

Hidden Stat: Player Attack Boost While Mounted (+element type swap)

This is the first set of interesting hidden stats I found. The mounts that swap the player's damage type to an elemental type (e.g., Chillet) also boost the player's attack stat massively. This is not described correctly in-game:

“Can be ridden. Applies <Element> damage to the player's attacks while mounted. ”

but really it does this:

- 'Increases the player's attack by X% and additionally changes the player's damage type to <element>.'

This bonus is HUGE. Between 50% (at Lv.1) and 100% (at Lv. 5). And that is on top of the elemental type weakness multiplier that you will also get if you exploit the enemy's elemental weakness. The absolute highest damage you can do in this game with your own player weapons is while riding a mount that gives you the element swap that exploits the enemy's weakness combined with this huge attack increase. This attack increase applies to all sources of damage you deal too.

Player Attack increase (%) + Element Swap:

Number	Name	Lv1	Lv2	Lv3	Lv4	Lv5	Element Swap
55	Chillet	50	55	65	80	100	Dragon
56	Univolt	50	55	65	80	100	Electricity
58	Pyrin	50	55	65	80	100	Fire
58	Pyrin Noct	50	55	65	80	100	Dark
66	Maraith	50	55	65	80	100	Dark
73	Beakon	50	55	65	80	100	Electricity
74	Ragnahawk	50	55	65	80	100	Fire

Number	Name	Lv1	Lv2	Lv3	Lv4	Lv5	Element Swap
82	Azurobe	50	55	65	80	100	Water
97	Helzephyr	50	55	65	80	100	Dark

- Frostallion and Frostallion Noct both also swap the player's damage type to ice and dark (respectively), without an attack bonus.
-

Revision #1
Created 4 June 2024 12:49:08 by danz0l
Updated 4 June 2024 12:49:51 by danz0l