

Digimon World Re:Digitize Skill List

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VERSION LIST

Ver 1.0

- Add skill list

HOW TO LEARN SKILLS

1. Battle enemy digimon that your digimon has skill and let him use it. It's easier to get new skill when your digimon Brain is high
2. Training brain or def (It's random)

Formula

$$((8 - \text{the rank of that move}) \times (\text{Brain} \div 100) + \text{number of times being hit by that move}) = \text{chance in \%}$$

For example your digimon got 500 brain and is about to learn Anti-Attack Field which is Machine 4th, and supposedly the enemy digimon use it on your digi 4 times, here is the calculation;

$$(8-4) \times (500/100) + 4 = (4 \times 5) + 4 = 24$$

the chance is 24%

SKILLS LIST

This is the list skills on Digimon World Re:Digitize



FIRE

NAME	RANK	MP	RANGE	POWER	STATE	LEARN FROM
Fire Breath	1	15	Short	100	-	Gabumon, Candlemon (Railroad Plains)
Fire Tower	2	32	Long	150	Confusion	Gabumon (Railroad Plains) Birdramon (Ancient Bone Swamp)
Fire Wall	3	68	Short	220	-	Birdramon (Ancient Bone Swamp) MetalGreymon (Night Canyon)
Mine	4	112	Long	240	Paralysis	RiseGreymon (Night Canyon) Birdramon (Fluorescence Cave)
Spread Bomb	5	168	Area	250	-	MegaloGrowmon, Meramon (Bonkeno Volcano)
Magma Bomb	6	212	Long	310	Confusion	BlueMeramon *, Hououmon (Bonkeno Volcano)
Flame Storm	7	315	Area	325	-	Hououmon (Bonkeno Volcano) * Dukemon (Binary Castle)



ICE / WATER

NAME	RANK	MP	RANGE	POWER	STATE	LEARN FROM
Bubble Breath	1	5	Short	100	-	Kamemon (Railroad Plains) Gomamon (Submerged Ruins)
Hailstone	2	15	Short	140	Slow	Kamemon (Railroad Plains) Impmon (Submerged Ruins)

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Splash	3	40	Short	200	Confusion	Gomamon, PicoDevimon (Submerged Ruins)
Waterfall	4	76	Short	220	Slow	IceDevimon, SnowAgumon (Powdery Cliff)
Heavy Rain	5	188	Area	260	-	Garurumon, Ikkakumon (Powdery Cliff)
Ice Statue	6	232	Long	275	Paralysis	Zudomon *, Vikemon (Powdery Cliff)
Aurora Freeze	7	366	Area	300	Liquid Crystalization	Vikemon (Powdery Cliff) *



AIR

NAME	RANK	MP	RANGE	POWER	STATE	LEARN FROM
Electric Shoot	1	20	Short	95	Paralysis	Tsukaimon (Railroad Plains) Bakemon (Submerged Ruins)
Wind Shoes	2	25	Self	SPD UP 12%	-	Tsukaimon, Patamon (Railroad Plains)
Air Cutter	3	72	Long	170	-	Bakemon (Submerged Ruins) Sunflowermon (Ancient Bone Swamp)
Electric Cloud	4	150	Long	200	Paralysis	Birdramon (Night Canyon) Angemon (Powdery Cliff)
Thunder Storm	5	200	Area	240	Paralysis	Garudamon, AtlurKabuterimon (Gravel Wasteland)
Confusion Storm	6	268	Area	250	Confusion	Houomon (Night Canyon) Angemon (Powdery Cliff) *
Hurricane	7	350	Area	310	Slow	Houomon (Night Canyon) *



EARTH / NATURE

NAME	RANK	MP	RANGE	POWER	STATE	LEARN FROM
Poison Powder	1	18	Short	80	Poison	Lalamon (Railroad Plains) Tentomon (Signpost Forest)
Earth Coat	2	20	Self	DEF UP 12%	-	Tentomon (Signpost Forest) Sunflowermon (Ancient Bone Swamp)
Poison Circle	3	62	Short	155	Poison	Kabuterimon, Sunflowermon (Ancient Bone Swamp)
Roots Bind	4	112	Long	180	Slow	Lilamon (Ancient Bone Swamp) Lady Devimon (Night Canyon)
Rockfall	5	175	Long	220	Paralysis	Lady Devimon, AtlurKabuterimon (Night Canyon)
Land Slide	6	278	Area	280	-	Lady Devimon (Bonkeno Volcano) Rosemon (Binary Castle)
Poison Storm	7	336	Area	290	Poison	HerculesKabuterimon (Ancient Bone Swamp) * Rosemon (Binary Castle)



COMBAT

NAME	RANK	MP	RANGE	POWER	STATE	LEARN FROM
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Mach Jab	1	8	Short	85	Poison	Gabumon (Railroad Plains) *first fight Goburimon (Signpost Forest)
Muscle Charge	2	20	Self	ATK up 12%	-	Goburimon, Psychemon (Signpost Forest)
Spin Attack	3	78	Short	165	Paralysis	Lilamon (Ancient Bone Swamp) Leomon (Fluorescence Cave)
Heavy Impact	4	150	Short	180	Paralysis	Tailmon, Leomon (Fluorescence Cave)
War Cry	5	100	Self	(ATK DEF SPD) up 8%	-	Geogreymon, MachGaogamon (Gravel Wasteland)
Charge Attack	6	264	Short	300	Paralysis	Wregarurumon, MachGaogamon (Gravel Wasteland)
Fighting Aura	7	333	Short	360	Paralysis	MirageGaogamon (Gravel Wasteland) *



DARKNESS & LIGHT

Darkness

NAME	RANK	MP	RANGE	POWER	STATE	LEARN FROM
Dark Spirit	1	18	Short	135	Liquid Crystalization	PicoDevimon, Impon (Submerged Ruins)
Loose Cloud	3	132	Short	210	Confusion	Bakemon (Sewer Maze) IceDevimon (Powdery Cliff)
Evil Squall	5	230	Area	310	-	LadyDevimon (Night Canyon) Vamdemon (Powdery ILiff)

Light

NAME	RANK	MP	RANGE	POWER	STATE	LEARN FROM
Light Soul	2	15	Short	120	-	Angemon (Ancient Bone Swamp) Tailmon (Fluorescence Cave)
Flash	4	145	Short	160	Paralysis	HolyAngemon, Angemon (Powdery Cliff)
Holy Sunshine	6	312	Area	300	-	MarineAngemon, Seraphimon (Binary Castle)

Darkness & Light

NAME	RANK	MP	RANGE	POWER	STATE	LEARN FROM
Judgement	7	400	Area	370	-	MarineAngemon, Dukemon, Seraphimon (Binary Castle)



MACHINE

NAME	RANK	MP	RANGE	POWER	STATE	LEARN FROM
Mechanical Claw	1	25	Short	150	-	Solarmon (Railroad Plains) Hagurumon (Signpost Forest)

Upgrade	2	60	Self	ALL STATS up 5%	-	Solarmon (Railroad Plains) Hagurumon (Signpost Forest)
Energy Ball	3	138	Short	200	-	Hagurumon (Submerged Ruins) Solarmon (Gravel Wasteland)
Anti-Attack Field	4	150	Short	220	-	Solarmon, MetalGreymon (Night Canyon)
Heavy Laser	5	212	Long	250	-	MetalGreymon, RiseGreymon (Night Canyon) Andromon (Sewer Maze)
Machine Fall	6	264	Long	300	Paralysis	Megadramon (Bonkeno Volcano) MetalGarurumon (Binary Castle)
DG Dimenison V2	7	290	Area	380	Liquid Crystalization	Andromon, MetalMamemon, Z'd Garurumon * (Binary Castle)



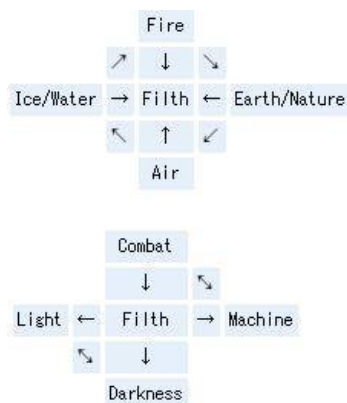
FILTH

NAME	RANK	MP	RANGE	POWER	STATE	LEARN FROM
Dirty Kick	1	10	Short	100	Confusion	Chuumon, Numemon (Sewer Maze)
Ultra Stink Spray	2	20	Short	120	Paralysis	Geremon, Sukamon (Sewer Maze)
Poop Trap	3	40	Short	100	Poison	Chuumon, Geremon (Sewer Maze)
Poop Barrier	4	80	Short	160	Poison	Numemon, Sukamon (Sewer Maze)
Random Poop Toss	5	120	Area	180	Confusion	Geremon, Sukamon (Sewer Maze)
Poop Fall	6	160	Long	200	Confusion	Geremon, Sukamon (Sewer Maze)
Ultimate Poop Hell	7	200	Area	250	Slow	Sukamon (Sewer Maze) *

Note: * = After Sky Collapsed

Attribute Relationship

Strength relationship by attribute is as follows:



It means that fire is strong againsts nature, nature is strong againsts air, and water is strong againsts fire Et. seq

State

- Paralysis: Can't attack, move or guard (5 sec)
- Slow: Speed down, longer casting time (10 sec)
- Confusion: Become confuse and difficult to follow instructions (10 sec)
- Liquid Crystalization: Become an 8-bit digimon? (20 sec)
- Poison: Receive small damage (40 sec)

CREDITS

- <http://degimon15.edo-jidai.com/index.html>
- <http://www.gamefaqs.com/boards/705638-digimon-world-redigitize-decode/68574586>
- Translation Team
- Bandai Namco Games/Tri Crescendo

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LEGAL STUFF

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