

RECRUITS SYSTEM

Created by Origin

Intro

RECRUITS - INTRODUCTION

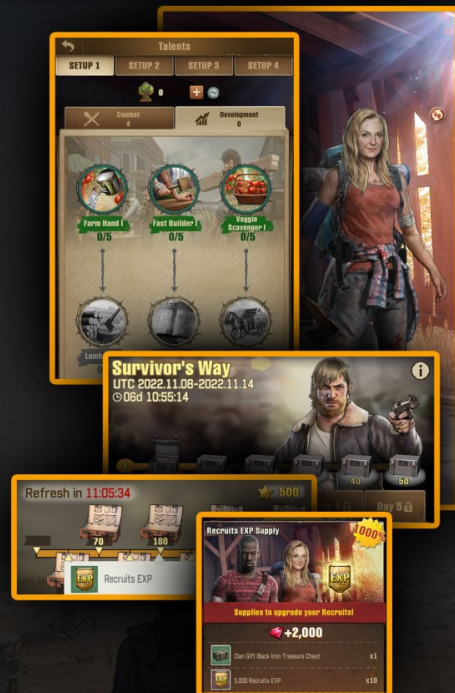
Recruits is the new system to **improve your buffs** in Combat and Development.

You have **two different Recruits** that you can **level up** and unlock tokens with. You use these **tokens to unlock** technology in the **Talent Trees**.

There are **two tree's** available. One that focuses on **Combat**, the other on **Development**.

Each recruit has up to **Four Setups**. You can mix and match your setup depending on what you need. **Example**; One setup focusing on combat, another for development depending on your needs.

You can **gain Recruit EXP** from Completing **Dailies**, Purchasing **EXP Pack** and the "Survivor's Way" **Event**.



THE WALKING
DEAD
SURVIVORS

ORIGIN

v3.14.1
Information displayed here may be subject to change in future updates

Stats

| Level | EXP | Tokens |
|-------|---------|--------|
| 1 | 30,000 | 2 |
| 2 | 35,000 | 2 |
| 3 | 40,000 | 2 |
| 4 | 45,000 | 2 |
| 5 | 50,000 | 2 |
| 6 | 55,000 | 2 |
| 7 | 60,000 | 2 |
| 8 | 65,000 | 2 |
| 9 | 70,000 | 2 |
| 10 | 75,000 | 2 |
| 11 | 80,000 | 2 |
| 12 | 85,000 | 2 |
| 13 | 90,000 | 2 |
| 14 | 95,000 | 2 |
| 15 | 100,000 | 2 |
| 16 | 105,000 | 2 |
| 17 | 110,000 | 2 |
| 18 | 115,000 | 2 |
| 19 | 120,000 | 2 |
| 20 | 125,000 | 2 |
| 21 | 130,000 | 2 |
| 22 | 135,000 | 2 |
| 23 | 140,000 | 2 |
| 24 | 145,000 | 2 |
| 25 | 150,000 | 2 |
| 26 | 155,000 | 2 |

| Level | EXP | Tokens |
|-------|---------|--------|
| 25 | 150,000 | 2 |
| 26 | 155,000 | 2 |
| 27 | 160,000 | 2 |
| 28 | 165,000 | 2 |
| 29 | 170,000 | 2 |
| 30 | 175,000 | 2 |
| 31 | 180,000 | 2 |
| 32 | 185,000 | 2 |
| 33 | 190,000 | 2 |
| 34 | 195,000 | 2 |
| 35 | 200,000 | 2 |
| 36 | 205,000 | 2 |
| 37 | 210,000 | 2 |
| 38 | 215,000 | 2 |
| 39 | 220,000 | 2 |
| 40 | 225,000 | 2 |
| 41 | 230,000 | 2 |
| 42 | 235,000 | 2 |
| 43 | 240,000 | 2 |
| 44 | 245,000 | 2 |
| 45 | 250,000 | 2 |
| 46 | 255,000 | 2 |
| 47 | 260,000 | 2 |
| 48 | 265,000 | 2 |
| 49 | 270,000 | 2 |
| 50 | 275,000 | 2 |

Minimum Tokens to Reach the Bottom

| Combat | Dev |
|----------|-------|
| 3 3 3 | 3 3 3 |
| 3 3 3 | 3 3 3 |
| 3 3 3 | 3 3 3 |
| 3 | 3 3 3 |
| 3 3 3 | 6 |
| 3 3 3 | 3 3 3 |
| 3 3 3 | 3 3 3 |
| 3 | 3 3 3 |
| 6 6 6 | 6 |
| 6 6 6 | 3 3 3 |
| 6 6 6 | 3 3 3 |
| 3 | 3 3 3 |
| 3 3 3 | 3 3 3 |
| 3 3 3 | 6 |
| 3 3 3 | 3 3 3 |
| 3 | 3 3 3 |
| 3 3 3 | 3 3 3 |
| 3 3 3 | 3 3 3 |
| 3 3 3 | 6 |
| 3 | 3 3 3 |
| 10 10 10 | 3 3 3 |
| 10 10 10 | 3 3 3 |
| 10 10 10 | 6 |
| 1 | 3 3 3 |
| | 3 3 3 |
| | 3 3 3 |
| | 3 3 3 |
| | 1 |

Min and Max Tokens to Reach the Bottom

| | Max | Min |
|-------------|-----|-----|
| Development | 390 | 229 |
| Combat | 391 | 268 |

Currently, there is no level cap for Recruits. Each level requires +5k EXP and will give 2 tokens per level.

To unlock further down the Talent Tree, you need to have **unlocked everything above**. You can use the tree guide provided.

Information provided here is subject to change.

Details on level caps are all speculation/estimates.

ORIGIN

Levels

RECRUIT SYSTEM - EXP, LEVELS

| Level | EXP | Tokens | Level | EXP | Tokens | Level | EXP | Tokens | Level | EXP | Tokens | Level | EXP | Tokens | Level | EXP | Tokens | Level | EXP | Tokens | Level | EXP | Tokens | Level | EXP | Tokens | Level | EXP | Tokens |
|-------|---------|--------|-------|---------|--------|-------|---------|--------|-------|-----------|--------|-------|-----------|--------|-------|-----------|--------|-------|-----------|--------|-------|-----------|--------|-------|-----------|--------|-------|-----------|--------|
| 1 | 30,000 | 2 | 51 | 280,000 | 2 | 101 | 530,000 | 2 | 151 | 780,000 | 2 | 201 | 1,030,000 | 2 | 251 | 1,280,000 | 2 | 301 | 1,530,000 | 2 | 351 | 1,780,000 | 2 | 401 | 2,030,000 | 2 | 451 | 2,280,000 | 2 |
| 2 | 35,000 | 2 | 52 | 285,000 | 2 | 102 | 535,000 | 2 | 152 | 785,000 | 2 | 202 | 1,035,000 | 2 | 252 | 1,285,000 | 2 | 302 | 1,535,000 | 2 | 352 | 1,785,000 | 2 | 402 | 2,035,000 | 2 | 452 | 2,285,000 | 2 |
| 3 | 40,000 | 2 | 53 | 290,000 | 2 | 103 | 540,000 | 2 | 153 | 790,000 | 2 | 203 | 1,040,000 | 2 | 253 | 1,290,000 | 2 | 303 | 1,540,000 | 2 | 353 | 1,790,000 | 2 | 403 | 2,040,000 | 2 | 453 | 2,290,000 | 2 |
| 4 | 45,000 | 2 | 54 | 295,000 | 2 | 104 | 545,000 | 2 | 154 | 795,000 | 2 | 204 | 1,045,000 | 2 | 254 | 1,295,000 | 2 | 304 | 1,545,000 | 2 | 354 | 1,795,000 | 2 | 404 | 2,045,000 | 2 | 454 | 2,295,000 | 2 |
| 5 | 50,000 | 2 | 55 | 300,000 | 2 | 105 | 550,000 | 2 | 155 | 800,000 | 2 | 205 | 1,050,000 | 2 | 255 | 1,300,000 | 2 | 305 | 1,550,000 | 2 | 355 | 1,800,000 | 2 | 405 | 2,050,000 | 2 | 455 | 2,300,000 | 2 |
| 6 | 55,000 | 2 | 56 | 305,000 | 2 | 106 | 555,000 | 2 | 156 | 805,000 | 2 | 206 | 1,055,000 | 2 | 256 | 1,305,000 | 2 | 306 | 1,555,000 | 2 | 356 | 1,805,000 | 2 | 406 | 2,055,000 | 2 | 456 | 2,305,000 | 2 |
| 7 | 60,000 | 2 | 57 | 310,000 | 2 | 107 | 560,000 | 2 | 157 | 810,000 | 2 | 207 | 1,060,000 | 2 | 257 | 1,310,000 | 2 | 307 | 1,560,000 | 2 | 357 | 1,810,000 | 2 | 407 | 2,060,000 | 2 | 457 | 2,310,000 | 2 |
| 8 | 65,000 | 2 | 58 | 315,000 | 2 | 108 | 565,000 | 2 | 158 | 815,000 | 2 | 208 | 1,065,000 | 2 | 258 | 1,315,000 | 2 | 308 | 1,565,000 | 2 | 358 | 1,815,000 | 2 | 408 | 2,065,000 | 2 | 458 | 2,315,000 | 2 |
| 9 | 70,000 | 2 | 59 | 320,000 | 2 | 109 | 570,000 | 2 | 159 | 820,000 | 2 | 209 | 1,070,000 | 2 | 259 | 1,320,000 | 2 | 309 | 1,570,000 | 2 | 359 | 1,820,000 | 2 | 409 | 2,070,000 | 2 | 459 | 2,320,000 | 2 |
| 10 | 75,000 | 2 | 60 | 325,000 | 2 | 110 | 575,000 | 2 | 160 | 825,000 | 2 | 210 | 1,075,000 | 2 | 260 | 1,325,000 | 2 | 310 | 1,575,000 | 2 | 360 | 1,825,000 | 2 | 410 | 2,075,000 | 2 | 460 | 2,325,000 | 2 |
| 11 | 80,000 | 2 | 61 | 330,000 | 2 | 111 | 580,000 | 2 | 161 | 830,000 | 2 | 211 | 1,080,000 | 2 | 261 | 1,330,000 | 2 | 311 | 1,580,000 | 2 | 361 | 1,830,000 | 2 | 411 | 2,080,000 | 2 | 461 | 2,330,000 | 2 |
| 12 | 85,000 | 2 | 62 | 335,000 | 2 | 112 | 585,000 | 2 | 162 | 835,000 | 2 | 212 | 1,085,000 | 2 | 262 | 1,335,000 | 2 | 312 | 1,585,000 | 2 | 362 | 1,835,000 | 2 | 412 | 2,085,000 | 2 | 462 | 2,335,000 | 2 |
| 13 | 90,000 | 2 | 63 | 340,000 | 2 | 113 | 590,000 | 2 | 163 | 840,000 | 2 | 213 | 1,090,000 | 2 | 263 | 1,340,000 | 2 | 313 | 1,590,000 | 2 | 363 | 1,840,000 | 2 | 413 | 2,090,000 | 2 | 463 | 2,340,000 | 2 |
| 14 | 95,000 | 2 | 64 | 345,000 | 2 | 114 | 595,000 | 2 | 164 | 845,000 | 2 | 214 | 1,095,000 | 2 | 264 | 1,345,000 | 2 | 314 | 1,595,000 | 2 | 364 | 1,845,000 | 2 | 414 | 2,095,000 | 2 | 464 | 2,345,000 | 2 |
| 15 | 100,000 | 2 | 65 | 350,000 | 2 | 115 | 600,000 | 2 | 165 | 850,000 | 2 | 215 | 1,100,000 | 2 | 265 | 1,350,000 | 2 | 315 | 1,600,000 | 2 | 365 | 1,850,000 | 2 | 415 | 2,100,000 | 2 | 465 | 2,350,000 | 2 |
| 16 | 105,000 | 2 | 66 | 355,000 | 2 | 116 | 605,000 | 2 | 166 | 855,000 | 2 | 216 | 1,105,000 | 2 | 266 | 1,355,000 | 2 | 316 | 1,605,000 | 2 | 366 | 1,855,000 | 2 | 416 | 2,105,000 | 2 | 466 | 2,355,000 | 2 |
| 17 | 110,000 | 2 | 67 | 360,000 | 2 | 117 | 610,000 | 2 | 167 | 860,000 | 2 | 217 | 1,110,000 | 2 | 267 | 1,360,000 | 2 | 317 | 1,610,000 | 2 | 367 | 1,860,000 | 2 | 417 | 2,110,000 | 2 | 467 | 2,360,000 | 2 |
| 18 | 115,000 | 2 | 68 | 365,000 | 2 | 118 | 615,000 | 2 | 168 | 865,000 | 2 | 218 | 1,115,000 | 2 | 268 | 1,365,000 | 2 | 318 | 1,615,000 | 2 | 368 | 1,865,000 | 2 | 418 | 2,115,000 | 2 | 468 | 2,365,000 | 2 |
| 19 | 120,000 | 2 | 69 | 370,000 | 2 | 119 | 620,000 | 2 | 169 | 870,000 | 2 | 219 | 1,120,000 | 2 | 269 | 1,370,000 | 2 | 319 | 1,620,000 | 2 | 369 | 1,870,000 | 2 | 419 | 2,120,000 | 2 | 469 | 2,370,000 | 2 |
| 20 | 125,000 | 2 | 70 | 375,000 | 2 | 120 | 625,000 | 2 | 170 | 875,000 | 2 | 220 | 1,125,000 | 2 | 270 | 1,375,000 | 2 | 320 | 1,625,000 | 2 | 370 | 1,875,000 | 2 | 420 | 2,125,000 | 2 | 470 | 2,375,000 | 2 |
| 21 | 130,000 | 2 | 71 | 380,000 | 2 | 121 | 630,000 | 2 | 171 | 880,000 | 2 | 221 | 1,130,000 | 2 | 271 | 1,380,000 | 2 | 321 | 1,630,000 | 2 | 371 | 1,880,000 | 2 | 421 | 2,130,000 | 2 | 471 | 2,380,000 | 2 |
| 22 | 135,000 | 2 | 72 | 385,000 | 2 | 122 | 635,000 | 2 | 172 | 885,000 | 2 | 222 | 1,135,000 | 2 | 272 | 1,385,000 | 2 | 322 | 1,635,000 | 2 | 372 | 1,885,000 | 2 | 422 | 2,135,000 | 2 | 472 | 2,385,000 | 2 |
| 23 | 140,000 | 2 | 73 | 390,000 | 2 | 123 | 640,000 | 2 | 173 | 890,000 | 2 | 223 | 1,140,000 | 2 | 273 | 1,390,000 | 2 | 323 | 1,640,000 | 2 | 373 | 1,890,000 | 2 | 423 | 2,140,000 | 2 | 473 | 2,390,000 | 2 |
| 24 | 145,000 | 2 | 74 | 395,000 | 2 | 124 | 645,000 | 2 | 174 | 895,000 | 2 | 224 | 1,145,000 | 2 | 274 | 1,395,000 | 2 | 324 | 1,645,000 | 2 | 374 | 1,895,000 | 2 | 424 | 2,145,000 | 2 | 474 | 2,395,000 | 2 |
| 25 | 150,000 | 2 | 75 | 400,000 | 2 | 125 | 650,000 | 2 | 175 | 900,000 | 2 | 225 | 1,150,000 | 2 | 275 | 1,400,000 | 2 | 325 | 1,650,000 | 2 | 375 | 1,900,000 | 2 | 425 | 2,150,000 | 2 | 475 | 2,400,000 | 2 |
| 26 | 155,000 | 2 | 76 | 405,000 | 2 | 126 | 655,000 | 2 | 176 | 905,000 | 2 | 226 | 1,155,000 | 2 | 276 | 1,405,000 | 2 | 326 | 1,655,000 | 2 | 376 | 1,905,000 | 2 | 426 | 2,155,000 | 2 | 476 | 2,405,000 | 2 |
| 27 | 160,000 | 2 | 77 | 410,000 | 2 | 127 | 660,000 | 2 | 177 | 910,000 | 2 | 227 | 1,160,000 | 2 | 277 | 1,410,000 | 2 | 327 | 1,660,000 | 2 | 377 | 1,910,000 | 2 | 427 | 2,160,000 | 2 | 477 | 2,410,000 | 2 |
| 28 | 165,000 | 2 | 78 | 415,000 | 2 | 128 | 665,000 | 2 | 178 | 915,000 | 2 | 228 | 1,165,000 | 2 | 278 | 1,415,000 | 2 | 328 | 1,665,000 | 2 | 378 | 1,915,000 | 2 | 428 | 2,165,000 | 2 | 478 | 2,415,000 | 2 |
| 29 | 170,000 | 2 | 79 | 420,000 | 2 | 129 | 670,000 | 2 | 179 | 920,000 | 2 | 229 | 1,170,000 | 2 | 279 | 1,420,000 | 2 | 329 | 1,670,000 | 2 | 379 | 1,920,000 | 2 | 429 | 2,170,000 | 2 | 479 | 2,420,000 | 2 |
| 30 | 175,000 | 2 | 80 | 425,000 | 2 | 130 | 675,000 | 2 | 180 | 925,000 | 2 | 230 | 1,175,000 | 2 | 280 | 1,425,000 | 2 | 330 | 1,675,000 | 2 | 380 | 1,925,000 | 2 | 430 | 2,175,000 | 2 | 480 | 2,425,000 | 2 |
| 31 | 180,000 | 2 | 81 | 430,000 | 2 | 131 | 680,000 | 2 | 181 | 930,000 | 2 | 231 | 1,180,000 | 2 | 281 | 1,430,000 | 2 | 331 | 1,680,000 | 2 | 381 | 1,930,000 | 2 | 431 | 2,180,000 | 2 | 481 | 2,430,000 | 2 |
| 32 | 185,000 | 2 | 82 | 435,000 | 2 | 132 | 685,000 | 2 | 182 | 935,000 | 2 | 232 | 1,185,000 | 2 | 282 | 1,435,000 | 2 | 332 | 1,685,000 | 2 | 382 | 1,935,000 | 2 | 432 | 2,185,000 | 2 | 482 | 2,435,000 | 2 |
| 33 | 190,000 | 2 | 83 | 440,000 | 2 | 133 | 690,000 | 2 | 183 | 940,000 | 2 | 233 | 1,190,000 | 2 | 283 | 1,440,000 | 2 | 333 | 1,690,000 | 2 | 383 | 1,940,000 | 2 | 433 | 2,190,000 | 2 | 483 | 2,440,000 | 2 |
| 34 | 195,000 | 2 | 84 | 445,000 | 2 | 134 | 695,000 | 2 | 184 | 945,000 | 2 | 234 | 1,195,000 | 2 | 284 | 1,445,000 | 2 | 334 | 1,695,000 | 2 | 384 | 1,945,000 | 2 | 434 | 2,195,000 | 2 | 484 | 2,445,000 | 2 |
| 35 | 200,000 | 2 | 85 | 450,000 | 2 | 135 | 700,000 | 2 | 185 | 950,000 | 2 | 235 | 1,200,000 | 2 | 285 | 1,450,000 | 2 | 335 | 1,700,000 | 2 | 385 | 1,950,000 | 2 | 435 | 2,200,000 | 2 | 485 | 2,450,000 | 2 |
| 36 | 205,000 | 2 | 86 | 455,000 | 2 | 136 | 705,000 | 2 | 186 | 955,000 | 2 | 236 | 1,205,000 | 2 | 286 | 1,455,000 | 2 | 336 | 1,705,000 | 2 | 386 | 1,955,000 | 2 | 436 | 2,205,000 | 2 | 486 | 2,455,000 | 2 |
| 37 | 210,000 | 2 | 87 | 460,000 | 2 | 137 | 710,000 | 2 | 187 | 960,000 | 2 | 237 | 1,210,000 | 2 | 287 | 1,460,000 | 2 | 337 | 1,710,000 | 2 | 387 | 1,960,000 | 2 | 437 | 2,210,000 | 2 | 487 | 2,460,000 | 2 |
| 38 | 215,000 | 2 | 88 | 465,000 | 2 | 138 | 715,000 | 2 | 188 | 965,000 | 2 | 238 | 1,215,000 | 2 | 288 | 1,465,000 | 2 | 338 | 1,715,000 | 2 | 388 | 1,965,000 | 2 | 438 | 2,215,000 | 2 | 488 | 2,465,000 | 2 |
| 39 | 220,000 | 2 | 89 | 470,000 | 2 | 139 | 720,000 | 2 | 189 | 970,000 | 2 | 239 | 1,220,000 | 2 | 289 | 1,470,000 | 2 | 339 | 1,720,000 | 2 | 389 | 1,970,000 | 2 | 439 | 2,220,000 | 2 | 489 | 2,470,000 | 2 |
| 40 | 225,000 | 2 | 90 | 475,000 | 2 | 140 | 725,000 | 2 | 190 | 975,000 | 2 | 240 | 1,225,000 | 2 | 290 | 1,475,000 | 2 | 340 | 1,725,000 | 2 | 390 | 1,975,000 | 2 | 440 | 2,225,000 | 2 | 490 | 2,475,000 | 2 |
| 41 | 230,000 | 2 | 91 | 480,000 | 2 | 141 | 730,000 | 2 | 191 | 980,000 | 2 | 241 | 1,230,000 | 2 | 291 | 1,480,000 | 2 | 341 | 1,730,000 | 2 | 391 | 1,980,000 | 2 | 441 | 2,230,000 | 2 | 491 | 2,480,000 | 2 |
| 42 | 235,000 | 2 | 92 | 485,000 | 2 | 142 | 735,000 | 2 | 192 | 985,000 | 2 | 242 | 1,235,000 | 2 | 292 | 1,485,000 | 2 | 342 | 1,735,000 | 2 | 392 | 1,985,000 | 2 | 442 | 2,235,000 | 2 | 492 | 2,485,000 | 2 |
| 43 | 240,000 | 2 | 93 | 490,000 | 2 | 143 | 740,000 | 2 | 193 | 990,000 | 2 | 243 | 1,240,000 | 2 | 293 | 1,490,000 | 2 | 343 | 1,740,000 | 2 | 393 | 1,990,000 | 2 | 443 | 2,240,000 | 2 | 493 | 2,490,000 | 2 |
| 44 | 245,000 | 2 | 94 | 495,000 | 2 | 144 | 745,000 | 2 | 194 | 995,000 | 2 | 244 | 1,245,000 | 2 | 294 | 1,495,000 | 2 | 344 | 1,745,000 | 2 | 394 | 1,995,000 | 2 | 444 | 2,245,000 | 2 | 494 | 2,495,000 | 2 |
| 45 | 250,000 | 2 | 95 | 500,000 | 2 | 145 | 750,000 | 2 | 195 | 1,000,000 | 2 | 245 | 1,250,000 | 2 | 295 | 1,500,000 | 2 | 3 | | | | | | | | | | | |

| Name | Troop Type | Buff | Level (% Increase) | | | | | | | | | |
|------------------------------------------|---------------|------------------------------------------|--------------------|-----|-----|-----|-----|---|---|---|---|----|
| | | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Knock out | Melee | Increase attack (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Hail of Bullets | Sharpshooters | Increase attack (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Forward Charge | Cavalry | Increase attack (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Block | Melee | Increase defence (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Stance | Sharpshooters | Increase defence (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Backward Kick | Cavalry | Increase defence (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Top Shape | Melee | Increase health (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Focus | Sharpshooters | Increase health (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Energetic | Cavalry | Increase health (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Damage Taken Reduce | All | Damage Taken Reduce | 0.5 | 1 | 1.5 | 2 | 2.5 | - | - | - | - | - |
| Preemptive Strike | Melee | Increase attack (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Parry | Sharpshooters | Increase attack (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Preemptive Blow | Cavalry | Increase attack (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Dodge | Melee | Increase defense (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Rigor | Sharpshooters | Increase defense (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Stagger | Cavalry | Increase defense (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Unyielding | Melee | Increase health (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Concentration | Sharpshooters | Increase health (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Endurance | Cavalry | Increase health (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Damage Dealt Increase | All | Damage Dealt Increase | 0.5 | 1 | 1.5 | 2 | 2.5 | - | - | - | - | - |
| Fighter Attack | Melee | Increase attack | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Sharpshooter Attack | Sharpshooters | Increase attack | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Cavalry Attacks | Cavalry | Increase attack | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Fighter Defense | Melee | Increase defense | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Sharpshooters Defense | Sharpshooters | Increase defense | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Cavalry Defense | Cavalry | Increase defense | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Fighter Health | Melee | Increase Health | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Sharpshooters Health | Sharpshooters | Increase Health | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Cavalry Health | Cavalry | Increase Health | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| March Capacity | All | Increase march capacity | 0.4 | 0.8 | 1.2 | 1.6 | 2 | - | - | - | - | - |
| Knock out | Melee | Increase attack (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Hail of Bullets | Sharpshooters | Increase attack (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Forward Charge | Cavalry | Increase attack (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Block | Melee | Increase defence (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Stance | Sharpshooters | Increase defence (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Backward Kick | Cavalry | Increase defence (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Top Shape | Melee | Increase health (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Focus | Sharpshooters | Increase health (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Energetic | Cavalry | Increase health (ATK) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Resistance against Damage Dealing Skills | All | Resistance against Damage Dealing Skills | 0.5 | 1 | 1.5 | 2 | 2.5 | - | - | - | - | - |
| Preemptive Strike | Melee | Increase attack (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Parry | Sharpshooters | Increase attack (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Preemptive Blow | Cavalry | Increase attack (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Dodge | Melee | Increase defense (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Rigor | Sharpshooters | Increase defense (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Stagger | Cavalry | Increase defense (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Unyielding | Melee | Increase health (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Concentration | Sharpshooters | Increase health (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |
| Endurance | Cavalry | Increase health (DEF) | 2 | 4 | 6 | 8 | 10 | - | - | - | - | - |

| Name | Buff | Level (% Increase) | | | | | | | | | |
|-----------------------------|--------------------------------------------|--------------------|-----|-----|-----|-----|---|-----|---|-----|----|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Farm Hands 1 | Veggie production increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Fast Builder 1 | Construction speed increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Veggie Scavenger 1 | Veggie gathering speed increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Lumber 1 | Lumber production increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Innovator 1 | Research Speed increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Lumber Scavenger 1 | Lumber gathering speeds | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Water Producer 1 | Water prodcuton increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Fast Builder 1 | Construction speed increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Water Scavenger I | Water gathering speed increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Meat Butcher I | Meat production increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Innovator I | Research Speed increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Game Hunter I | Meat gathering speeds | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Bullet Forger II | Bullet production increase | 0.5 | 1 | 1.5 | 2 | 2.5 | 3 | 3.5 | 4 | 4.5 | 5 |
| Faster Fighter Training | Melee fighter training speed increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Fighter Group Training | Melee fighter training group size increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Healing Cost Reduction | Healing cost reduction | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Fast Sharpshooter Training | Sharpshooter training speed increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Sharpshooter Group Training | Sharpshooter training group size increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Healing Speed Increase | Healing speed increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Fast Cavalry Training | Cavalry training speed increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Cavalry Group Training | Cavlary training group size increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Hospital Extension | Hospital capacity increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| All formations march speed | All formations march speed | 0.5 | 1 | 1.5 | 2 | 2.5 | 3 | 3.5 | 4 | 4.5 | 5 |
| Farm Hands 1 | Veggie production increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Fast Builder 1 | Construction speed increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Veggie Scavenger 1 | Veggie gathering speed increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Lumber 1 | Lumber production increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Innovator 1 | Research Speed increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Lumber Scavenger 1 | Lumber gathering speeds | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Water Producer 1 | Water prodcuton increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Fast Builder 1 | Construction speed increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Water Scavenger I | Water gathering speed increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Meat Butcher I | Meat production increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Innovator I | Research Speed increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Game Hunter I | Meat gathering speeds | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Stamina recovery speed | Stamina recovery speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Farm Hands 1 | Veggie production increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Fast Builder 1 | Construction speed increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Veggie Scavenger 1 | Veggie gathering speed increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Lumber 1 | Lumber production increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Innovator 1 | Research Speed increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Lumber Scavenger 1 | Lumber gathering speeds | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Water Producer 1 | Water prodcuton increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Fast Builder 1 | Construction speed increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Water Scavenger I | Water gathering speed increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Meat Butcher I | Meat production increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Innovator I | Research Speed increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |
| Game Hunter I | Meat gathering speeds | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Bullet Forger II | Bullet production increase | 0.5 | 1 | 1.5 | 2 | 2.5 | 3 | 3.5 | 4 | 4.5 | 5 |
| Faster Fighter Training | Melee fighter training speed increase | 1 | 2 | 3 | 4 | 5 | - | - | - | - | - |
| Fighter Group Training | Melee fighter training group size increase | 0.2 | 0.4 | 0.6 | 0.8 | 1 | - | - | - | - | - |

