## Screamer

Phantom Claw

Attacks: 1

Hits: 4

Coeff: 1 (0.25 each)

Tested.

Chain Claw

Attacks: 1

Hits: 1

Coef: 1

Tested.

Revenge Hand

Attacks: 1

Hits: 3

Coef: 1

Tested

Rampage Claw

Attacks: 1

Hits: 3

Coef: 1

Tested

Phantoms Avenger

Attacks: 1

Hits: 5

Coef: 1

Tested

Phantoms Rage

Attacks: 1

Hits: 4

Coef: 4

Tested.

Blitz Claw

Attacks: 1

Hits: 7 (only on big targets possible, usually 2-3 hits)

Coef: 1.5 (if everything hits. Suffers from Hit limit after 2 Hits. First 2 hits 0.5 last 5, 0.1)

Tested.

Resent Area

Attacks: 1

Hits: 8

Coef: 8

Tested.

Stigma of Curse

Lv1 = 1 Stigma

Attacks: 1

Hits: 1

Coef: 1

Lv6 = 2 Stigma

Attacks: 1

Hits: 2

Coef: 1.2

Lv11 = 3 Stgima

Attacks: 1

Hits: 3

Coef: 1.4

Tested.

Ghost Scream

Attacks: 1

Hits: 8

Coef: 8

Tested.

Grudge Formation

Attacks: 1

Hits: 21

Coef: 1 (if all 21 hit)

Not exactly sure. Hard to get the number from each hit, but its roughly 0.05 each hit.

Spirit Paper

Attacks: 1

Hits: 4

Coef: 4

Tested.

Cling Snake

Attacks: 1

Hits: 3

Coef: 3

Tested.

Soul Gate

Attacks: 1

Hits: 15 ( if all hits land, only on big bosses possible)

Coef: 15 ( each hit deals full board damage O.O)

Tested.

Beast Spirit

Attacks: 1

Hits: 16

Coef: 1 (very unaccurate since i just calculate the numbers ive seen together.. hard to get it perfectly for this since it does damage from low to high trough the whole skill)

Needs more testing.

Dragons Soul

Attacks: 1

Hits: 9

Coef: 1

## Dark Summoner

Chaos Formation

Attacks: 1

Hits: 10

Coef: 1

Phantom Claw EX

Attacks: 1

Hits: 4

Coef: 1.3

Chain Claw EX

Attacls: 1

Hits: 1

Coef: 1.5

Revenge Hand EX

Attacks: 1

Hits: 6

Coef: 1.6

## Soul Eater

Specter of Pain

Attacks: 1

Hits: 1

Coef: 1

Spirit Scream

Attacks: 1

Hits: 5

Coef: 1

Spirit Paper EX

Attacks: 1

Hits: 12

Coef: 6

Cling Snake EX

Attacks: 1

Hits: 4

Coef: 4.6

Soul Gate EX

Attacks: 1

Hits: 18 (again, only on big targets)

Coeff: 19.5

Note: Fort he HIGH Coef skills ist only possible to hit all hits when you face a dragon or any other BIG target.. so idk how do you want to calculate it.