



Abilities Cheat Sheet

Regular Abilities



Ink Saver (Main)

Decreases amount of ink consumed by your main weapon



Special Charge Up

Increases special-gauge fill rate



Sub Power Up

Increases sub-weapon proficiency



Ink Saver (Sub)

Decreases amount of ink consumed by your sub weapon



Special Saver

Reduces special-gauge decrease after getting splatted



Ink Resistance Up

Reduces damage taken and improves mobility when walking through enemy ink



Ink Recovery Up

Increases ink-tank refill rate



Special Power Up

Improves the effectiveness of your special weapon



Bomb Defense Up

Reduces damage taken by blasts from sub weapons or special weapons



Run Speed Up

Increases movement speed in Inking form



Quick Respawn

Reduces respawn time after getting splatted repeatedly without splatting any opponents



Cold-Blooded

Decreases active time of opponent Point Sensors and other items that reveal location



Swim Speed Up

Increases movement speed in squid form



Quick Super Jump

Increases Super Jump speed

Unique Abilities



Opening Gambit

Boosts your speed in both Inking and squid form for the first 30 seconds of battle



Ninja Squid

Leaves no trace when swimming in inked ground, but slightly reduces swim speed



Ability Doubler

Doubles the effect of other gear abilities attached to this gear [Splattest tees only!]



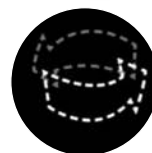
Last-Ditch Effort

Boosts ink recovery rate and weapon efficiency for the last 30 seconds of battle



Haunt

Once you've respawned, reveals the position of the player who splatted you



Stealth Jump

Hides your Super Jump landing point from distant players



Tenacity

Fills special gauge automatically if your team has fewer active players than the enemy



Thermal Ink

Allows you to track distant players hit with shots from your main weapon



Object Shredder

Increases damage dealt to all non-player targets



Comeback

Boosts some of your abilities for a short time after respawning



Respawn Punisher

Increases respawn time and special-gauge spawn penalty for you and any player who splats you



Drop Roller

Tilting the L Stick during a Super Jump allows you to perform a forward or sideways roll when you land