

Digimon World 3 Digivolution Guide

by icevenant

Updated to v1.0 on Dec 2, 2015

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| Digimon World 3 Digivolution Guide |
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      | Version 1.0 |
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Version History

2015-12-02 Version 1.0 released

Table of Content

- [0] Introduction
- [1] Digivolving Mechanics

- [2] Digivolving Requirement
 - [2.1] Kotemon
 - [2.2] Kumamon
 - [2.3] Monmon
 - [2.4] Agumon
 - [2.5] Veemon
 - [2.6] Guilmon
 - [2.7] Renamon
 - [2.8] Patamon

- [3] Rookie Digimon
 - [3.1] Kotemon
 - [3.2] Kumamon
 - [3.3] Monmon
 - [3.4] Agumon
 - [3.5] Veemon
 - [3.6] Guilmon
 - [3.7] Renamon
 - [3.8] Patamon

- [4] Digivolved Digimon
 - [4.1] Dinohumon
 - [4.2] Hookmon
 - [4.3] Grizzmon
 - [4.4] Greymon
 - [4.5] Ex-Veemon
 - [4.6] Growlmon
 - [4.7] Kyubimon
 - [4.8] Angemon
 - [4.9] Devimon
 - [4.10] Stingmon
 - [4.11] Angewomon
 - [4.12] Kyukimon
 - [4.13] Armormon
 - [4.14] GrapLeomon

- [4.15] MetalGreymon
- [4.16] SkullGreymon
- [4.17] Paildramon
- [4.18] Wargrowlmon
- [4.19] Taomon
- [4.20] MagnaAngemon
- [4.21] Myotismon
- [4.22] Metal Mamemon
- [4.23] Kabuterimon
- [4.24] Digitamamon
- [4.25] Guardiangelmon
- [4.26] Cannondramon
- [4.27] Marsmon
- [4.28] Wargreymon
- [4.29] Imperialdramon
- [4.30] Gallantmon
- [4.31] Sakuyamon
- [4.32] Seraphimon
- [4.33] MetalGarurumon
- [4.34] Rosemon
- [4.35] BK Wargreymon
- [4.36] Imperialdramon FM
- [4.37] MaloMyotismon
- [4.38] Mega Gargomon
- [4.39] GranKuwagamon
- [4.40] Phoenixmon
- [4.41] Omnimon
- [4.42] Imperialdramon PM
- [4.43] Beelzemon
- [4.44] Diaboromon

- [5] DNA DV Techniques
- [6] EXP TABLE
- [7] Miscellaneous
- [8] Credits

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[0] Introduction

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In Digimon World 3, there are 8 playable rookie digimons. All of them are able to digivolve into 44 different evolved digimons.

This guide provides information about leveling and digivolving digimons, including the advantages of digivolving.

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[1] Digivolving Mechanics

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1. Digivolution

Each playable digimon can only bring 3 digivolutions, which can be changed by talking to Dr. Kadomatsu (Asuka City), or Piximon. Each digimon can set its default digivolution, although this affects only the first member in battle.

2. Loaded Techniques

Each digivolution can only load 3 techniques aside from its original one, which can be used by the other two digivolutions. With its own techniques, a digimon can use up to 12 different techniques. Using techniques loaded by the other digivolution costs more MP. Note that rookie digimon can't use any loaded techniques.

3. Blast Digivolution

Blast Digivolution will happen once the Blast Gauge is full after being hit by enemies. During Blast Digivolution, a digimon is digivolved into a new form based on its level, and can access the original technique of the form. Furthermore, all techniques used during this time, including the techniques loaded from the other digivolutions, cost no MP. Digivolving or switching out will cancel the Blast Digivolution.

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[2] Digivolving Requirement
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By fulfilling the requirement, a digivolution can be obtained after winning a battle.

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[2.1] Kotemon
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Dinohumon	: Kotemon lv 5	
Hookmon	: Growlmon lv 20	
Grizzmon	: Growlmon lv 30	+ Speed 280
Greymon	: Dinohumon lv 20	
Ex-Veemon	: Greymon lv 10	
Growlmon	: Taomon lv 50	+ Fire 200
Kyubimon	: Guardiangelmon lv 20	
Angemon	: Taomon lv 30	+ Wind 200
Devimon	: Digitamamon lv 20	
Stingmon	: Guardiangelmon lv 10	
Angewomon	: Taomon lv 20	+ Water 360
Kyukimon	: Kotemon lv 20	
Armormon	: Hookmon lv 50	
GrapLeomon	: Grizzmon lv 50	
MetalGreymon	: Greymon lv 40	+ Kotemon lv 15
SkullGreymon	: Greymon lv 50	+ Dark 140
Paildramon	: Ex-Veemon lv 5	+ Stingmon lv 5
Wargrowlmon	: Growlmon lv 50	
Taomon	: Kyubimon lv 40	
MagnaAngemon	: Angemon lv 50	
Myotismon	: Devimon lv 40	
Metal Mamemon	: Kyukimon lv 20	+ Machine 140
Kabuterimon	: Stingmon lv 40	
Digitamamon	: Taomon lv 40	+ Wisdom 280
Guardiangelmon	: Kotemon lv 40	
Cannondramon	: Armormon lv 99	
Marsmon	: GrapLeomon lv 99	
Wargreymon	: MetalGreymon lv 99	
Imperialdramon	: Paildramon lv 50	
Gallantmon	: Wargrowlmon lv 99	
Sakuyamon	: Taomon lv 99	
Seraphimon	: MagnaAngemon lv 99	

MetalGarurumon : Metal Mamemon lv 40 + Machine 200
 Rosemon : Angewomon lv 40
 BK Wargreymon : SkullGreymon lv 99
 Imperialdramon FM : Imperialdramon lv 99
 MaloMyotismon : Myotismon lv 99
 Mega Gargomon : MetalGarurumon lv 99
 GranKuwagamon : Imperialdramon lv 40 + Kabuterimon lv 40
 Phoenixmon : Rosemon lv 99
 Omnimon : Wargreymon lv 40 + MetalGarurumon lv 40
 Imperialdramon PM : Imperialdramon FM lv 40 + Omnimon lv 40
 Beelzemon : MaloMyotismon lv 40 + Gallantmon lv 40
 Diaboromon : GranKuwagamon lv 99 + BK Wargreymon lv 99

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 [2.2] Kumamon
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Dinohumon : MetalGreymon lv 30
 Hookmon : Kabuterimon lv 20
 Grizzmon : Kumamon lv 5
 Greymon : Wargrowlmon lv 20 + Fire 200
 Ex-Veemon : Kyubimon lv 10
 Growlmon : Marsmon lv 20 + Power 480
 Kyubimon : Grizzmon lv 20 + Spirit 80
 Angemon : Myotismon lv 20 + Wind 280
 Devimon : Marsmon lv 10
 Stingmon : Marsmon lv 30 + Speed 400
 Angewomon : Angemon lv 20 + Water 280
 Kyukimon : Dinohumon lv 50
 Armormon : Hookmon lv 50
 GrapLeomon : Kumamon lv 20
 MetalGreymon : Greymon lv 40
 SkullGreymon : Greymon lv 50 + Dark 160
 Paildramon : Ex-Veemon lv 5 + Stingmon lv 5
 Wargrowlmon : Growlmon lv 50
 Taomon : Kyubimon lv 40 + Kumamon lv 15
 MagnaAngemon : Angemon lv 50
 Myotismon : Devimon lv 50
 Metal Mamemon : GrapLeomon lv 20 + Machine 150
 Kabuterimon : Stingmon lv 50
 Digitamamon : Grizzmon lv 30 + Wisdom 80
 Guardiangemon : Kyukimon lv 99
 Cannondramon : Armormon lv 99
 Marsmon : Kumamon lv 40
 Wargreymon : MetalGreymon lv 99
 Imperialdramon : Paildramon lv 50
 Gallantmon : Wargrowlmon lv 99
 Sakuyamon : Taomon lv 99
 Seraphimon : MagnaAngemon lv 99
 MetalGarurumon : Metal Mamemon lv 40 + Machine 200
 Rosemon : Angewomon lv 40
 BK Wargreymon : SkullGreymon lv 99
 Imperialdramon FM : Imperialdramon lv 99
 MaloMyotismon : Myotismon lv 99
 Mega Gargomon : MetalGarurumon lv 99
 GranKuwagamon : Imperialdramon lv 40 + Kabuterimon lv 40
 Phoenixmon : Rosemon lv 99
 Omnimon : Wargreymon lv 40 + MetalGarurumon lv 40
 Imperialdramon PM : Imperialdramon FM lv 40 + Omnimon lv 40

Beelzemon : MaloMyotismon lv 40 + Gallantmon lv 40
Diaboromon : GranKuwagamon lv 99 + BK Wargreymon lv 99

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[2.3] Monmon

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Dinohumon : MetalGreymon lv 20 + Power 250
Hookmon : Monmon lv 5
Grizzmon : Growlmon lv 20 + Defense 460
Greymon : Cannondramon lv 10
Ex-Veemon : Hookmon lv 20
Growlmon : Kyukimon lv 20 + Speed 320
Kyubimon : Angewomon lv 10 + Spirit 200
Angemon : Armormon lv 40 + Wind 120
Devimon : SkullGreymon lv 20 + Spirit 300
Stingmon : MetalGreymon lv 30 + Thunder 200
Angewomon : MagnaAngemon lv 30 + Water 110
Kyukimon : Dinohumon lv 50
Armormon : Monmon lv 20
GrapLeomon : Grizzmon lv 50
MetalGreymon : Greymon lv 40
SkullGreymon : Greymon lv 50 + Dark 300
Paildramon : Ex-Veemon lv 5 + Stingmon lv 5
Wargrowlmon : Growlmon lv 50
Taomon : Kyubimon lv 40
MagnaAngemon : Angemon lv 50
Myotismon : Devimon lv 40
Metal Mamemon : Armormon lv 20 + Machine 180
Kabuterimon : Stingmon lv 50
Digitamamon : Armormon lv 30 + Power 160
Guardiangemon : Kyukimon lv 99
Cannondramon : Monmon lv 40
Marsmon : GrapLeomon lv 99
Wargreymon : MetalGreymon lv 99
Imperialdramon : Paildramon lv 50
Gallantmon : Wargrowlmon lv 99
Sakuyamon : Taomon lv 99
Seraphimon : MagnaAngemon lv 99
MetalGarurumon : Metal Mamemon lv 40 + Machine 240
Rosemon : Angewomon lv 40
BK Wargreymon : SkullGreymon lv 99
Imperialdramon FM : Imperialdramon lv 99
MaloMyotismon : Myotismon lv 99
Mega Gargomon : MetalGarurumon lv 99
GranKuwagamon : Imperialdramon lv 40 + Kabuterimon lv 40
Phoenixmon : Rosemon lv 99
Omnimon : Wargreymon lv 40 + MetalGarurumon lv 40
Imperialdramon PM : Imperialdramon FM lv 40 + Omnimon lv 40
Beelzemon : MaloMyotismon lv 40 + Gallantmon lv 40
Diaboromon : GranKuwagamon lv 99 + BK Wargreymon lv 99

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[2.4] Agumon

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Dinohumon : Wargreymon lv 20
Hookmon : Wargrowlmon lv 30

Grizzmon	: MetalGarurumon lv 30	+ Defense 400
Greymon	: Agumon lv 5	
Ex-Veemon	: MetalGreymon lv 30	+ Ice 100
Growlmon	: Greymon lv 20	
Kyubimon	: MetalGreymon lv 20	+ Spirit 300
Angemon	: Kabuterimon lv 20	+ Wisdom 300
Devimon	: MagnaAngemon lv 30	+ Dark 250
Stingmon	: Wargreymon lv 30	+ Speed 260
Angewomon	: MagnaAngemon lv 20	
Kyukimon	: Dinohumon lv 50	
Armormon	: Hookmon lv 50	
GrapLeomon	: Grizzmon lv 50	
MetalGreymon	: Agumon lv 20	
SkullGreymon	: Greymon lv 50	+ Dark 130
Paildramon	: Ex-Veemon lv 5	+ Stingmon lv 5
Wargrowlmon	: Growlmon lv 40	+ Agumon lv 15
Taomon	: Kyubimon lv 40	
MagnaAngemon	: Angemon lv 50	
Myotismon	: Devimon lv 40	
Metal Mamemon	: Wargreymon lv 10	
Kabuterimon	: Stingmon lv 50	
Digitamamon	: MetalGarurumon lv 20	
Guardiangemon	: Kyukimon lv 99	
Cannondramon	: Armormon lv 99	
Marsmon	: GrapLeomon lv 99	
Wargreymon	: Agumon lv 40	
Imperialdramon	: Paildramon lv 50	
Gallantmon	: Wargrowlmon lv 99	
Sakuyamon	: Taomon lv 99	
Seraphimon	: MagnaAngemon lv 99	
MetalGarurumon	: Metal Mamemon lv 40	
Rosemon	: Angewomon lv 40	
BK Wargreymon	: SkullGreymon lv 99	
Imperialdramon FM	: Imperialdramon lv 99	
MaloMyotismon	: Myotismon lv 99	
Mega Gargomon	: MetalGarurumon lv 99	
GranKu wagamon	: Imperialdramon lv 40	+ Kabuterimon lv 40
Phoenixmon	: Rosemon lv 99	
Omnimon	: Wargreymon lv 40	+ MetalGarurumon lv 40
Imperialdramon PM	: Imperialdramon FM lv 40	+ Omnimon lv 40
Beelzemon	: MaloMyotismon lv 40	+ Gallantmon lv 40
Diaboromon	: GranKu wagamon lv 99	+ BK Wargreymon lv 99

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 [2.5] Veemon
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Dinohumon	: Imperialdramon lv 30	
Hookmon	: Imperialdramon lv 35	+ Machine 160
Grizzmon	: Imperialdramon lv 45	+ Defense 200
Greymon	: Paildramon lv 35	+ Defense 200
Ex-Veemon	: Veemon lv 5	
Growlmon	: Paildramon lv 30	+ Fire 90
Kyubimon	: Paildramon lv 40	+ Ice 200
Angemon	: Paildramon lv 45	+ Wisdom 230
Devimon	: Paildramon lv 25	+ Dark 160
Stingmon	: Ex-Veemon lv 30	
Angewomon	: MagnaAngemon lv 20	
Kyukimon	: Dinohumon lv 50	

Armormon	: Hookmon lv 50	
GrapLeomon	: Grizzmon lv 50	
MetalGreymon	: Greymon lv 40	
SkullGreymon	: Greymon lv 50	+ Dark 190
Paildramon	: Stingmon lv 5	+ Veemon lv 20
Wargrowlmon	: Growlmon lv 50	
Taomon	: Kyubimon lv 50	
MagnaAngemon	: Angemon lv 50	
Myotismon	: Devimon lv 40	
Metal Mamemon	: Paildramon lv 20	+ Machine 100
Kabuterimon	: Stingmon lv 40	
Digitamamon	: Imperialdramon lv 20	+ Wisdom 300
Guardiangemon	: Kyukimon lv 99	
Cannondramon	: Armormon lv 99	
Marsmon	: GrapLeomon lv 99	
Wargreymon	: MetalGreymon lv 99	
Imperialdramon	: Paildramon lv 50	+ Veemon lv 40
Gallantmon	: Wargrowlmon lv 99	
Sakuyamon	: Taomon lv 99	
Seraphimon	: MagnaAngemon lv 99	
MetalGarurumon	: Metal Mamemon lv 40	+ Machine 140
Rosemon	: Angewomon lv 40	
BK Wargreymon	: SkullGreymon lv 99	
Imperialdramon FM	: Imperialdramon lv 99	
MaloMyotismon	: Myotismon lv 99	
Mega Gargomon	: MetalGarurumon lv 99	
GranKu wagamon	: Imperialdramon lv 40	+ Kabuterimon lv 40
Phoenixmon	: Rosemon lv 99	
Omnimon	: Wargreymon lv 40	+ MetalGarurumon lv 40
Imperialdramon PM	: Imperialdramon FM lv 40	+ Omnimon lv 40
Beelzemon	: MaloMyotismon lv 40	+ Gallantmon lv 40
Diaboromon	: GranKu wagamon lv 99	+ BK Wargreymon lv 99

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[2.6] Guilmon

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Dinohumon	: MetalGreymon lv 20	+ Power 400
Hookmon	: Dinohumon lv 20	
Grizzmon	: Gallantmon lv 10	
Greymon	: Gallantmon lv 30	+ Fire 280
Ex-Veemon	: Gallantmon lv 20	+ Wind 300
Growlmon	: Guilmon lv 5	
Kyubimon	: Angewomon lv 10	+ Spirit 200
Angemon	: Wargrowlmon lv 20	+ Spirit 180
Devimon	: GrapLeomon lv 20	+ Dark 160
Stingmon	: Growlmon lv 30	+ Thunder 80
Angewomon	: Wargrowlmon lv 40	+ Water 140
Kyukimon	: Dinohumon lv 50	
Armormon	: Hookmon lv 50	
GrapLeomon	: Grizzmon lv 50	
MetalGreymon	: Greymon lv 40	
SkullGreymon	: Greymon lv 50	+ Dark 140
Paildramon	: Ex-Veemon lv 5	+ Stingmon lv 5
Wargrowlmon	: Guilmon lv 20	
Taomon	: Kyubimon lv 40	
MagnaAngemon	: Angemon lv 50	
Myotismon	: Devimon lv 50	
Metal Mamemon	: Growlmon lv 20	+ Defense 100

Kabuterimon	: Stingmon lv 40	
Digitamamon	: Wargrowlmon lv 30	+ Dark 120
Guardiangemon	: Kyukimon lv 99	
Cannondramon	: Armormon lv 99	
Marsmon	: GrapLeomon lv 99	
Wargreymon	: MetalGreymon lv 99	
Imperialdramon	: Paildramon lv 50	
Gallantmon	: Guilmon lv 40	
Sakuyamon	: Taomon lv 99	
Seraphimon	: MagnaAngemon lv 99	
MetalGarurumon	: Metal Mamemon lv 40	+ Machine 190
Rosemon	: Angewomon lv 40	
BK Wargreymon	: SkullGreymon lv 99	
Imperialdramon FM	: Imperialdramon lv 99	
MaloMyotismon	: Myotismon lv 99	
Mega Gargomon	: MetalGarurumon lv 99	
GranKuwagamon	: Imperialdramon lv 40	+ Kabuterimon lv 40
Phoenixmon	: Rosemon lv 99	
Omnimon	: Wargreymon lv 40	+ MetalGarurumon lv 40
Imperialdramon PM	: Imperialdramon FM lv 40	+ Omnimon lv 40
Beelzemon	: MaloMyotismon lv 40	+ Gallantmon lv 40
Diaboromon	: GranKuwagamon lv 99	+ BK Wargreymon lv 99

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 [2.7] Renamon
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Dinohumon	: Grizzmon lv 20	
Hookmon	: Kyukimon lv 20	
Grizzmon	: Myotismon lv 20	+ Power 300
Greymon	: Grizzmon lv 30	+ Defense 280
Ex-Veemon	: Taomon lv 20	+ Wind 120
Growlmon	: Stingmon lv 20	+ Defense 80
Kyubimon	: Renamon lv 5	
Angemon	: Sakuyamon lv 30	+ Wind 150
Devimon	: Sakuyamon lv 10	
Stingmon	: Kyubimon lv 20	+ Power 80
Angewomon	: Kyubimon lv 30	+ Spirit 160
Kyukimon	: Dinohumon lv 50	
Armormon	: Hookmon lv 50	
GrapLeomon	: Grizzmon lv 50	
MetalGreymon	: Greymon lv 40	
SkullGreymon	: Greymon lv 50	+ Dark 250
Paildramon	: Ex-Veemon lv 5	+ Stingmon lv 5
Wargrowlmon	: Growlmon lv 40	+ Renamon lv 25
Taomon	: Renamon lv 20	
MagnaAngemon	: Angemon lv 50	
Myotismon	: Devimon lv 50	
Metal Mamemon	: Taomon lv 30	+ Machine 100
Kabuterimon	: Stingmon lv 40	
Digitamamon	: Sakuyamon lv 20	+ Wisdom 400
Guardiangemon	: Kyukimon lv 99	
Cannondramon	: Armormon lv 99	
Marsmon	: GrapLeomon lv 99	
Wargreymon	: MetalGreymon lv 99	
Imperialdramon	: Paildramon lv 50	
Gallantmon	: Wargrowlmon lv 99	
Sakuyamon	: Renamon lv 40	
Seraphimon	: MagnaAngemon lv 99	

MetalGarurumon	: Metal Mamemon lv 40	+ Machine 120
Rosemon	: Angewomon lv 40	+ Renamon lv 15
BK Wargreymon	: SkullGreymon lv 99	
Imperialdramon FM	: Imperialdramon lv 99	
MaloMyotismon	: Myotismon lv 99	
Mega Gargomon	: MetalGarurumon lv 99	
GranKuwagamon	: Imperialdramon lv 40	+ Kabuterimon lv 40
Phoenixmon	: Rosemon lv 99	
Omnimon	: Wargreymon lv 40	+ MetalGarurumon lv 40
Imperialdramon PM	: Imperialdramon FM lv 40	+ Omnimon lv 40
Beelzemon	: MaloMyotismon lv 40	+ Gallantmon lv 40
Diaboromon	: GranKuwagamon lv 99	+ BK Wargreymon lv 99

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 [2.8] Patamon
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Dinohumon	: Growlmon lv 20	
Hookmon	: Seraphimon lv 10	
Grizzmon	: Growlmon lv 40	+ Power 240
Greymon	: MagnaAngemon lv 30	+ Fire 140
Ex-Veemon	: Growlmon lv 30	+ Wind 320
Growlmon	: Metal Mamemon lv 20	
Kyubimon	: Armormon lv 40	+ Spirit 300
Angemon	: Patamon lv 5	
Devimon	: Armormon lv 30	+ Dark 300
Stingmon	: MagnaAngemon lv 20	+ Thunder 100
Angewomon	: Angemon lv 30	+ Wisdom 180
Kyukimon	: Dinohumon lv 50	
Armormon	: Hookmon lv 50	
GrapLeomon	: Grizzmon lv 50	
MetalGreymon	: Greymon lv 40	
SkullGreymon	: Greymon lv 50	+ Dark 220
Paildramon	: Ex-Veemon lv 5	+ Stingmon lv 5
Wargrowlmon	: Growlmon lv 50	
Taomon	: Kyubimon lv 40	
MagnaAngemon	: Patamon lv 20	
Myotismon	: Devimon lv 50	
Metal Mamemon	: Armormon lv 20	+ Machine 140
Kabuterimon	: Stingmon lv 40	
Digitamamon	: Angemon lv 20	+ Power 100
Guardiangemon	: Kyukimon lv 99	
Cannondramon	: Armormon lv 99	
Marsmon	: GrapLeomon lv 99	
Wargreymon	: MetalGreymon lv 99	
Imperialdramon	: Paildramon lv 50	
Gallantmon	: Wargrowlmon lv 99	
Sakuyamon	: Taomon lv 99	
Seraphimon	: Patamon lv 40	
MetalGarurumon	: Metal Mamemon lv 50	
Rosemon	: Angewomon lv 40	+ Patamon lv 15
BK Wargreymon	: SkullGreymon lv 99	
Imperialdramon FM	: Imperialdramon lv 99	
MaloMyotismon	: Myotismon lv 99	
Mega Gargomon	: MetalGarurumon lv 99	
GranKuwagamon	: Imperialdramon lv 40	+ Kabuterimon lv 40
Phoenixmon	: Rosemon lv 99	
Omnimon	: Wargreymon lv 40	+ MetalGarurumon lv 40
Imperialdramon PM	: Imperialdramon FM lv 40	+ Omnimon lv 40

Beelzemon : MaloMyotismon lv 40 + Gallantmon lv 40
Diaboromon : GranKuwagamon lv 99 + BK Wargreymon lv 99

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[3] Rookie Digimon
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The stats listed in this section
The second stats listed below is the growth rates of the stats. For HP and MP,
the rate is the averages of the stat increase. For the others, the rate is the
factor of the stat increase.

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[3.1] Kotemon
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HP	: 150/ 85	Fire	: 85/ 2	Poison	: 50
MP	: 100/ 55	Water	: 125/ 5	Paralyze	: 10
Strength	: 48/ 4	Ice	: 80/ 2	Confuse	: 20
Defense	: 44/ 3	Wind	: 80/ 2	Sleep	: 40
Spirit	: 41/ 3	Thunder	: 115/ 4	KO	: 30
Wisdom	: 34/ 3	Machine	: 100/ 3		
Speed	: 33/ 2	Dark	: 95/ 3		
Charisma	: 1/ 3				

TECH

#. Hot Head

Description : Slash with sword and fire attack
Type : Physical
MP Cost : 20
Accuracy : 127
Power : 75
Element : Fire (48)
Effect : None

Blast Digivolution

Level 1 : Dinohumon
Level 4 : Kyukimon
Level 19 : GuardiAngemon
Level 39 : GranKuwagamon
Level 70 : MaloMyotismon

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[3.2] Kumamon
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HP	: 180/100	Fire	: 80/ 2	Poison	: 30
MP	: 10/ 30	Water	: 115/ 4	Paralyze	: 30
Strength	: 56/ 5	Ice	: 105/ 3	Confuse	: 50
Defense	: 58/ 5	Wind	: 120/ 4	Sleep	: 10
Spirit	: 19/ 1	Thunder	: 85/ 2	KO	: 30
Wisdom	: 17/ 4	Machine	: 115/ 4		
Speed	: 49/ 4	Dark	: 60/ 1		

Charisma : 1/ 4

TECH

#. Bear Fist

Description : Punch the enemy in the chest

Type : Physical

MP Cost : 20

Accuracy : 127

Power : 100

Element : None

Effect : None

Blast Digivolution

Level 1 : Grizzmon

Level 4 : GrapLeomon

Level 19 : Marsmon

Level 39 : MaloMyotismon

Level 70 : BK Wargreymon

[3.3] Monmon

HP : 140/ 75

Fire : 100/ 3

Poison : 10

MP : 80/ 45

Water : 60/ 1

Paralyze : 30

Strength : 40/ 2

Ice : 115/ 4

Confuse : 20

Defense : 42/ 4

Wind : 80/ 2

Sleep : 40

Spirit : 26/ 2

Thunder : 80/ 2

KO : 50

Wisdom : 37/ 3

Machine : 130/ 5

Speed : 55/ 5

Dark : 115/ 4

Charisma : 1/ 3

TECH

#. Swing Swing

Description : Aim for weak point with slingshot

Type : Physical

MP Cost : 20

Accuracy : 100

Power : 80

Element : None

Effect : Critical (value = 60)

Blast Digivolution

Level 1 : Hookmon

Level 4 : Armormon

Level 19 : Cannondramon

Level 39 : BK Wargreymon

Level 70 : GranKuWagamon

[3.4] Agumon

HP : 160/ 90

Fire : 130/ 5

Poison : 50

MP	: 160/ 60	Water	: 100/ 3	Paralyze	: 20
Strength	: 48/ 3	Ice	: 60/ 1	Confuse	: 30
Defense	: 50/ 4	Wind	: 100/ 3	Sleep	: 20
Spirit	: 52/ 4	Thunder	: 95/ 3	KO	: 30
Wisdom	: 30/ 4	Machine	: 95/ 3		
Speed	: 19/ 1	Dark	: 100/ 3		
Charisma	: 1/ 4				

TECH

#. Pepper Breath

Description : Shoot small fire balls
Type : Magical
MP Cost : 30
Accuracy : 127
Power : 100
Element : Fire (32)
Effect : None

Blast Digivolution

Level 1 : Greymon
Level 4 : SkullGreymon
Level 19 : BK Wargreymon
Level 39 : GranKuwagamon
Level 70 : MaloMyotismon

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[3.5] Veemon

--+--+--+--+--+--+--+--

HP	: 160/ 75	Fire	: 60/ 1	Poison	: 30
MP	: 150/ 50	Water	: 95/ 3	Paralyze	: 40
Strength	: 39/ 3	Ice	: 130/ 5	Confuse	: 20
Defense	: 32/ 2	Wind	: 115/ 4	Sleep	: 50
Spirit	: 40/ 3	Thunder	: 95/ 3	KO	: 10
Wisdom	: 47/ 5	Machine	: 75/ 2		
Speed	: 42/ 3	Dark	: 110/ 4		
Charisma	: 1/ 5				

TECH

#. Vee Head Butt

Description : Strong head butt
Type : Physical
MP Cost : 22
Accuracy : 127
Power : 120
Element : None
Effect : None

Blast Digivolution

Level 1 : Ex-Veemon
Level 4 : Paildramon
Level 19 : Imperialdramon
Level 39 : BK Wargreymon
Level 70 : Rosemon

[3.6] Guilmon

HP	: 150/ 65	Fire	: 115/ 4	Poison	: 40
MP	: 130/ 60	Water	: 80/ 2	Paralyze	: 30
Strength	: 51/ 4	Ice	: 100/ 3	Confuse	: 10
Defense	: 28/ 2	Wind	: 130/ 5	Sleep	: 50
Spirit	: 26/ 2	Thunder	: 60/ 1	KO	: 20
Wisdom	: 43/ 3	Machine	: 115/ 4		
Speed	: 52/ 4	Dark	: 80/ 2		
Charisma	: 1/ 3				

TECH

#. Pyrosphere

Description : Shoot fire balls at the enemy

Type : Magical

MP Cost : 30

Accuracy : 127

Power : 100

Element : Fire (32)

Effect : None

Blast Digivolution

Level 1 : Growlmon

Level 4 : Wargrowlmon

Level 19 : Gallantmon

Level 39 : Imperialdramon

Level 70 : MaloMyotismon

[3.7] Renamon

HP	: 140/ 70	Fire	: 95/ 3	Poison	: 20
MP	: 200/ 70	Water	: 100/ 3	Paralyze	: 50
Strength	: 31/ 2	Ice	: 115/ 4	Confuse	: 30
Defense	: 22/ 1	Wind	: 80/ 2	Sleep	: 10
Spirit	: 61/ 5	Thunder	: 130/ 5	KO	: 40
Wisdom	: 49/ 4	Machine	: 60/ 1		
Speed	: 36/ 3	Dark	: 100/ 3		
Charisma	: 1/ 4				

TECH

#. Diamond Storm

Description : Create ice leaves and shoot

Type : Magical

MP Cost : 30

Accuracy : 127

Power : 100

Element : Ice (32)

Effect : None

Blast Digivolution

Level 1 : Kyubimon
Level 4 : Taomon
Level 19 : Sakuyamon
Level 39 : MaloMyotismon
Level 70 : BK Wargreymon

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[3.8] Patamon

HP	: 130/ 60	Fire	: 80/ 2	Poison	: 40
MP	: 170/ 75	Water	: 115/ 4	Paralyze	: 10
Strength	: 20/ 1	Ice	: 100/ 3	Confuse	: 30
Defense	: 45/ 3	Wind	: 115/ 4	Sleep	: 20
Spirit	: 48/ 4	Thunder	: 60/ 1	KO	: 50
Wisdom	: 58/ 3	Machine	: 80/ 2		
Speed	: 29/ 2	Dark	: 130/ 5		
Charisma	: 1/ 3				

TECH

#. Boom Bubble

Description : Shoot inhaled air at once

Type : Magical

MP Cost : 30

Accuracy : 127

Power : 100

Element : Wind (32)

Effect : None

Blast Digivolution

Level 1 : Angemon

Level 4 : MagnaAngemon

Level 19 : Seraphimon

Level 39 : MetalGarurumon

Level 70 : Imperialdramon FM

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[4] Digivolved Digimon

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The stats listed in this section is the stat bonus when using the digimon.
This stat bonus is calculated after the stats of the rookie digimon is capped.
The technique marked as " # " is the signature move of the digimon.

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[4.01] Dinohumon

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Always 10 DV EXP for Level UP

Attack	: 100	Fire	: 15	Poison	: 40
Strength	: 30	Water	: 60	Paralyze	: 0
Defense	: 20	Ice	: 15	Confuse	: 10
Spirit	: 20	Wind	: 15	Sleep	: 30
Wisdom	: 10	Thunder	: 45	KO	: 20

Always 10 DV EXP for Level UP

Attack	: 100	Fire	: 30	Poison	: 0
Strength	: 10	Water	: 0	Paralyze	: 20
Defense	: 30	Ice	: 45	Confuse	: 10
Spirit	: 10	Wind	: 15	Sleep	: 30
Wisdom	: 20	Thunder	: 15	KO	: 40
Speed	: 40	Machine	: 60		
Charisma	: 1	Dark	: 45		

TECH

1. Wing Buster

Description : Huge damage vs. Bird Digimon
Type : Physical, effective against BIRD type Digimon
Level : 5, Loaded at level 15
MP Cost : 18
Accuracy : 110
Power : 100
Element : None
Effect : None

2. Bug Buster

Description : Huge damage vs. Insectoid Digimon
Type : Physical, effective against INSECT type Digimon
Level : 10, Loaded at level 30
MP Cost : 24
Accuracy : 110
Power : 130
Element : None
Effect : None

3. Big Shot

Description : Big damage if it hits
Type : Physical
Level : 25, Loaded at level 99
MP Cost : 20
Accuracy : 100
Power : 140
Element : None
Effect : Critical (value = 40)

4. Fish Buster

Description : Huge damage vs. Marine Digimon
Type : Physical, effective against MARINE type Digimon
Level : 40, Loaded at level 75
MP Cost : 30
Accuracy : 110
Power : 160
Element : None
Effect : None

#. Captain Cannon

Description : Shoot the arm cannon
Type : Physical
Level : 60
MP Cost : 38
Accuracy : 100
Power : 200

Element : None
Effect : Critical (value = 60)

[4.03] Grizzmon

Always 10 DV EXP for Level UP

Attack	: 100	Fire	: 15	Poison	: 20
Strength	: 40	Water	: 45	Paralyze	: 20
Defense	: 40	Ice	: 30	Confuse	: 40
Spirit	: 0	Wind	: 45	Sleep	: 0
Wisdom	: 0	Thunder	: 15	KO	: 20
Speed	: 30	Machine	: 45		
Charisma	: 1	Dark	: 0		

TECH

1. Lightning Slash

Description : Thunder damage
Type : Physical
Level : 5, Loaded at level 15
MP Cost : 18
Accuracy : 110
Power : 90
Element : Thunder (32)
Effect : None

2. Whirlwind

Description : Wind damage
Type : Physical
Level : 10, Loaded at level 35
MP Cost : 18
Accuracy : 110
Power : 90
Element : Wind (32)
Effect : None

3. Hammer Rush

Description : Damage from rapid blows
Type : Physical
Level : 25, Loaded at level 75
MP Cost : 30
Accuracy : 100
Power : 100
Element : None
Effect : Multi ATK (3x)

4. Spinal Tap

Description : Sometimes paralyzes the enemy
Type : Physical
Level : 40, Loaded at level 99
MP Cost : 18
Accuracy : 110
Power : 75
Element : None
Effect : Paralyze (rate = 80)(value = 80)

#. Maul Attack

Description : If attacked first counter
Type : Physical
Level : 60
MP Cost : 40
Accuracy : 127
Power : 200
Element : None
Effect : Counter (value = 40)

[4.04] Greymon

Always 10 DV EXP for Level UP

Attack	: 100	Fire	: 60	Poison	: 40
Strength	: 20	Water	: 30	Paralyze	: 10
Defense	: 30	Ice	: 0	Confuse	: 20
Spirit	: 30	Wind	: 30	Sleep	: 10
Wisdom	: 10	Thunder	: 30	KO	: 20
Speed	: 0	Machine	: 30		
Charisma	: 1	Dark	: 30		

TECH

1. Flame Ball

Description : Shoot small fire balls
Type : Magical
Level : 5, Loaded at level 25
MP Cost : 20
Accuracy : 110
Power : 100
Element : Fire (16)
Effect : None

2. Triple Fire

Description : Shoot three fire balls
Type : Magical
Level : 15, Loaded at level 35
MP Cost : 25
Accuracy : 100
Power : 50
Element : Fire (16)
Effect : Multi ATK (3x)

3. Double Power

Description : Increase your attack power
Type : Support
Level : 30, Loaded at level 75
MP Cost : 42
Accuracy : 100
Power : 0
Element : None
Effect : POW ++ (value = 48)

4. Flame Lance

Description : Launch fire beam
Type : Magical
Level : 45, Loaded at level 99
MP Cost : 48
Accuracy : 110
Power : 300
Element : Fire (32)
Effect : None

#. Nova Blast

Description : Shoot a fire ball from the mouth
Type : Magical
Level : 60
MP Cost : 60
Accuracy : 127
Power : 300
Element : Fire (48)
Effect : None

[4.05] Ex-Veemon

Always 10 DV EXP for Level UP

Attack : 100	Fire : 0	Poison : 20
Strength : 20	Water : 30	Paralyze : 30
Defense : 10	Ice : 60	Confuse : 10
Spirit : 20	Wind : 45	Sleep : 40
Wisdom : 30	Thunder : 30	KO : 0
Speed : 20	Machine : 15	
Charisma : 1	Dark : 45	

TECH

1. Air Blast

Description : Shoot air balls
Type : Magical
Level : 10, Loaded at level 35
MP Cost : 20
Accuracy : 110
Power : 100
Element : Wind (16)
Effect : None

2. Ice Blow

Description : Shoot icicles with ice damage
Type : Magical
Level : 20, Loaded at level 55
MP Cost : 20
Accuracy : 110
Power : 100
Element : Ice (16)
Effect : None

3. Small Heal

Description : Heal some of your HP
Type : Heal

Level : 40, Loaded at level 75
MP Cost : 16
Accuracy : 100
Power : 8
Element : None
Effect : Heal (value = 8)

4. Antidote

Description : Cure poison on yourself
Type : Heal
Level : 50, Loaded at level 99
MP Cost : 8
Accuracy : 100
Power : 0
Element : None
Effect : Anti PSN

#. Veelaser

Description : Shoot a laser from the chest
Type : Magical
Level : 60
MP Cost : 60
Accuracy : 127
Power : 300
Element : Fire (48)
Effect : None

[4.06] Growlmon

Always 10 DV EXP for Level UP

Attack : 100	Fire : 45	Poison : 30
Strength : 30	Water : 15	Paralyze : 20
Defense : 10	Ice : 30	Confuse : 0
Spirit : 10	Wind : 60	Sleep : 40
Wisdom : 20	Thunder : 0	KO : 10
Speed : 30	Machine : 45	
Charisma : 1	Dark : 15	

TECH

1. Double Power

Description : Increase your attack power
Type : Support
Level : 5, Loaded at level 35
MP Cost : 42
Accuracy : 100
Power : 0
Element : None
Effect : POW ++ (value = 48)

2. Double Guard

Description : Increase your defense power
Type : Support
Level : 10, Loaded at level 15
MP Cost : 42

Accuracy : 100
Power : 0
Element : None
Effect : DEF ++ (value = 48)

3. Picking Claw

Description : Attack and steal items
Type : Physical
Level : 25, Loaded at level 99
MP Cost : 18
Accuracy : 110
Power : 60
Element : None
Effect : Steal (rate = 64)

4. Counter Alert

Description : Counterattack during pose
Type : Physical
Level : 45, Loaded at level 75
MP Cost : 48
Accuracy : 110
Power : 100
Element : None
Effect : Counter (value = 40)

#. Plasma Blade

Description : Slash with electrified blade
Type : Physical
Level : 60
MP Cost : 40
Accuracy : 127
Power : 180
Element : Thunder (48)
Effect : None

[4.07] Kyubimon

Always 10 DV EXP for Level UP

Attack : 100	Fire : 30	Poison : 10
Strength : 10	Water : 30	Paralyze : 40
Defense : 0	Ice : 45	Confuse : 20
Spirit : 40	Wind : 15	Sleep : 0
Wisdom : 30	Thunder : 60	KO : 30
Speed : 20	Machine : 0	
Charisma : 1	Dark : 30	

TECH

1. Thunder Bolt

Description : Create a thunder ball and fire
Type : Magical
Level : 5, Loaded at level 35
MP Cost : 20
Accuracy : 110
Power : 100

1. Air Blast

Description : Shoot air balls
Type : Magical
Level : 5, Loaded at level 25
MP Cost : 20
Accuracy : 110
Power : 100
Element : Wind (16)
Effect : None

2. Small Heal

Description : Heal some of your HP
Type : Heal
Level : 10, Loaded at level 40
MP Cost : 16
Accuracy : 100
Power : 8
Element : None
Effect : Heal (value = 8)

3. Double Guard

Description : Increase your defense power
Type : Support
Level : 15, Loaded at level 75
MP Cost : 42
Accuracy : 100
Power : 0
Element : None
Effect : DEF ++ (value = 48)

4. Mega Tornado

Description : Tornado against an enemy
Type : Magical
Level : 45, Loaded at level 99
MP Cost : 30
Accuracy : 110
Power : 200
Element : Wind (24)
Effect : None

#. Hand of Fate

Description : Punch the enemy with wind attacks
Type : Physical
Level : 60
MP Cost : 42
Accuracy : 127
Power : 180
Element : Wind (48)
Effect : None

[4.09] Devimon

Skill level UP requires 10 DV EXP up to level 95

Attack : 130 Fire : 0 Poison : 40

Strength	: 50	Water	: 40	Paralyze	: 10
Defense	: 10	Ice	: 60	Confuse	: 10
Spirit	: 20	Wind	: 0	Sleep	: 10
Wisdom	: 40	Thunder	: 40	KO	: 40
Speed	: 40	Machine	: 60		
Charisma	: 1	Dark	: 80		

TECH

1. Dark Matter

Description : Evil fireball with dark damage
Type : Magical
Level : 10, Loaded at level 45
MP Cost : 20
Accuracy : 110
Power : 100
Element : Dark (16)
Effect : None

2. Evil Poison

Description : Magic with damage and poison
Type : Magical
Level : 20, Loaded at level 80
MP Cost : 18
Accuracy : 110
Power : 60
Element : None
Effect : Poison (rate = 72)(value = 80)

3. Armor Break

Description : Decrease enemy's defense
Type : Support
Level : 35, Loaded at level 90
MP Cost : 39
Accuracy : 100
Power : 0
Element : None
Effect : DEF - (value = 24)

4. Stun Shock

Description : Magic with damage and paralysis
Type : Magical
Level : 55, Loaded at level 99
MP Cost : 18
Accuracy : 110
Power : 60
Element : None
Effect : Paralyze (rate = 80)(value = 80)

#. Touch of Evil

Description : Drain enemy's HP with claw
Type : Physical
Level : 70
MP Cost : 40
Accuracy : 127
Power : 240
Element : None
Effect : HP Drain (rate = 80)(value = 80)

Level : 60
MP Cost : 36
Accuracy : 127
Power : 200
Element : None
Effect : None

[4.11] Angewomon

Skill level UP requires 10 DV EXP up to level 95

Attack : 100	Fire : 0	Poison : 30
Strength : 0	Water : 60	Paralyze : 20
Defense : 30	Ice : 15	Confuse : 20
Spirit : 20	Wind : 45	Sleep : 20
Wisdom : 40	Thunder : 45	KO : 10
Speed : 20	Machine : 15	
Charisma : 1	Dark : 30	

TECH

1. Antidote

Description : Cure poison on yourself
Type : Heal
Level : 15, Loaded at level 35
MP Cost : 8
Accuracy : 100
Power : 0
Element : None
Effect : Anti PSN

2. Divine Rain

Description : Water damage from magical rain
Type : Magical
Level : 20, Loaded at level 50
MP Cost : 30
Accuracy : 110
Power : 150
Element : Water (24)
Effect : None

3. Anti-Paralysis

Description : Cure paralysis on yourself
Type : Heal
Level : 30, Loaded at level 99
MP Cost : 8
Accuracy : 100
Power : 0
Element : None
Effect : Anti PAR

#. Celestial Arrow

Description : Divine arrow with thunder attack
Type : Physical
Level : 70
MP Cost : 44

Accuracy : 127
Power : 180
Element : Thunder (48)
Effect : None

[4.12] Kyukimon

Skill level UP requires 10 DV EXP up to level 95

Attack : 160	Fire : 20	Poison : 40
Strength : 40	Water : 80	Paralyze : 0
Defense : 30	Ice : 20	Confuse : 10
Spirit : 30	Wind : 20	Sleep : 30
Wisdom : 20	Thunder : 60	KO : 20
Speed : 20	Machine : 40	
Charisma : 1	Dark : 40	

TECH

1. Heat Cutter

Description : Slash and fire damage
Type : Physical
Level : 5, Loaded at level 15
MP Cost : 18
Accuracy : 110
Power : 90
Element : Fire (32)
Effect : None

2. Frost Cutter

Description : Slash with ice damage
Type : Physical
Level : 10, Loaded at level 30
MP Cost : 18
Accuracy : 110
Power : 90
Element : Ice (32)
Effect : None

3. Burn Slash

Description : Slash with a flame blade
Type : Physical
Level : 25, Loaded at level 50
MP Cost : 32
Accuracy : 110
Power : 130
Element : Fire (64)
Effect : None

4. Cold Slash

Description : Slash with a ice blade
Type : Physical
Level : 40, Loaded at level 80
MP Cost : 32
Accuracy : 110
Power : 130

Element : Ice (64)
Effect : None

5. Big Shot

Description : Big damage if it hits
Type : Physical
Level : 60, Loaded at level 90
MP Cost : 20
Accuracy : 100
Power : 140
Element : None
Effect : Critical (value = 40)

#. Blade Twister

Description : Slash multiple times with wind
Type : Physical
Level : 70
MP Cost : 80
Accuracy : 100
Power : 120
Element : Wind (64)
Effect : Multi ATK (3x)

[4.13] Armormon

Skill level UP requires 10 DV EXP up to level 95

Attack : 160	Fire : 40	Poison : 0
Strength : 20	Water : 0	Paralyze : 20
Defense : 40	Ice : 60	Confuse : 10
Spirit : 20	Wind : 20	Sleep : 30
Wisdom : 30	Thunder : 20	KO : 40
Speed : 50	Machine : 80	
Charisma : 1	Dark : 60	

TECH

1. Bug Buster

Description : Huge damage vs. Insectoid Digimon
Type : Physical, effective against INSECT type Digimon
Level : 5, Loaded at level 15
MP Cost : 24
Accuracy : 110
Power : 130
Element : None
Effect : None

2. Big Shot

Description : Big damage if it hits
Type : Physical
Level : 10, Loaded at level 35
MP Cost : 20
Accuracy : 100
Power : 140
Element : None
Effect : Critical (value = 40)

3. Fish Buster

Description : Huge damage vs. Marine Digimon
Type : Physical, effective against MARINE type Digimon
Level : 25, Loaded at level 50
MP Cost : 30
Accuracy : 110
Power : 160
Element : None
Effect : None

4. Dino Buster

Description : Huge damage vs. Dinosaur Digimon
Type : Physical, effective against DINOSAUR type Digimon
Level : 45, Loaded at level 80
MP Cost : 40
Accuracy : 110
Power : 200
Element : None
Effect : None

5. Dramon Buster

Description : Huge damage vs. Dragon Digimon
Type : Physical, effective against DRAGON type Digimon
Level : 60, Loaded at level 90
MP Cost : 48
Accuracy : 110
Power : 210
Element : None
Effect : None

#. Justice Strike

Description : Shoot all firearms
Type : Physical
Level : 70
MP Cost : 78
Accuracy : 100
Power : 140
Element : None
Effect : Multi ATK (3x)

---[4.14] GrapLeomon---

Skill level UP requires 10 DV EXP up to level 95

Attack : 160 Fire : 20 Poison : 20
Strength : 50 Water : 60 Paralyze : 20
Defense : 50 Ice : 40 Confuse : 40
Spirit : 0 Wind : 60 Sleep : 0
Wisdom : 0 Thunder : 20 KO : 20
Speed : 40 Machine : 60
Charisma : 1 Dark : 0

TECH

1. Lightning Slash

Spirit	: 40	Wind	: 40	Sleep	: 10
Wisdom	: 20	Thunder	: 20	KO	: 20
Speed	: 0	Machine	: 60		
Charisma	: 1	Dark	: 40		

TECH

1. Flame Ball

Description : Shoot small fire balls
Type : Magical
Level : 5, Loaded at level 25
MP Cost : 20
Accuracy : 110
Power : 100
Element : Fire (16)
Effect : None

2. Flame Lance

Description : Launch fire beam
Type : Magical
Level : 10, Loaded at level 45
MP Cost : 48
Accuracy : 110
Power : 300
Element : Fire (32)
Effect : None

3. Triple Fire

Description : Shoot three fire balls
Type : Magical
Level : 15, Loaded at level 50
MP Cost : 25
Accuracy : 100
Power : 50
Element : Fire (16)
Effect : Multi ATK (3x)

4. Magic Missile

Description : Shoot missiles with magic
Type : Magical
Level : 35, Loaded at level 80
MP Cost : 56
Accuracy : 110
Power : 400
Element : Machine (32)
Effect : None

5. Rising Fire

Description : Column of fire on the enemy
Type : Magical
Level : 60, Loaded at level 90
MP Cost : 60
Accuracy : 100
Power : 150
Element : Fire (32)
Effect : Multi ATK (3x)

#. Giga Destroyer

Description : Launch organic missiles
Type : Magical

Level : 70
MP Cost : 90
Accuracy : 127
Power : 500
Element : Machine (64)
Effect : None

[4.16] SkullGreymon

Skill level UP requires 10 DV EXP up to level 95

Attack	: 160	Fire	: 60	Poison	: 30
Strength	: 50	Water	: 0	Paralyze	: 20
Defense	: 20	Ice	: 40	Confuse	: 10
Spirit	: 40	Wind	: 20	Sleep	: 10
Wisdom	: 10	Thunder	: 20	KO	: 30
Speed	: 30	Machine	: 60		
Charisma	: 1	Dark	: 80		

TECH

1. Flame Ball

Description : Shoot small fire balls
Type : Magical
Level : 5, Loaded at level 25
MP Cost : 20
Accuracy : 110
Power : 100
Element : Fire (16)
Effect : None

2. Dark Matter

Description : Evil fireball with dark damage
Type : Magical
Level : 15, Loaded at level 80
MP Cost : 20
Accuracy : 110
Power : 100
Element : Dark (16)
Effect : None

3. Triple Fire

Description : Shoot three fire balls
Type : Magical
Level : 35, Loaded at level 55
MP Cost : 25
Accuracy : 100
Power : 50
Element : Fire (16)
Effect : Multi ATK (3x)

4. Black Thorn

Description : Dark damage with evil thorns
Type : Magical
Level : 45, Loaded at level 90
MP Cost : 60

Accuracy : 100
Power : 150
Element : Dark (32)
Effect : Multi ATK (3x)

#. Dark Shot

Description : Launch organic missiles
Type : Magical
Level : 70
MP Cost : 90
Accuracy : 127
Power : 500
Element : Machine (64)
Effect : None

[4.17] Paildramon

Skill level UP requires 10 DV EXP up to level 95

Attack : 160	Fire : 0	Poison : 20
Strength : 30	Water : 40	Paralyze : 30
Defense : 20	Ice : 80	Confuse : 10
Spirit : 30	Wind : 60	Sleep : 40
Wisdom : 40	Thunder : 40	KO : 0
Speed : 30	Machine : 20	
Charisma : 1	Dark : 60	

TECH

1. Metal Attack

Description : Machine damage
Type : Physical
Level : 5, Loaded at level 15
MP Cost : 26
Accuracy : 110
Power : 140
Element : Machine (32)
Effect : None

2. Ice Shower

Description : Shoot numerous icicles
Type : Magical
Level : 10, Loaded at level 40
MP Cost : 48
Accuracy : 110
Power : 200
Element : Ice (32)
Effect : None

3. Mega Tornado

Description : Tornado against an enemy
Type : Magical
Level : 25, Loaded at level 60
MP Cost : 30
Accuracy : 110
Power : 200

Element : Wind (24)
Effect : None

4. Speed Boost

Description : Increase your speed
Type : Support
Level : 55, Loaded at level 90
MP Cost : 48
Accuracy : 100
Power : 0
Element : None
Effect : SPD ++ (value = 32)

5. Anti-Paralysis

Description : Cure paralysis on yourself
Type : Heal
Level : 65, Loaded at level 99
MP Cost : 8
Accuracy : 100
Power : 0
Element : None
Effect : Anti PAR

#. Desperado Blaster

Description : Rapid-fire 2 energy waves
Type : Physical
Level : 70
MP Cost : 84
Accuracy : 100
Power : 140
Element : None
Effect : Multi ATK (3x)

[4.18] Wargrowlmon

Skill level UP requires 10 DV EXP up to level 95

Attack : 160	Fire : 60	Poison : 30
Strength : 40	Water : 20	Paralyze : 20
Defense : 20	Ice : 40	Confuse : 0
Spirit : 20	Wind : 80	Sleep : 40
Wisdom : 30	Thunder : 0	KO : 10
Speed : 40	Machine : 60	
Charisma : 1	Dark : 20	

TECH

1. Picking Claw

Description : Attack and steal items
Type : Physical
Level : 5, Loaded at level 15
MP Cost : 18
Accuracy : 110
Power : 60
Element : None
Effect : Steal (rate = 64)

2. Counter Alert

Description : Counterattack during pose
Type : Physical
Level : 10, Loaded at level 35
MP Cost : 48
Accuracy : 110
Power : 100
Element : None
Effect : Counter (value = 40)

3. Mega Guard

Description : Increase allies' defense powers
Type : Support
Level : 25, Loaded at level 50
MP Cost : 84
Accuracy : 100
Power : 0
Element : None
Effect : DEF ++ (value = 64)

4. Mega Strength

Description : Increase allies' attack powers
Type : Support
Level : 45, Loaded at level 80
MP Cost : 84
Accuracy : 100
Power : 0
Element : None
Effect : POW ++ (value = 64)

5. Speed Boost

Description : Increase your speed
Type : Support
Level : 60, Loaded at level 90
MP Cost : 48
Accuracy : 100
Power : 0
Element : None
Effect : SPD ++ (value = 32)

#. Atomic Blaster

Description : Burn the enemy with fire laser
Type : Magical
Level : 70
MP Cost : 90
Accuracy : 127
Power : 500
Element : Fire (64)
Effect : None

[4.19] Taomon

Skill level UP requires 10 DV EXP up to level 95

Attack : 160

Fire : 40

Poison : 10

Strength	: 20	Water	: 40	Paralyze	: 40
Defense	: 10	Ice	: 60	Confuse	: 20
Spirit	: 50	Wind	: 20	Sleep	: 0
Wisdom	: 40	Thunder	: 80	KO	: 30
Speed	: 30	Machine	: 0		
Charisma	: 1	Dark	: 40		

TECH

1. Thunder Gemini

Description : Create two thunder balls and fire
Type : Magical
Level : 5, Loaded at level 15
MP Cost : 30
Accuracy : 110
Power : 200
Element : Thunder (24)
Effect : None

2. Electro Bolt

Description : Large thunder ball against enemy
Type : Magical
Level : 25, Loaded at level 65
MP Cost : 48
Accuracy : 110
Power : 300
Element : Thunder (32)
Effect : None

3. Ice Shower

Description : Shoot numerous icicles
Type : Magical
Level : 10, Loaded at level 35
MP Cost : 48
Accuracy : 110
Power : 200
Element : Ice (32)
Effect : None

4. Showstorm

Description : Snow spirit inflicts ice damage
Type : Magical
Level : 45, Loaded at level 80
MP Cost : 60
Accuracy : 110
Power : 250
Element : Ice (40)
Effect : None

5. Thunder Field

Description : Strengthen thunder, weaken metal
Type : Set Field
Level : 55, Loaded at level 90
MP Cost : 100
Accuracy : 100
Power : 0
Element : Thunder (0)
Effect : Set Field into Thunder Field

#. Bonhitsusen

Level : 40, Loaded at level 80
MP Cost : 74
Accuracy : 100
Power : 32
Element : None
Effect : Heal (value = 32)

5. Mega Guard

Description : Increase allies' defense powers
Type : Support
Level : 50, Loaded at level 90
MP Cost : 84
Accuracy : 100
Power : 0
Element : None
Effect : DEF ++ (value = 64)

#. Gate of Destiny

Description : Open a gate and discard enemies
Type : Magical
Level : 70
MP Cost : 112
Accuracy : 127
Power : 250
Element : None
Effect : KO (rate = 88)

[4.21] Myotismon

Skill level UP requires 10 DV EXP up to level 90

Attack : 200	Fire : 0	Poison : 40
Strength : 60	Water : 50	Paralyze : 10
Defense : 20	Ice : 75	Confuse : 10
Spirit : 30	Wind : 0	Sleep : 10
Wisdom : 50	Thunder : 50	KO : 40
Speed : 50	Machine : 75	
Charisma : 1	Dark : 100	

TECH

1. Dark Fear

Description : Throw evil flame against enemy
Type : Magical
Level : 10, Loaded at level 30
MP Cost : 48
Accuracy : 110
Power : 300
Element : Dark (32)
Effect : None

2. Black Dart

Description : Fire numerous evil thorns
Type : Magical
Level : 25, Loaded at level 50
MP Cost : 70

Accuracy : 100
Power : 200
Element : Dark (40)
Effect : Multi ATK (3x)

3. Armor Off

Description : Large decrease in enemy's defense
Type : Support
Level : 40, Loaded at level 60
MP Cost : 78
Accuracy : 100
Power : 0
Element : None
Effect : DEF - (value = 48)

4. Confuse Gas

Description : Magic that confuses the enemy
Type : Magical
Level : 65, Loaded at level 90
MP Cost : 40
Accuracy : 110
Power : 180
Element : None
Effect : Confuse (rate = 80)(value = 80)

5. Soul Snatcher

Description : Magically drain the soul
Type : Magical
Level : 80, Loaded at level 95
MP Cost : 50
Accuracy : 110
Power : 150
Element : None
Effect : KO (rate = 72)

#. Grisly Wing

Description : Decrease enemy's attack power
Type : Magical
Level : 85
MP Cost : 90
Accuracy : 127
Power : 300
Element : Dark (64)
Effect : POW -- (value = 32)

[4.22] Metal Mamemon

Skill level UP requires 10 DV EXP up to level 95

Attack	: 130	Fire	: 45	Poison	: 40
Strength	: 20	Water	: 0	Paralyze	: 0
Defense	: 40	Ice	: 30	Confuse	: 0
Spirit	: 20	Wind	: 30	Sleep	: 30
Wisdom	: 20	Thunder	: 0	KO	: 30
Speed	: 0	Machine	: 60		
Charisma	: 1	Dark	: 45		

TECH

1. Metal Attack

Description : Machine damage
Type : Physical
Level : 5, Loaded at level 25
MP Cost : 26
Accuracy : 110
Power : 140
Element : Machine (32)
Effect : None

2. Mechanical Bash

Description : Strong machine damage
Type : Physical
Level : 35, Loaded at level 80
MP Cost : 48
Accuracy : 110
Power : 160
Element : Machine (64)
Effect : None

3. Magic Missile

Description : Shoot missiles with magic
Type : Magical
Level : 15, Loaded at level 55
MP Cost : 56
Accuracy : 110
Power : 400
Element : Machine (32)
Effect : None

4. Slow Down

Description : Decrease enemy's speed
Type : Support
Level : 45, Loaded at level 90
MP Cost : 41
Accuracy : 100
Power : 0
Element : None
Effect : SPD - (value = 16)

5. Twin Missile

Description : Shoot two missiles with magic
Type : Magical
Level : 60, Loaded at level 99
MP Cost : 64
Accuracy : 110
Power : 450
Element : Machine (40)
Effect : None

#. Energetic Bomb

Description : Fire machine energy balls
Type : Physical
Level : 70
MP Cost : 78
Accuracy : 127
Power : 240

Element : Machine (64)
Effect : None

[4.23] Kabuterimon

Skill level UP requires 10 DV EXP up to level 95

Attack	: 160	Fire	: 20	Poison	: 0
Strength	: 30	Water	: 40	Paralyze	: 40
Defense	: 20	Ice	: 40	Confuse	: 30
Spirit	: 30	Wind	: 0	Sleep	: 20
Wisdom	: 20	Thunder	: 80	KO	: 0
Speed	: 50	Machine	: 40		
Charisma	: 1	Dark	: 60		

TECH

1. Energy Leech

Description : Magic that drains HP
Type : Magical
Level : 5, Loaded at level 25
MP Cost : 18
Accuracy : 110
Power : 100
Element : None
Effect : HP Drain (rate = 80)(value = 64)

2. Venom Stab

Description : Deadly poison damage
Type : Physical
Level : 15, Loaded at level 50
MP Cost : 36
Accuracy : 110
Power : 200
Element : None
Effect : Poison (rate = 80)(value = 96)

3. Hammer Rush

Description : Damage from rapid blows
Type : Physical
Level : 35, Loaded at level 90
MP Cost : 30
Accuracy : 100
Power : 100
Element : None
Effect : Multi ATK (3x)

4. Energy Drain

Description : Magic that drains many HP
Type : Magical
Level : 60, Loaded at level 99
MP Cost : 72
Accuracy : 110
Power : 500
Element : None
Effect : HP Drain (rate = 100)(value = 127)

#. Electro Shocker

Description : Fire thunder balls from the mouth
Type : Magical
Level : 70
MP Cost : 90
Accuracy : 127
Power : 500
Element : Thunder (64)
Effect : None

[4.24] Digitamamon

Skill level UP requires 10 DV EXP up to level 90

Attack : 160	Fire : 40	Poison : 20
Strength : 30	Water : 40	Paralyze : 20
Defense : 30	Ice : 40	Confuse : 20
Spirit : 30	Wind : 40	Sleep : 20
Wisdom : 30	Thunder : 40	KO : 20
Speed : 30	Machine : 40	
Charisma : 1	Dark : 40	

TECH

1. Hypno Gas

Description : Magic puts the enemy to sleep
Type : Magical
Level : 10, Loaded at level 50
MP Cost : 40
Accuracy : 110
Power : 180
Element : None
Effect : Sleep (rate = 80)(value = 80)

2. Soul Snatcher

Description : Magically drain the soul
Type : Magical
Level : 30, Loaded at level 80
MP Cost : 50
Accuracy : 110
Power : 150
Element : None
Effect : KO (rate = 72)

3. Hypno Nebula

Description : Magic that puts enemy to deep sleep
Type : Magical
Level : 55, Loaded at level 99
MP Cost : 60
Accuracy : 110
Power : 240
Element : None
Effect : Sleep (rate = 96)(value = 96)

#. NM Syndromer

Level : 50, Loaded at level 75
MP Cost : 30
Accuracy : 100
Power : 100
Element : None
Effect : Multi ATK (3x)

5. Pinpoint Shot

Description : Huge damage if it hits
Type : Physical
Level : 70, Loaded at level 99
MP Cost : 54
Accuracy : 100
Power : 220
Element : None
Effect : Critical (value = 64)

#. Golden Ripper

Description : Slash enemies with swords
Type : Physical, effective against EVIL type Digimon
Level : 85
MP Cost : 140
Accuracy : 127
Power : 400
Element : None
Effect : None

[4.26] Cannondramon

Skill level UP requires 10 DV EXP up to level 90

Attack : 240	Fire : 50	Poison : 0
Strength : 30	Water : 0	Paralyze : 20
Defense : 50	Ice : 75	Confuse : 10
Spirit : 30	Wind : 25	Sleep : 30
Wisdom : 40	Thunder : 25	KO : 40
Speed : 60	Machine : 100	
Charisma : 1	Dark : 75	

TECH

1. Fish Buster

Description : Huge damage vs. Marine Digimon
Type : Physical, effective against MARINE type Digimon
Level : 15, Loaded at level 35
MP Cost : 30
Accuracy : 110
Power : 160
Element : None
Effect : None

2. Dino Buster

Description : Huge damage vs. Dinosaur Digimon
Type : Physical, effective against DINOSAUR type Digimon
Level : 25, Loaded at level 50
MP Cost : 40

Accuracy : 110
Power : 200
Element : None
Effect : None

3. Dramon Buster

Description : Huge damage vs. Dragon Digimon
Type : Physical, effective against DRAGON type Digimon
Level : 40, Loaded at level 75
MP Cost : 48
Accuracy : 110
Power : 210
Element : None
Effect : None

4. Pinpoint Shot

Description : Huge damage if it hits
Type : Physical
Level : 60, Loaded at level 90
MP Cost : 54
Accuracy : 100
Power : 220
Element : None
Effect : Critical (value = 64)

5. Devil Shot

Description : Huge damage vs. Evil Digimon
Type : Physical, effective against EVIL type Digimon
Level : 80, Loaded at level 99
MP Cost : 56
Accuracy : 110
Power : 220
Element : None
Effect : None

#. DynamoCannon

Description : Huge damage against Machines
Type : Physical, effective against MACHINE type Digimon
Level : 85
MP Cost : 136
Accuracy : 127
Power : 400
Element : None
Effect : None

[4.27] Marsmon

Skill level UP requires 10 DV EXP up to level 90

Attack : 240	Fire : 25	Poison : 20
Strength : 60	Water : 75	Paralyze : 20
Defense : 60	Ice : 50	Confuse : 30
Spirit : 0	Wind : 75	Sleep : 10
Wisdom : 0	Thunder : 25	KO : 20
Speed : 50	Machine : 75	
Charisma : 1	Dark : 0	

TECH

1. Heaven Hit

Description : Strong thunder damage
Type : Physical
Level : 15, Loaded at level 45
MP Cost : 32
Accuracy : 110
Power : 160
Element : Thunder (64)
Effect : None

2. Vacuum Cannon

Description : Strong wind damage
Type : Physical
Level : 25, Loaded at level 55
MP Cost : 48
Accuracy : 110
Power : 160
Element : Wind (64)
Effect : None

3. Brain Freeze

Description : Paralyzes the enemy
Type : Physical
Level : 40, Loaded at level 80
MP Cost : 52
Accuracy : 110
Power : 180
Element : None
Effect : Paralyze (rate = 96)(value = 96)

4. Misshukikou

Description : Save Chi to maximum for next blow
Type : Support
Level : 65, Loaded at level 99
MP Cost : 49
Accuracy : 100
Power : 0
Element : None
Effect : Chi (value = 127)

#. Mugenhadou

Description : Blast a wave to knock out enemy
Type : Physical
Level : 85
MP Cost : 148
Accuracy : 127
Power : 320
Element : None
Effect : Sleep (rate = 127)(value = 127)

[4.28] Wargreymon

Skill level UP requires 10 DV EXP up to level 90

Attack	: 240	Fire	: 100	Poison	: 40
Strength	: 40	Water	: 50	Paralyze	: 10
Defense	: 50	Ice	: 0	Confuse	: 20
Spirit	: 50	Wind	: 50	Sleep	: 10
Wisdom	: 30	Thunder	: 50	KO	: 20
Speed	: 0	Machine	: 50		
Charisma	: 1	Dark	: 50		

TECH

1. Flame Lance

Description : Launch fire beam
Type : Magical
Level : 5, Loaded at level 25
MP Cost : 48
Accuracy : 110
Power : 300
Element : Fire (32)
Effect : None

2. Flame Breath

Description : Engulf the enemy with fire breath
Type : Magical
Level : 35, Loaded at level 75
MP Cost : 72
Accuracy : 110
Power : 500
Element : Fire (48)
Effect : None

3. Rising Fire

Description : Column of fire on the enemy
Type : Magical
Level : 45, Loaded at level 65
MP Cost : 60
Accuracy : 100
Power : 150
Element : Fire (32)
Effect : Multi ATK (3x)

4. Twin Missile

Description : Shoot two missiles with magic
Type : Magical
Level : 60, Loaded at level 90
MP Cost : 64
Accuracy : 110
Power : 450
Element : Machine (40)
Effect : None

5. Giga Fire

Description : Magic attack shoots 3 fire balls
Type : Magical
Level : 80, Loaded at level 99
MP Cost : 90
Accuracy : 100
Power : 250
Element : Fire (48)
Effect : Multi ATK (3x)

#. Terra Force

Description : Throw a huge energy ball
Type : Physical
Level : 85
MP Cost : 140
Accuracy : 127
Power : 480
Element : None
Effect : None

[4.29] Imperialdramon

Skill level UP requires 10 DV EXP up to level 90

Attack : 240	Fire : 0	Poison : 20
Strength : 40	Water : 50	Paralyze : 30
Defense : 30	Ice : 100	Confuse : 10
Spirit : 40	Wind : 75	Sleep : 40
Wisdom : 50	Thunder : 50	KO : 0
Speed : 40	Machine : 25	
Charisma : 1	Dark : 75	

TECH

1. Mega Heal

Description : Heal much of your HP
Type : Heal
Level : 5, Loaded at level 15
MP Cost : 74
Accuracy : 100
Power : 32
Element : None
Effect : Heal (value = 32)

2. Mechanical Bash

Description : Strong machine damage
Type : Physical
Level : 25, Loaded at level 60
MP Cost : 48
Accuracy : 110
Power : 160
Element : Machine (64)
Effect : None

3. Showstorm

Description : Snow spirit inflicts ice damage
Type : Magical
Level : 50, Loaded at level 80
MP Cost : 60
Accuracy : 110
Power : 250
Element : Ice (40)
Effect : None

4. Sylph Storm

Description : Powerful gust of wind
Type : Magical
Level : 70, Loaded at level 90
MP Cost : 72
Accuracy : 110
Power : 500
Element : Wind (48)
Effect : None

#. Mega Crusher

Description : Fire a massive ball
Type : Physical
Level : 85
MP Cost : 150
Accuracy : 127
Power : 500
Element : None
Effect : None

[4.30] Gallantmon

Skill level UP requires 10 DV EXP up to level 90

Attack	: 240	Fire	: 75	Poison	: 30
Strength	: 50	Water	: 25	Paralyze	: 20
Defense	: 30	Ice	: 50	Confuse	: 0
Spirit	: 30	Wind	: 100	Sleep	: 40
Wisdom	: 40	Thunder	: 0	KO	: 10
Speed	: 50	Machine	: 75		
Charisma	: 1	Dark	: 25		

TECH

1. Speed Boost

Description : Increase your speed
Type : Support
Level : 15, Loaded at level 35
MP Cost : 48
Accuracy : 100
Power : 0
Element : None
Effect : SPD ++ (value = 32)

2. Counter Strike

Description : Strong counterattack during pose
Type : Physical
Level : 25, Loaded at level 65
MP Cost : 96
Accuracy : 110
Power : 240
Element : None
Effect : Counter (value = 64)

3. Snapping Claw

Description : Attack and quickly steal items
Type : Physical

Level : 50, Loaded at level 99
MP Cost : 54
Accuracy : 110
Power : 240
Element : None
Effect : Steal (rate = 96)

4. Mega Boost

Description : Increase allies' speed
Type : Support
Level : 75, Loaded at level 90
MP Cost : 96
Accuracy : 100
Power : 0
Element : None
Effect : SPD ++ (value = 48)

#. Final Purification

Description : Beam counterattack from shield
Type : Physical
Level : 85
MP Cost : 140
Accuracy : 127
Power : 320
Element : None
Effect : Counter (value = 96)

[4.31] Sakuyamon

Skill level UP requires 10 DV EXP up to level 90

Attack : 240	Fire : 50	Poison : 10
Strength : 30	Water : 50	Paralyze : 40
Defense : 20	Ice : 75	Confuse : 20
Spirit : 60	Wind : 25	Sleep : 0
Wisdom : 50	Thunder : 100	KO : 30
Speed : 40	Machine : 0	
Charisma : 1	Dark : 50	

TECH

1. Electro Bolt

Description : Large thunder ball against enemy
Type : Magical
Level : 5, Loaded at level 25
MP Cost : 48
Accuracy : 110
Power : 300
Element : Thunder (32)
Effect : None

2. Lightning Bolt

Description : Huge thunder ball against enemy
Type : Magical
Level : 40, Loaded at level 80
MP Cost : 72

Accuracy : 110
Power : 500
Element : Thunder (48)
Effect : None

3. Showstorm

Description : Snow spirit inflicts ice damage
Type : Magical
Level : 15, Loaded at level 35
MP Cost : 60
Accuracy : 110
Power : 250
Element : Ice (40)
Effect : None

4. Giga Freeze

Description : Engulf the enemy with huge ice
Type : Magical
Level : 50, Loaded at level 90
MP Cost : 72
Accuracy : 110
Power : 300
Element : Ice (48)
Effect : None

5. Ice Field

Description : Strength ice, weaken wind
Type : Set Field
Level : 65, Loaded at level 99
MP Cost : 100
Accuracy : 100
Power : 0
Element : Ice (0)
Effect : Set Field into Ice Field

#. KongouKaimandra

Description : Magic attack against ghouls
Type : Magical, effective against GHOUL type Digimon
Level : 85
MP Cost : 150
Accuracy : 127
Power : 480
Element : None
Effect : None

[4.32] Seraphimon

Skill level UP requires 10 DV EXP up to level 90

Attack : 240	Fire : 25	Poison : 30
Strength : 20	Water : 75	Paralyze : 0
Defense : 40	Ice : 50	Confuse : 20
Spirit : 50	Wind : 75	Sleep : 10
Wisdom : 60	Thunder : 0	KO : 40
Speed : 30	Machine : 25	
Charisma : 1	Dark : 100	

TECH

1. Mega Tornado

Description : Tornado against an enemy
Type : Magical
Level : 5, Loaded at level 15
MP Cost : 30
Accuracy : 110
Power : 200
Element : Wind (24)
Effect : None

2. Mega Heal

Description : Heal much of your HP
Type : Heal
Level : 20, Loaded at level 45
MP Cost : 74
Accuracy : 100
Power : 32
Element : None
Effect : Heal (value = 32)

3. Sylph Storm

Description : Powerful gust of wind
Type : Magical
Level : 35, Loaded at level 65
MP Cost : 72
Accuracy : 110
Power : 500
Element : Wind (48)
Effect : None

4. Giga Heal

Description : Heal much of allies' HP
Type : Heal
Level : 55, Loaded at level 99
MP Cost : 188
Accuracy : 100
Power : 32
Element : None
Effect : Heal (value = 32)

5. Wind Field

Description : Strengthen wind, weaken water
Type : Set Field
Level : 75, Loaded at level 95
MP Cost : 100
Accuracy : 100
Power : 0
Element : Wind (0)
Effect : Set Field into Wind Field

#. Seven Heavens

Description : Fire 7 balls against evil Digimon
Type : Physical, effective against EVIL type Digimon
Level : 85
MP Cost : 140
Accuracy : 127
Power : 400

Element : None
Effect : None

[4.33] MetalGarurumon

Skill level UP requires 10 DV EXP up to level 90

Attack	: 200	Fire	: 60	Poison	: 40
Strength	: 30	Water	: 0	Paralyze	: 0
Defense	: 50	Ice	: 40	Confuse	: 0
Spirit	: 30	Wind	: 40	Sleep	: 30
Wisdom	: 30	Thunder	: 0	KO	: 30
Speed	: 10	Machine	: 80		
Charisma	: 1	Dark	: 60		

TECH

1. Mechanical Bash

Description : Strong machine damage
Type : Physical
Level : 10, Loaded at level 25
MP Cost : 48
Accuracy : 110
Power : 160
Element : Machine (64)
Effect : None

2. Twin Missile

Description : Shoot two missiles with magic
Type : Magical
Level : 15, Loaded at level 55
MP Cost : 64
Accuracy : 110
Power : 450
Element : Machine (40)
Effect : None

3. Magical Cannon

Description : Shoot giant missiles with magic
Type : Magical
Level : 45, Loaded at level 80
MP Cost : 72
Accuracy : 110
Power : 500
Element : Machine (48)
Effect : None

4. Metal Field

Description : Strength metal, weaken dark
Type : Set Field
Level : 70, Loaded at level 90
MP Cost : 100
Accuracy : 100
Power : 0
Element : Machine (0)
Effect : Set Field into Machine Field

#. Metal Wolf Claw
Description : Ice breath. Magic attack.
Type : Magical
Level : 85
MP Cost : 150
Accuracy : 127
Power : 600
Element : Ice (72)
Effect : None

[4.34] Rosemon

Skill level UP requires 10 DV EXP up to level 90

Attack	: 200	Fire	: 0	Poison	: 30
Strength	: 10	Water	: 80	Paralyze	: 20
Defense	: 40	Ice	: 20	Confuse	: 20
Spirit	: 30	Wind	: 60	Sleep	: 20
Wisdom	: 50	Thunder	: 60	KO	: 10
Speed	: 30	Machine	: 20		
Charisma	: 1	Dark	: 40		

TECH

1. Grand Wave

Description : Magical tidal wave against enemy
Type : Magical
Level : 10, Loaded at level 30
MP Cost : 72
Accuracy : 110
Power : 300
Element : Water (48)
Effect : None

2. Erase Poison

Description : Cure all poison on allies
Type : Heal
Level : 20, Loaded at level 55
MP Cost : 12
Accuracy : 100
Power : 0
Element : None
Effect : Anti PSN

3. Erase Paralysis

Description : Cure all paralysis on allies
Type : Heal
Level : 25, Loaded at level 60
MP Cost : 12
Accuracy : 100
Power : 0
Element : None
Effect : Anti PAR

4. Water Field

Description : Strengthen water, weaken fire
Type : Set Field
Level : 50, Loaded at level 80
MP Cost : 100
Accuracy : 100
Power : 0
Element : Water (0)
Effect : Set Field into Water Field

5. Anti-Magic

Description : Cure all ailments on yourself
Type : Heal
Level : 70, Loaded at level 90
MP Cost : 20
Accuracy : 100
Power : 0
Element : None
Effect : Cured

#. Thorn Whipping

Description : Poison enemy with thorn whip
Type : Physical
Level : 85
MP Cost : 130
Accuracy : 127
Power : 340
Element : None
Effect : Poison (rate = 127)(value = 127)

[4.35] BK Wargreymon

Skill level UP requires 10 DV EXP up to level 90

Attack : 240	Fire : 75	Poison : 30
Strength : 60	Water : 0	Paralyze : 20
Defense : 30	Ice : 50	Confuse : 10
Spirit : 50	Wind : 25	Sleep : 10
Wisdom : 20	Thunder : 25	KO : 30
Speed : 40	Machine : 75	
Charisma : 1	Dark : 100	

TECH

1. Flame Breath

Description : Engulf the enemy with fire breath
Type : Magical
Level : 10, Loaded at level 25
MP Cost : 72
Accuracy : 110
Power : 500
Element : Fire (48)
Effect : None

2. Dark Fear

Description : Throw evil flame against enemy
Type : Magical

Speed : 45 Machine : 30
Charisma : 1 Dark : 90

TECH

1. Heaven Hit

Description : Strong thunder damage
Type : Physical
Level : 10, Loaded at level 30
MP Cost : 32
Accuracy : 110
Power : 160
Element : Thunder (64)
Effect : None

2. Mega Boost

Description : Increase allies' speed
Type : Support
Level : 20, Loaded at level 55
MP Cost : 96
Accuracy : 100
Power : 0
Element : None
Effect : SPD ++ (value = 48)

3. Full Heal

Description : Heal almost all of your HP
Type : Heal
Level : 45, Loaded at level 70
MP Cost : 120
Accuracy : 100
Power : 127
Element : None
Effect : Heal (value = 127)

4. Counter Strike

Description : Strong counterattack during pose
Type : Physical
Level : 60, Loaded at level 85
MP Cost : 96
Accuracy : 110
Power : 240
Element : None
Effect : Counter (value = 64)

5. Giga Heal

Description : Heal much of allies' HP
Type : Heal
Level : 75, Loaded at level 99
MP Cost : 188
Accuracy : 100
Power : 32
Element : None
Effect : Heal (value = 32)

#. Giga Crusher

Description : Fire the ultimate laser cannon
Type : Physical
Level : 90
MP Cost : 180

Accuracy : 127
Power : 640
Element : None
Effect : None

[4.37] MaloMyotismon

Skill level UP requires 10 DV EXP up to level 80

Attack	: 320	Fire	: 0	Poison	: 40
Strength	: 65	Water	: 60	Paralyze	: 10
Defense	: 25	Ice	: 90	Confuse	: 10
Spirit	: 35	Wind	: 0	Sleep	: 10
Wisdom	: 55	Thunder	: 60	KO	: 40
Speed	: 55	Machine	: 90		
Charisma	: 1	Dark	: 120		

TECH

1. Dark Elemental

Description : Engulf with evil fire column
Type : Magical
Level : 10, Loaded at level 35
MP Cost : 120
Accuracy : 110
Power : 600
Element : Dark (64)
Effect : None

2. Crimson Cloud

Description : Fire numerous evil flashes
Type : Magical
Level : 20, Loaded at level 55
MP Cost : 150
Accuracy : 100
Power : 300
Element : Dark (64)
Effect : Multi ATK (3x)

3. Deadly Poison

Description : Fire venomous foam with magic
Type : Magical
Level : 30, Loaded at level 70
MP Cost : 90
Accuracy : 110
Power : 360
Element : None
Effect : Poison (rate = 112)(value = 127)

4. Paralyze Shock

Description : Magic that completely paralyzes
Type : Magical
Level : 45, Loaded at level 80
MP Cost : 90
Accuracy : 110
Power : 300

Element : None
Effect : Paralyze (rate = 96)(value = 96)

5. Dark Field

Description : Strength dark, weaken thunder
Type : Set Field
Level : 75, Loaded at level 99
MP Cost : 100
Accuracy : 100
Power : 0
Element : Dark (0)
Effect : Set Field into Dark Field

#. Melting Blood

Description : Unleash dark energy
Type : Magical
Level : 90
MP Cost : 210
Accuracy : 127
Power : 700
Element : Dark (72)
Effect : None

[4.38] Mega Gargomon

Skill level UP requires 10 DV EXP up to level 80

Attack	: 320	Fire	: 75	Poison	: 40
Strength	: 50	Water	: 0	Paralyze	: 0
Defense	: 50	Ice	: 50	Confuse	: 0
Spirit	: 40	Wind	: 50	Sleep	: 30
Wisdom	: 40	Thunder	: 0	KO	: 30
Speed	: 20	Machine	: 100		
Charisma	: 1	Dark	: 75		

TECH

1. Mechanical Bash

Description : Strong machine damage
Type : Physical
Level : 5, Loaded at level 25
MP Cost : 48
Accuracy : 110
Power : 160
Element : Machine (64)
Effect : None

2. Magical Cannon

Description : Shoot giant missiles with magic
Type : Magical
Level : 20, Loaded at level 60
MP Cost : 72
Accuracy : 110
Power : 500
Element : Machine (48)
Effect : None

3. God Bombard

Description : Most powerful missile magic
Type : Magical
Level : 50, Loaded at level 85
MP Cost : 120
Accuracy : 110
Power : 600
Element : Machine (64)
Effect : None

4. Mega Break

Description : Large decrease in enemy's speed
Type : Support
Level : 75, Loaded at level 99
MP Cost : 82
Accuracy : 100
Power : 0
Element : None
Effect : SPD - (value = 32)

#. Giant Missile

Description : Fire all body missiles
Type : Physical
Level : 90
MP Cost : 200
Accuracy : 127
Power : 480
Element : Machine (64)
Effect : None

[4.39] GranKuwagamon

Skill level UP requires 10 DV EXP up to level 80

Attack	: 320	Fire	: 30	Poison	: 0
Strength	: 45	Water	: 60	Paralyze	: 40
Defense	: 35	Ice	: 60	Confuse	: 30
Spirit	: 45	Wind	: 0	Sleep	: 20
Wisdom	: 35	Thunder	: 120	KO	: 0
Speed	: 65	Machine	: 60		
Charisma	: 1	Dark	: 90		

TECH

1. Venom Stab

Description : Deadly poison damage
Type : Physical
Level : 10, Loaded at level 20
MP Cost : 36
Accuracy : 110
Power : 200
Element : None
Effect : Poison (rate = 80)(value = 96)

2. Energy Drain

Skill level UP requires 10 DV EXP up to level 60

Attack	: 400	Fire	: 0	Poison	: 20
Strength	: 50	Water	: 60	Paralyze	: 30
Defense	: 40	Ice	: 120	Confuse	: 10
Spirit	: 50	Wind	: 90	Sleep	: 40
Wisdom	: 60	Thunder	: 60	KO	: 0
Speed	: 50	Machine	: 30		
Charisma	: 1	Dark	: 90		

TECH

1. Auto Recover

Description : Gradually heal your HP
Type : Heal
Level : 10, Loaded at level 40
MP Cost : 82
Accuracy : 100
Power : 1
Element : None
Effect : Auto Heal

2. Impact Rush

Description : Huge damage from rapid blows
Type : Physical
Level : 20, Loaded at level 60
MP Cost : 60
Accuracy : 100
Power : 240
Element : None
Effect : Multi ATK (3x)

3. Erase Magic

Description : Cure all ailments on allies
Type : Heal
Level : 30, Loaded at level 70
MP Cost : 37
Accuracy : 100
Power : 0
Element : None
Effect : Cured

4. Soul Plunder

Description : Destroy enemy with a spell
Type : Magical
Level : 50, Loaded at level 90
MP Cost : 160
Accuracy : 110
Power : 350
Element : None
Effect : KO (rate = 96)

5. Final Heal

Description : Heal almost all of allies HP
Type : Heal
Level : 65, Loaded at level 80
MP Cost : 240
Accuracy : 100
Power : 64

Element : None
Effect : Heal (value = 64)

#. Omega Blade

Description : Sword move destroys evil
Type : Physical, effective against EVIL type Digimon
Level : 99
MP Cost : 280
Accuracy : 127
Power : 500
Element : None
Effect : None

[4.43] Beelzemon

Skill level UP requires 10 DV EXP up to level 60

Attack : 400	Fire : 0	Poison : 40
Strength : 60	Water : 60	Paralyze : 10
Defense : 40	Ice : 90	Confuse : 10
Spirit : 40	Wind : 0	Sleep : 10
Wisdom : 60	Thunder : 60	KO : 40
Speed : 60	Machine : 90	
Charisma : 1	Dark : 120	

TECH

1. Dark Elemental

Description : Engulf with evil fire column
Type : Magical
Level : 5, Loaded at level 15
MP Cost : 120
Accuracy : 110
Power : 600
Element : Dark (64)
Effect : None

2. Darkness Chaos

Description : Huge damage with evil flame
Type : Magical
Level : 20, Loaded at level 40
MP Cost : 180
Accuracy : 110
Power : 700
Element : Dark (72)
Effect : None

3. Black Scower

Description : Pierce with numerous dark matter
Type : Magical
Level : 35, Loaded at level 70
MP Cost : 200
Accuracy : 100
Power : 350
Element : Dark (72)
Effect : Multi ATK (3x)

Description : Magic that completely paralyzes
Type : Magical
Level : 20, Loaded at level 65
MP Cost : 90
Accuracy : 110
Power : 300
Element : None
Effect : Paralyze (rate = 96)(value = 96)

3. Confuse Nebula

Description : Massive confusion magic blow
Type : Magical
Level : 40, Loaded at level 75
MP Cost : 90
Accuracy : 110
Power : 360
Element : None
Effect : Confuse (rate = 127)(value = 127)

4. Hypno Nebula

Description : Magic that puts enemy to deep sleep
Type : Magical
Level : 55, Loaded at level 90
MP Cost : 60
Accuracy : 110
Power : 240
Element : None
Effect : Sleep (rate = 96)(value = 96)

#. Cable Crusher

Description : Powerful and evil magic attack
Type : Magical
Level : 99
MP Cost : 270
Accuracy : 127
Power : 800
Element : Dark (72)
Effect : None

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[5] DNA DV Techniques
=====

DNA DV is a technique used by 2 digimons while switching. Both digimons have their MP reduced, although only the stat of the first digimon is calculated.

1. Paildramon

Digimon : Ex-Veemon + Stingmon
Type : Physical
MP Cost : 100
Accuracy : 127
Power : 500
Element : None
Effect : None

2. Phoenixmon

Digimon : Taomon + MagnaAngemon
Type : Heal
MP Cost : 200
Accuracy : 127

Power : 0
Element : None
Effect : Revive and fully heal all digimons

3. MegaGargomon

Digimon : WarGrowlmon + Digitamamon
Type : Physical
MP Cost : 160
Accuracy : 127
Power : 360
Element : Machine (48)
Effect : None

4. Omnimon

Digimon : Wargreymon + MetalGarurumon
Type : Physical
MP Cost : 240
Accuracy : 127
Power : 850
Element : None
Effect : None

5. Imperialdramon-P

Digimon : Imperialdramon + Seraphimon
Type : Physical, effective against EVIL type Digimon
MP Cost : 250
Accuracy : 127
Power : 580
Element : None
Effect : None

6. Beelzemon

Digimon : Gallantmon + MaloMyotismon
Type : Magical
MP Cost : 320
Accuracy : 127
Power : 600
Element : Fire (72)
Effect : None

7. Diaboromon

Digimon : BK Wargreymon + GranKuWagamon
Type : Physical
MP Cost : 260
Accuracy : 127
Power : 999
Element : None
Effect : None

8. Agunimon

Digimon : Dinohumon + Kyubimon ; Hookmon + Greymon
Type : Magical
MP Cost : 80
Accuracy : 127
Power : 160
Element : Fire (64)
Effect : None

9. BladeGarurumon

Digimon : Grizzmon + Growlmon

Type : Magical
 MP Cost : 80
 Accuracy : 127
 Power : 160
 Element : Machine (64)
 Effect : None

10. AncientGreymon

Digimon : Imperialdramon PM + Diaboromon
 Type : Magical
 MP Cost : 480
 Accuracy : 127
 Power : 800
 Element : Fire (127)
 Effect : POW -- (rate = 127) (value = 127)

=====
 [6] EXP TABLE
 =====

LV	Kotemon	Kumamon	Monmon	Agumon	Veemon	Guilmon	Renamon	Patamon
1	0	0	0	0	0	0	0	0
2	9	12	7	10	9	8	8	10
3	28	36	21	32	28	25	25	32
4	62	78	46	70	62	54	54	70
5	165	194	136	179	165	150	150	179
6	242	290	194	266	242	218	218	266
7	347	422	273	384	347	310	310	384
8	486	596	377	541	486	432	432	541
9	664	818	510	741	664	587	587	741
10	885	1094	676	989	885	780	780	989
11	1154	1430	878	1292	1154	1016	1016	1292
12	1475	1832	1119	1653	1475	1297	1297	1653
13	1854	2306	1403	2080	1854	1629	1629	2080
14	2296	2858	1734	2577	2296	2015	2015	2577
15	2805	3494	2116	3149	2805	2460	2460	3149
16	3386	4220	2552	3803	3386	2969	2969	3803
17	4043	5042	3045	4542	4043	3544	3544	4542
18	4782	5966	3599	5374	4782	4191	4191	5374
19	5608	6998	4218	6303	5608	4913	4913	6303
20	7275	8894	5656	8084	7275	6465	6465	8084
21	8288	10160	6416	9224	8288	7352	7352	9224
22	9401	11552	7251	10476	9401	8326	8326	10476
23	10620	13076	8165	11848	10620	9393	9393	11848
24	11950	14738	9162	13344	11950	10556	10556	13344
25	13395	16544	10246	14969	13395	11820	11820	14969
26	14960	18500	11420	16730	14960	13190	13190	16730
27	16649	20612	12687	18630	16649	14668	14668	18630
28	18468	22886	14051	20677	18468	16260	16260	20677
29	20422	25328	15516	22875	20422	17969	17969	22875
30	22515	27944	17086	25229	22515	19800	19800	25229
31	24752	30740	18764	27746	24752	21758	21758	27746
32	27137	33722	20553	30429	27137	23845	23845	30429
33	29676	36896	22457	33286	29676	26067	26067	33286
34	32374	40268	24480	36321	32374	28427	28427	36321
35	35235	43844	26626	39539	35235	30930	30930	39539
36	38264	47630	28898	42947	38264	33581	33581	42947
37	41465	51632	31299	46548	41465	36382	36382	46548
38	44844	55856	33833	50350	44844	39339	39339	50350

39	48406	60308	36504	54357	48406	42455	42455	54357
40	54355	67194	41516	60774	54355	47935	47935	60774
41	58296	72120	44472	65208	58296	51384	51384	65208
42	62433	77292	47575	69862	62433	55004	55004	69862
43	66772	82716	50829	74744	66772	58801	58801	74744
44	71318	88398	54238	79858	71318	62778	62778	79858
45	76075	94344	57806	85209	76075	66940	66940	85209
46	81048	100560	61536	90804	81048	71292	71292	90804
47	86241	107052	65431	96646	86241	75836	75836	96646
48	91660	113826	69495	102743	91660	80578	80578	102743
49	97310	120888	73732	109099	97310	85521	85521	109099
50	103195	128244	78146	115719	103195	90670	90670	115719
51	109320	135900	82740	122610	109320	96030	96030	122610
52	115689	143862	87517	129775	115689	101603	101603	129775
53	122308	152136	92481	137222	122308	107395	107395	137222
54	129182	160728	97636	144955	129182	113409	113409	144955
55	136315	169644	102986	152979	136315	119650	119650	152979
56	143712	178890	108534	161301	143712	126123	126123	161301
57	151377	188472	114283	169924	151377	132830	132830	169924
58	159316	198396	120237	178856	159316	139777	139777	178856
59	167534	208668	126400	188101	167534	146967	146967	188101
60	176035	219294	132776	197664	176035	154405	154405	197664
61	184824	230280	139368	207552	184824	162096	162096	207552
62	193905	241632	146179	217768	193905	170042	170042	217768
63	203284	253356	153213	228320	203284	178249	178249	228320
64	212966	265458	160474	239212	212966	186720	186720	239212
65	222955	277944	167966	250449	222955	195460	195460	250449
66	233256	290820	175692	262038	233256	204474	204474	262038
67	243873	304092	183655	273982	243873	213764	213764	273982
68	254812	317766	191859	286289	254812	223336	223336	286289
69	266078	331848	200308	298963	266078	233193	233193	298963
70	277675	346344	209006	312009	277675	243340	243340	312009
71	289608	361260	217956	325434	289608	253782	253782	325434
72	301881	376602	227161	339241	301881	264521	264521	339241
73	314500	392376	236625	353438	314500	275563	275563	353438
74	327470	408588	246352	368029	327470	286911	286911	368029
75	340795	425244	256346	383019	340795	298570	298570	383019
76	354480	442350	266610	398415	354480	310545	310545	398415
77	368529	459912	277147	414220	368529	322838	322838	414220
78	382948	477936	287961	430442	382948	335455	335455	430442
79	397742	496428	299056	447085	397742	348399	348399	447085
80	412915	515394	310436	464154	412915	361675	361675	464154
81	428472	534840	322104	481656	428472	375288	375288	481656
82	444417	554772	334063	499594	444417	389240	389240	499594
83	460756	575196	346317	517976	460756	403537	403537	517976
84	477494	596118	358870	536806	477494	418182	418182	536806
85	494635	617544	371726	556089	494635	433180	433180	556089
86	512184	639480	384888	575832	512184	448536	448536	575832
87	530145	661932	398359	596038	530145	464252	464252	596038
88	548524	684906	412143	616715	548524	480334	480334	616715
89	567326	708408	426244	637867	567326	496785	496785	637867
90	586555	732444	440666	659499	586555	513610	513610	659499
91	606216	757020	455412	681618	606216	530814	530814	681618
92	626313	782142	470485	704227	626313	548399	548399	704227
93	646852	807816	485889	727334	646852	566371	566371	727334
94	667838	834048	501628	750943	667838	584733	584733	750943
95	689275	860844	517706	775059	689275	603490	603490	775059
96	711168	888210	534126	799689	711168	622647	622647	799689
97	733521	916152	550891	824836	733521	642206	642206	824836
98	756340	944676	568005	850508	756340	662173	662173	850508

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[7] Miscellaneous
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1. "Attack" command has 110 accuracy and no other effect. All rookie Digimons have 60 attack power.
2. The power of a magical move is determined by its element. The value of the element only affect its critical hit rate.
3. The element of a physical move will increase the power of the move based on its value. Using elemental power boost equipment (e.g. Fire Power S) will strengthen a non-elemental physical move as if it has an element.
4. Effectiveness of the weapon affects all physical moves. For example, Patamon with Divine Rod will let Angemon's Hand of Fate effective against EVIL type digimon.
5. For technique's effect, value affects the intensity of the effect while rate affects the possibility of the effect (e.g. for Energy Leech, value affects how many HP drained if the effect is activated).
6. If a physical move doesn't have any effect, it uses the effect of the equipment (e.g. using Venom Fang, Vee Head Butt can poison the enemy).

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[8] Credits
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1. CJayC for creating GameFAQs, and Team GameFAQs for maintaining the site.
2. Bandai for creating the games.
3. Xuroka for his research.
4. Med Jai for her Tech List guide, and for inspiring me to create this guide.
5. Otaku-kun website for Blast DV Level
6. Everybody else in GameFAQs Digimon World 3 Board.
7. You, for reading this guide.

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