



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 Inkling 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 Inkling 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



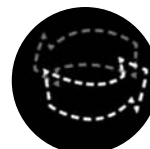
Ability Doubler
Doubles the effect of other gear abilities attached to this gear [Splatfest tees only!]



Last-Ditch Effort
Boosts ink recovery rate and weapon ink 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