

● Continuous Damage Type

Japanese	Name	Explanation
火炎放射	Fire Blast	The target takes fire damage at the end of each turn. No effect on flame type units.
水流放射	Water Blast	The target takes water damage at the end of each turn. No effect on aquatic units.
氷撃放射	Ice Blast	The target takes ice damage at the end of each turn. No effect on ice type units.
雷撃放射	Lightning Blast	The target takes lightning damage at the end of each turn. No effect on lightning type units.
毒気放射	Poison Blast	The target takes poison damage at the end of each turn. No effect on Poison/Machine/Undead-units. (Not blocked by end turn damage defense skills)
神術放射	Light Blast	The target takes light damage at the end of each turn.
魔術放射	Dark Blast	The target takes dark damage at the end of each turn.

● Continuous Damage Type

Japanese	Name	Explanation
大火炎陣	Fire Field	All enemies take fire type damage at the end of each turn. No effect on flame type units.
大水流陣	Water Field	All enemies take water type damage at the end of each turn. No effect on aquatic units.
大氷撃陣	Ice Field	All enemies take ice type damage at the end of each turn. No effect on ice type units.
大雷撃陣	Lightning Field	All enemies take lightning type damage at the end of each turn. No effect on lightning type units.
大毒気陣	Poison Field	All enemies take poison damage at the end of each turn. No effect on Poison/Machine/Undead-units. (Not blocked by end turn damage defense skills)
大神術陣	Light Field	All enemies take light type damage at the end of each turn.
大魔術陣	Dark Field	All enemies take dark type damage at the end of each turn.

● Continuous Healing Type

Japanese	Name	Explanation
自己治癒	Self Heal	Recover this unit's HP.
対象治癒	Target Heal	Restore the targeted ally's HP. No effect on Undead-type units.
全体治癒	Group Heal	Recover all allies. No effect on Undead-type units.
魔族医療	Demon Medic	Recover all Demon or Undead-type allies.
平等治癒	Equitable Heal	Recover all allies regardless of type.(All healing skills are blocked by the Curse ailment)

● Abnormal Status Recovery Type

Japanese	Name	Explanation
解毒治療	Poison Cure	All allies are immune to poison.
解呪治療	Curse Cure	All allies are immune to curse.
麻痺治療	Stun Cure	All allies are immune to stun.
削減治療	Debuff Cure	Block ○○ debuffs for all allies.
絶対治療	Absolute Cure	All allies are immune to the following ailments: Poison, Curse, Stun, ○○ Debuff.
異常耐性	Resist Ailments	Units with this skill are immune to all ailments.

● Offensive Skills

Japanese	Name	Explanation
側面攻撃	Flank Attack	Enables attacking backline enemies. Also ignores Defense Tactics. The higher this skill's value, the more it also damages the enemy's Force.
遠隔攻撃	Range Attack	Attack without being counterattacked. During the day, it also ignores Defense Tactics and enables attacking the backline.
貫通攻撃	Pierce Attack	Targeting a frontline enemy will also hit the enemy on the backline and vice versa. Only the main target will counterattack.
扇形攻撃	Wide Attack	When attacking an enemy, also attack enemies in the same row. But other than the main target, enemies take half damage. Only the main target will counterattack.
十字攻撃	Cross Attack	Provides the effects of both Pierce Attack and Wide Attack.
全域攻撃	All Attack	Attacks all enemies. But other than the main target, enemies take half damage. Only the main target will counterattack.(All of the above give you the same amount of Force as a normal attack)
追加攻撃	Added Attack	Grants more attacks per turn.
必殺増加	Critical Boost	Increases critical rate.
カブト割	Helmet Split	Ignore some amount of the enemy's Defense when doing damage.
致命必殺	Lethal Critical	Critical hits do massive damage.
次元斬撃	Dimension Slash	Has the effects of both Range Attack and Parry and ignores the enemy's Parry and Dragon Scales skills. It also ignores 75% of the enemy's Defense when doing damage.
反撃倍加	Counter Amp	Multiplies counterattack damage.
城壁崩し	Wall Breaker	At the start of battle, enemy terrain defense (Lnd) is decreased by the value of this skill.
城壁構築	Wall Builder	At the start of battle, ally terrain defense (Lnd) is increased by the value of this skill. (The greater the wall (Lnd) value is, the more it reduces damage taken)

● Offensive Skills

Japanese	Name	Explanation
毒化攻撃	Poison Attack	Poisons an enemy to the degree indicated by this skill's value. Poisoned enemies take proportional damage at the end of each turn.
麻痺攻撃	Stun Attack	Deals Stun Counters proportional to this skill's value. Two or more Stun Counters will stun an enemy and prevent them from acting for a turn.
呪の一撃	Cursed Strike	Curses the enemy. Cursed enemies suffer a penalty to their status parameters and cannot be healed in the same battle.
魅了攻撃	Charm Attack	The damaged unit receives charmed status. Charmed units can't do anything for that round. (Only if the target is the opposite sex of the attacker. If not, this skill deals one Stun Counter instead.)
封印攻撃	Seal Attack	The damaged unit receives sealed status. Sealed status prevents end turn damage/healing.
攻撃削減	Attack Debuff	Each attack reduces the target's Attack.
防御削減	Defense Debuff	Each attack reduces the target's Defense.
速度削減	Speed Debuff	Each attack reduces the target's Speed.
士気削減	Morale Debuff	Each attack reduces the target's Morale.
虹の毒撃	Rainbow Venom	Applies all of the seven ailments above.
反撃異常	Counter Ailment	Counterattacks will also inflict status ailments. (All status ailment skills may have no effect on certain unit types)
複数異常	Multi-Ailment	If the owner of this skill also has an area attack skill, their status ailment skills will affect all targets.

● Continuous Damage Countermeasures

Japanese	Name	Explanation
対術障壁	Spell Wall	This unit takes less damage from non-poison end turn damage skills.
対術結界	Spell Barrier	All allies take less damage from non-poison end turn damage skills.
対術反射	Spell Reflect	Nullify non-poison end turn damage to this unit, taking some portion of that damage and reflecting it on the target enemy.
対術吸収	Spell Absorb	Nullify non-poison end turn damage to this unit, taking some portion of that damage and using it to heal this unit's HP.

● Terrain Suitability

Japanese	Name	Explanation
兵士運搬	Troop Carrier	Nullifies negative terrain effects on allies.
地形無効	Terrain Null	Nullifies all terrain effects for enemies and allies.

● Defensive Skills

Japanese	Name	Explanation
パリング	Parry	Chance of blocking all normal attack damage aside from critical attacks.
イベイド	Evade	Chance of dodging ranged attacks.
竜鱗守護	Dragon Scales	This skill's value is a percentage. If that percentage of the damage this unit deals to the enemy is greater than the damage the enemy deals to this unit, the enemy's damage is reduced to 0. If the enemy slays Dragon-type units, this effect is invalid. This skill works with both attacks and counterattacks..
前進防御	Forward Guard	Take attacks for the next unit ahead in line, even from enemies with Flank or Range Attack.
専守防衛	Defense Only	Take half damage from normal attacks, but can't attack except with counterattacks.
特攻防御	Slayer Defense	Units with this skill don't take extra damage from enemies with type-slaying advantages.
貫通無効	Pierce Null	Nullifies the enemy's Pierce Attack.
扇形無効	Wide Null	Nullifies the enemy's Wide Attack.
十字無効	Cross Null	A combination of the above two.(With both Pierce and Wide Null, you can also block Cross Attack)
全域無効	All Null	Nullifies the enemy's All Attack.(All Attack can only be prevented with All Null)
側面無効	Flank Null	As long as the unit with this skill is alive, the enemy's flank attacks are nullified.
遠隔無効	Range Null	As long as the unit with this skill is alive, the enemy's ranged attacks are nullified.
リカバリ	Recovery	Once per battle, units with this skill revive from 0 HP. (But if cursed or sealed, they can't revive)
自決自爆	Self-Destruct	When defeated by a direct attack, self-destruct and damage the unit that attacked. Ranged attackers will also take at least some self-destruct damage.
堅守体躯	Hardy Physique	Normal damage, end turn damage, healing, and tactic skill effects are all reduced. (Only by up to 90%)

● Support Type Skills

Japanese	Name	Explanation
攻撃陣形	Attack Tactics	Your full army gains an attack bonus.
防衛陣形	Defense Tactics	Defend all units placed behind this unit, and raise Defense of all allies.
速度陣形	Speed Tactics	Your full army gains a speed bonus.
士気陣形	Morale Tactics	Your full army gains a morale bonus. (These skills take effect only when the owner of the skill is alive, and there are at least four allied units on the field)
男性活性	Boost Man	Buff all Man-type allies aside from oneself.
女性活性	Boost Woman	Buff all Woman-type allies aside from oneself.
人間活性	Boost Human	Buff all Human-type allies aside from oneself.
魔族活性	Boost Demon	Buff all Demon-type allies aside from oneself.
神族活性	Boost God	Buff all God-type allies aside from oneself.
器兵活性	Boost Mechanical	Buff all Mechanical-type allies aside from oneself.
竜族活性	Boost Dragon	Buff all Dragon-type allies aside from oneself.
魔獣活性	Boost Beast	Buff all Beast-type allies aside from oneself.
水棲活性	Boost Aqua	Buff all Aqua-type allies aside from oneself.
飛行活性	Boost Flying	Buff all Flying-type allies aside from oneself.
火靈活性	Boost Fire	Buff all Fire-type allies aside from oneself.
氷靈活性	Boost Ice	Buff all Ice-type allies aside from oneself.
雷靈活性	Boost Lightning	Buff all Lightning-type allies aside from oneself.
樹靈活性	Boost Nature	Buff all Nature-type allies aside from oneself.
毒性活性	Boost Poison	Buff all Poison-type allies aside from oneself.
不死活性	Boost Undead	Buff all Undead-type allies aside from oneself.
騎士活性	Boost Knight	Buff all Knight-type allies aside from oneself.
夜行活性	Boost Night	Buff all Night-type allies aside from oneself.
超越活性	Boost Supreme	Buff all Supreme-type allies aside from oneself.
師団活性	Boost Squad	Buff all allies aside from oneself.

● Support Type Skills

Japanese	Name	Explanation
トレハン	Treasure Hunt	When defeating an enemy, increases the chance of getting Medallions and rare items. (The owner of this skill must be alive at the end of battle for it to take effect)
撃破金運	Bounty Hunter	When defeating an enemy, you have some chance of obtaining extra ore. (The owner of this skill must be alive at the end of battle for it to take effect)  * Skill Level 1: Copper Ore up drops at a high rate Skill Level 2: Iron Ore drops at a high rate Skill Level 3: Silver Ore drops at a high rate Skill Level 4: Soul Silver Ore drops at a medium rate Skill Level 5: Gold Ore drops at a medium rate Skill Level 6: Mithril Ore drops at a medium rate Skill Level 7: Orichalcum Ore drops at a low rate
行動増加	Action Boost	In main battles, your army gets more turns (In encounter battles, this skill functions like Added Attack).
奇襲戦法	Ambush Tactics	Totals up the value of all allies' Ambush skills. For every 10 points, one enemy's position gets shuffled.
奇襲警戒	Ambush Alert	The enemy's total Ambush Tactics value is reduced by your Ambush Alert value.
太陽信仰	Sun Worship	All stats are increased during the day while all stats are decreased at night. Prevents Night-type units from losing half their Defense during the day.
夜行生物	Nocturnal	All stats are increased at night, while all stats are decreased during the day. Prevents non-Night-type units from losing half their Defense during the night.
夜戦適応	Night-Attuned	Non-Night-type units prevent the following effects during the night. (Half Defense, losing Range Attack's abilities to ignore Defense Tactics and hit backline enemies)
日中適応	Day-Attuned	Night-type units won't lose half their defense during the day.
戦術補助	Strat Support	Reduces the Force cost of tactic skills.
戦術障壁	Strat Wall	The unit with this skill takes less damage from tactic skills.
戦術結界	Strat Barrier	All units take less damage from tactic skills.
エリート	Elite	Units with this skill get +100% EXP
サボリ癖	Slacker	Units with this skill get -50% EXP



● Special Attack

Japanese	Name	Explanation
男性特攻	Slay Man	Heavy damage to Man-type enemies.
女性特攻	Slay Woman	Heavy damage to Woman-type enemies.
人間特攻	Slay Human	Heavy damage to Human-type enemies.
魔族特攻	Slay Demon	Heavy damage to Demon-type enemies.
神族特攻	Slay God	Heavy damage to God-type enemies.
器兵特攻	Slay Mechanical	Heavy damage to Mechanical-type enemies.
竜族特攻	Slay Dragon	Heavy damage to Dragon-type enemies.
魔獣特攻	Slay Beast	Heavy damage to Beast-type enemies.
水棲特攻	Slay Aqua	Heavy damage to Aqua-type enemies.
飛行特攻	Slay Flying	Heavy damage to Flying-type enemies.
火靈特攻	Slay Flame	Heavy damage to Fire-type enemies.
氷靈特攻	Slay Ice	Heavy damage to Ice-type enemies.
雷靈特攻	Slay Lightning	Heavy damage to Lightning-type enemies.
樹靈特攻	Slay Nature	Heavy damage to Nature-type enemies.
毒性特攻	Slay Poison	Heavy damage to Poison-type enemies.
不死特攻	Slay Undead	Heavy damage to Undead-type enemies.
騎士特攻	Slay Knight	Heavy damage to Knight-type enemies.
夜行特攻	Slay Night	Heavy damage to Night-type enemies.
超越特攻	Slay Supreme	Heavy damage to Supreme-type enemies.

● Weakening Skills

Japanese	Name	Explanation
男性弱体	Sap Man	Weaken Man-type enemies.
女性弱体	Sap Woman	Weaken Woman-type enemies.
人間弱体	Sap Human	Weaken Human-type enemies.
魔族弱体	Sap Demon	Weaken Demon-type enemies.
神族弱体	Sap God	Weaken God-type enemies.
器兵弱体	Sap Mechanical	Weaken Mechanical-type enemies.
竜族弱体	Sap Dragon	Weaken Dragon-type enemies.
魔獣弱体	Sap Beast	Weaken Beast-type enemies.
水棲弱体	Sap Aqua	Weaken Aqua-type enemies.
飛行弱体	Sap Flying	Weaken Flying-type enemies.
火靈弱体	Sap Fire	Weaken Fire-type enemies.
氷靈弱体	Sap Ice	Weaken Ice-type enemies.
雷靈弱体	Sap Lightning	Weaken Lightning-type enemies.
樹靈弱体	Sap Nature	Weaken Nature-type enemies.
毒性弱体	Sap Poison	Weaken Poison-type enemies.
不死弱体	Sap Undead	Weaken Undead-type enemies.
騎士弱体	Sap Knight	Weaken Knight-type enemies.
夜行弱体	Sap Night	Weaken Night-type enemies.
超越弱体	Sap Supreme	Weaken Supreme-type enemies.
師団弱体	Sap Squad	All stats for all enemies are decreased.
攻撃弱体	Sap Attack	Weaken attack of all enemy units.
防御弱体	Sap Defense	Weaken defense of all enemy units.
速度弱体	Sap Speed	Weaken speed of all enemy units.
士氣弱体	Sap Morale	Weaken morale of all enemy units. (Morale is decreased by only a fourth the value of other skills. Only takes affect while the owners of these skills are alive)

● Weakening Skills

Japanese	Name	Explanation
行動阻害	Action Block	In main battles, reduce the enemy's turn count.