

# 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