

Misc

- Extending Skell Overdrive
- Hraesvelg Lord

Extending Skell Overdrive

Once the Skell Overdrive timer expires, there's a chance for it to be reset so you can keep the pain going.

- Set 1: 15 seconds, 100 percent chance to extend to Set 2, 30 percent chance of activating Cockpit Time with each Art used.
- Set 2: 13 seconds, 100 percent chance to extend to Set 3, 20 percent chance of activating Cockpit Time with each Art used.
- Set 3: 13 seconds, $(50 + 20 \text{ per Cockpit Time activation})$ percent chance to extend to Set 4, 30 percent chance of activating Cockpit Time with each Art used.
- Set 4: 13 seconds, $(0 + 20 \text{ per Cockpit Time activation})$ percent chance to extend to Set 5, 20 percent chance of activating Cockpit Time with each Art used.
- Set 5: 13 seconds, $(0 + 20 \text{ per Cockpit Time activation})$ percent chance to extend to Set 6, 30 percent chance of activating Cockpit Time with each Art used.
- Set 6: 13 seconds, 20 percent chance of activating Cockpit Time with each Art used.

Skell Overdrive can be extended up to five times - after six rounds, it will end.

Hraesvelg Lord

Light Type

Frame Lv. 60

Skell Insurance 10

Overdrive Effects:

- Accuracy & Evasion Up
- Critical Chance Up
- Cooldown Boost

Stats (Unupgraded):

- Melee Attack 560
- Melee Accuracy 420
- Potential 860
- Ranged Attack 448
- Ranged Accuracy 420
- Max HP 15800
- Max GP 5100
- Max Fuel 10650 (9800 Base)
- Armor 1480
- Evasion 241

Resistances (Unupgraded):

- Physical Resistance 20
- Beam Resistance 40
- Ether Resistance 70
- Thermal Resistance 40
- Electric Resistance 40
- Gravity Resistance 70

Weapons:

- L. Sidearm
 - SHM-R360GG Gun-Mode
 - Power Rating 10264 pts
 - GP Gain Rating 604
 - Attack 68

- GP Gain Value 4
 - Cooldown 2.0s
 - Hits 16
 - Attribute Beam
 - Stability $\pm 10\%$
 - Upgrades 0/5
 - SpecUp.R-ACC VIII
 - PositionDmg.ABOVE VIII
 - Empty Slot
 - Empty Slot
- R. Sidearm
 - SHM-M360GG Blade-Mode
 - Power Rating 6857 pts
 - GP Gain Rating 571
 - Attack 480
 - GP Gain Value 40
 - Cooldown 2.5s
 - Hits 2
 - Attribute Beam
 - Stability $\pm 5\%$
 - Upgrades 0/5
 - SpecUp.M-ACC VIII
 - M-Auto.HP-RECOV VIII
 - Empty Slot
 - Empty Slot
- L. Back Weapon
 - SRM-M360GG G-Slash
 - Power Rating 6102 pts
 - Art Description:
 - (100 Fuel) Deals gravity damage + FROM THE FRONT: boosts damage
 - Attack 5400
 - Effect Range Enemies Ahead
 - GP Gain Value 0
 - Cooldown 24.0s
 - Hits 1
 - Attribute Gravity
 - Stability $\pm 10\%$
 - Upgrades 0/5
 - M-Auto.GRAV-DOWN VIII
 - SpecUp.FUEL-BIND VIII
 - Empty Slot
 - Empty Slot
- R. Back Weapon
 - SRM-M260GG Hunter
 - Power Rating 11613 pts
 - Art Description:

- (200 Fuel) Deals gravity damage + Inflicts Topple + Grants total evasion
- Attack 16200
- Effect Range Single Enemy
- GP Gain Value 0
- Cooldown 40.0s
- Hits 1
- Attribute Gravity
- Stability $\pm 8\%$
- Upgrades 0/5
- AttributeDmg.GRAV VIII
- Custom.WP-SPEED VIII
- Empty Slot
- Empty Slot
- L. Shoulder Weapon
 - SSM-R660GG H-Nova
 - Power Rating 6296 pts
 - Art Description:
 - (100 Fuel) Deals gravity damage + Inflicts Slow Arts
 - Attack 8500
 - Effect Range Enemy Vicinity
 - GP Gain Value 0
 - Cooldown 40.0s
 - Hits 1
 - Attribute Gravity
 - Stability $\pm 15\%$
 - Upgrades 0/5
 - TimeEx.SLOW-ARTS VIII
 - Arts.GP VIII
 - Empty Slot
 - Empty Slot
- R. Shoulder Weapon
 - SSM-R760GG Boost
 - Power Rating 15968 pts
 - Art Description:
 - (80 Fuel) Deals physical damage
 - Attack 3300
 - Effect Range Single Enemy
 - GP Gain Value 0
 - Cooldown 16.0s
 - Hits 3
 - Attribute Physical
 - Stability $\pm 3\%$
 - Upgrades 0/5
 - AttributeDmg.PHYS VIII
 - SpecUp.FUEL-MAX VIII
 - Empty Slot

- Empty Slot
- L. Arm Weapon
 - SAM-R160GG Gunform
 - Power Rating 959 pts
 - Art Description:
 - (50 Fuel) Deals physical damage + Inflicts Taunt
 - Attack 700
 - Effect Range Enemies Ahead
 - GP Gain Value 0
 - Cooldown 20.0s
 - Hits 1
 - Attribute Physical
 - Stability $\pm 20\%$
 - Upgrades 0/5
 - TimeEx.TAUNT VIII
 - PositionDmg.BACK VIII
 - Empty Slot
 - Empty Slot
- R. Arm Weapon
 - SAM-M160GG Build
 - Power Rating 0 pts
 - Art Description:
 - (30 Fuel) Grants Melee Attack Up + Grants Critical Chance Up + Grants Evasion Up
 - Attack 0
 - Effect Range Self
 - GP Gain Value 0
 - Cooldown 30.0s
 - Hits 1
 - Attribute None
 - Stability $\pm 0\%$
 - Upgrades 0/5
 - SpecUp.EVA VIII
 - Jamming VIII
 - Empty Slot
 - Empty Slot
- L. Spare Weapon
 - SKM-M260GG W-Blade
 - Power Rating 2621 pts
 - Art Description:
 - (50 Fuel) Deals physical damage + Inflicts Stagger + WHEN TARGETED: boosts damage
 - Attack 1520
 - Effect Range Enemies Ahead
 - GP Gain Value 0
 - Cooldown 16.0s

- Hits 1
- Attribute Physical
- Stability $\pm 5\%$
- Upgrades 0/5
- SpecUp.M-ATK VIII
- Boost.M-ATK VIII
- Empty Slot
- Empty Slot
- R. Spare Weapon
 - SKM-M360GG Claw-Whip
 - Power Rating 11130 pts
 - Art Description:
 - (50 Fuel) Deals beam damage + Inflicts Debuff Res Down
 - Attack 2200
 - Effect Range Single Enemy
 - GP Gain Value 0
 - Cooldown 16.0s
 - Hits 3
 - Attribute Beam
 - Stability $\pm 8\%$
 - Upgrades 0/5
 - TimeEx.DEBUFF-DOWN VIII
 - CriticalUp VIII
 - Empty Slot
 - Empty Slot

Armor

- SK60GG L-HEAD-SPD
 - Defense 185
 - Appendage HP 15600
 - Physical Resistance 4
 - Beam Resistance 8
 - Ether Resistance 14
 - Thermal Resistance 8
 - Electric Resistance 8
 - Gravity Resistance 14
 - Upgrades 0/12
 - SpecUp.EVA XIV
 - Boost.GP-MAX XIV
 - Empty Slot
- SK60GG L-BODY-SPD
 - Defense 555
 - Appendage HP 37500
 - Physical Resistance 4
 - Beam Resistance 8
 - Ether Resistance 14

- Thermal Resistance 8
- Electric Resistance 8
- Gravity Resistance 14
- Upgrades 0/12
- SpecUp.EVA XIV
- Boost.GP-MAX XIV
- Empty Slot
- SK60GG L-LARM-SPD
 - Defense 185
 - Appendage HP 18900
 - Physical Resistance 4
 - Beam Resistance 8
 - Ether Resistance 14
 - Thermal Resistance 8
 - Electric Resistance 8
 - Gravity Resistance 14
 - Upgrades 0/12
 - SpecUp.EVA XIV
 - Boost.GP-MAX XIV
 - Empty Slot
- SK60GG L-RARM-SPD
 - Defense 185
 - Appendage HP 18900
 - Physical Resistance 4
 - Beam Resistance 8
 - Ether Resistance 14
 - Thermal Resistance 8
 - Electric Resistance 8
 - Gravity Resistance 14
 - Upgrades 0/12
 - SpecUp.EVA XIV
 - Boost.GP-MAX XIV
 - Empty Slot
- SK60GG L-LEGS-SPD
 - Defense 370
 - Appendage HP 24000
 - Physical Resistance 4
 - Beam Resistance 8
 - Ether Resistance 14
 - Thermal Resistance 8
 - Electric Resistance 8
 - Gravity Resistance 14
 - Upgrades 0/12
 - SpecUp.EVA XIV
 - Boost.GP-MAX XIV
 - Empty Slot