
Lethal Critical	Increases damage from critical hits.
Helmet Split	Ignore a percentage of the enemy's defense equal to this skill's value. (max 80)
Self-Destruct	Damage the enemy by the amount of HP remaining before defeat.
Max-Power Attack	More DMG done by attacks & taken by counters. Lowers reduction to DMG done by user (based on HP)(max 75).
Counter Resist	Reduces counterattack damage when attacking by 1% per level of this skill. Max 90.
Slayer Defense	Ignore type-slaying effects.
Parry	This skill's value is this unit's % chance of blocking all but critical attacks.
Evade	This skill's value is this unit's % chance of dodging ranged attacks.
Defense Only	Unable to attack, but damage taken is reduced by 50%. (End of turn effects still trigger)
Forward Guard	Block attacks for the ally ahead of this unit in the formation.
Target Miss	Redirects attacks targeting this unit to the ally behind this unit in the formation.
Hardy Physique	Reduces both damage taken and HP recovered. (max 90)
Tiny Physique	Increases damage taken, but gives dodge percentage equal to the skill. (max 80)
Dragon Scales	Ignore all damage below a certain amount from non-ranged attacks.
Recovery	Resurrect once per battle.

name	describe
Troop Carrier	Makes your division immune to negative effects from terrain.
Terrain Null	Nullify terrain effects and Fool's Lie.
Deadly Resist	Reduces opponent's critical rate by the level of this skill.
Fatal Resist	Reduces opponent's Lethal Critical rate by the level of this skill.
S-Destruct Wall	Reduces self-destruct damage by 1% per level of this skill.
Self-D Barrier	Reduces self-destruct damage to division by 1% per level of this skill.
Godly Physique	Reduces both damage taken and HP recovered. Also reduces self-destruct effects. (max98)
Slay Man	Heavy damage to Male enemies.
Slay Woman	Heavy damage to Female enemies.
Slay Human	Heavy damage to Human enemies.
Slay Demon	Heavy damage to Demon enemies.
Slay Divine	Heavy damage to Divine-type enemies.
Slay Mechanical	Heavy damage to Mechanical enemies.
Slay Dragon	Heavy damage to Dragon-type enemies.
Slay Insect	Heavy damage to Insect-type enemies.
Slay Beast	Heavy damage to Beast-type enemies.
Slay Aqua	Heavy damage to Aquatic enemies.
Slay Flying	Heavy damage to Flying-type enemies.
Slay Fire	Heavy damage to Fire-type enemies.
Slay Ice	Heavy damage to Ice-type enemies.
Slay Lightning	Heavy damage to Lightning-type enemies.
Slay Nature	Heavy damage to Nature-type enemies.
Slay Poison	Heavy damage to Poison-type enemies.
Slay Undead	Heavy damage to Undead enemies.
Slay Knight	Heavy damage to Knight-type enemies.
Slay Night	Heavy damage to Night-type enemies.
Slay Supreme	Heavy damage to Supreme-type enemies.
Slay All	Heavy damage to Every type of enemy.
Man Boost	Buff all Male allies aside from oneself.
Woman Boost	Buff all Female allies aside from oneself.
Human Boost	Buff all Human allies aside from oneself.
Demon Boost	Buff all Demon allies aside from oneself.

name	describe
Divine Boost	Buff all Divine-type allies aside from oneself.
Mechanical Boost	Buff all Mechanical allies aside from oneself.
Dragon Boost	Buff all Dragon-type allies aside from oneself.
Insect Boost	Buff all Insect-type allies aside from oneself.
Beast Boost	Buff all Beast-type allies aside from oneself.
Aqua Boost	Buff all Aquatic allies aside from oneself.
Flying Boost	Buff all Flying-type allies aside from oneself.
Fire Boost	Buff all Fire-type allies aside from oneself.
Ice Boost	Buff all Ice-type allies aside from oneself.
Lightning Boost	Buff all Lightning-type allies aside from oneself.
Nature Boost	Buff all Nature-type allies aside from oneself.
Poison Boost	Buff all Poison-type allies aside from oneself.
Undead Boost	Buff all Undead allies aside from oneself.
Knight Boost	Buff all Knight-type allies aside from oneself.
Night Boost	Buff all Night-type allies aside from oneself.
Supreme Boost	Buff all Supreme-type allies aside from oneself.
Squad Boost	Buff all allies aside from oneself.
Attack Formation	Increases Attack when this unit's division has 4 or more units.
Defense Formation	Protects allies behind this unit. Increases Defense with 4 or more units.
Speed Formation	Increases Speed when this unit's division has 4 or more units.
Wisdom Formation	Increases Wisdom when this unit's division has 4 or more units.
Command Man	Buff all Male units in this unit's division by 1% per skill level.
Command Woman	Buff all Female units in this unit's division by 1% per skill level.
Command Human	Buff all Human units in this unit's division by 1% per skill level.
Command Demon	Buff all Demon units in this unit's division by 1% per skill level.
Command Divine	Buff all Divine-type units in this unit's division by 1% per skill level.
Command Mech	Buff all Mechanical units in this unit's division by 1% per skill level.
Command Dragon	Buff all Dragon-type units in this unit's division by 1% per skill level.
Command Insect	Buff all Insect-type units in this unit's division by 1% per skill level.
Command Beast	Buff all Beast-type units in this unit's division by 1% per skill level.
Command Aqua	Buff all Aquatic units in this unit's division by 1% per skill level.
Command Flying	Buff all Flying-type units in this unit's division by 1% per skill level.

name	describe
Command Fire	Buff all Fire-type units in this unit's division by 1% per skill level.
Command Ice	Buff all Ice-type units in this unit's division by 1% per skill level.
Command Lightning	Buff all Lightning-type units in this unit's division by 1% per skill level.
Command Nature	Buff all Nature-type units in this unit's division by 1% per skill level.
Command Poison	Buff all Poison-type units in this unit's division by 1% per skill level.
Command Undead	Buff all Undead units in this unit's division by 1% per skill level.
Command Knight	Buff all Knight-type units in this unit's division by 1% per skill level.
Command Night	Buff all Night-type units in this unit's division by 1% per skill level.
Command Supreme	Buff all Supreme-type units in this unit's division by 1% per skill level.
Command Division	Bufs all allies in this unit's division aside from self by skill %.
We're Cornered!	Buff abilities when 4 or fewer units are in this unit's division.
Revenge Fang	Increases status parameters by 1% per skill level for every ally defeated.
Wild Fang	Increases status parameters by 1% per skill level for every enemy defeated.
Sun Worship	Become stronger during the day and weaker at night.
Nocturnal	Become stronger at night and weaker during the day.
Night-Attuned	Blocks negative effects from night battles. Nullifies negative effect of Sun Worship.
Day-Attuned	Blocks negative effects from day battles. Nullifies negative effect of Nocturnal.
Sap Man	Weaken Male enemies.
Sap Woman	Weaken Female enemies.
Sap Human	Weaken Human enemies.
Sap Demon	Weaken Demon enemies.
Sap Divine	Weaken Divine-type enemies.
Sap Mechanical	Weaken Mechanical enemies.
Sap Dragon	Weaken Dragon-type enemies.
Sap Insect	Weaken Insect-type enemies.
Sap Beast	Weaken Beast-type enemies.
Sap Aqua	Weaken Aquatic enemies.
Sap Flying	Weaken Flying-type enemies.
Sap Fire	Weaken Fire-type enemies.
Sap Ice	Weaken Ice-type enemies.
Sap Lightning	Weaken Lightning-type enemies.
Sap Nature	Weaken Nature-type enemies.

name	describe
Sap Poison	Weaken Poison-type enemies.
Sap Undead	Weaken Undead enemies.
Sap Knight	Weaken Knight-type enemies.
Sap Night	Weaken Night-type enemies.
Sap Supreme	Weaken Supreme-type enemies.
Sap Squad	Weaken every type of enemy.
Sap Attack	Decrease front enemy's Attack.
Sap Defense	Decrease front enemy's Defense.
Sap Speed	Decrease front enemy's Speed.
Sap Wisdom	Decrease front enemy's Wisdom.
Strat Hinder	Increases the Force cost of front enemy's tactical skills.
Strat Support	Reduces the Force cost of tactical skills.
Strat Wall	Tactical skill damage to this unit is reduced.
Strat Barrier	Tactical skill damage to your division is reduced.
Action Boost	Increase turns for your division by the value of this skill.
Action Block	Reduce turns for the enemy division by the value of this skill.
Ambush Tactics	Shift enemy order by Ambush Value \div 10.
Ambush Alert	Reduces order shuffling from enemy ambushes.
Slacker	EXP Gain -50%
Treasure Hunt	Improves item drops.
Bounty Hunter	When destroying an enemy, receive a specific type of ore.
Replenish Res.	Decreases unit upkeep costs for this division by 1% per skill level.