SKILLS REBALANCING

2026/09/29

Here is a major rebalancing covering all seasons to diversify the meta. With this patch we're addressing specific strategies focused on card position by leaning more into their style but capping the effective possible space. The Weaken and Switch keywords received some needed improvements, while Toads had their value slightly adjusted. Tsunade - Mitotic Regeneration has also been partially reworked to help her maintain a stronger match presence.

ENERGY COST



Scroll of Waves
S1_049

2 BEFORE 2

3 AFTER 2



Scroll of Waves
S1_051

1 BEFORE 1

2 AFTER 1



Scroll of Trials
S2_018

3 BEFORE 5

4 AFTER 5

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ENERGY

SKILLS REBALANCING

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Scroll of Trials

S2_019

3 BEFORE 5

4 AFTER 5



Scroll of Trials

S2_020

3 BEFORE 5

4 AFTER 5



Scroll of Trials

S2_054

4 BEFORE 3

3 AFTER 3



Scroll of Trials

S2_073

4 BEFORE 4

5 AFTER 4

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ENERGY

SKILLS REBALANCING

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Scroll of Trials
S2_088

6 BEFORE 5

5 AFTER 5



Scroll of Trials
S2_100

5 BEFORE 8

6 AFTER 8



Scroll of Sounds
S3_001

3 BEFORE 2

2 AFTER 2



Scroll of Sounds
S3_005

4 BEFORE 2

3 AFTER 2

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ENERGY

SKILLS REBALANCING

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Scroll of Sounds

S3_031

2 BEFORE 4

3 AFTER 4



Scroll of Sounds

S3_039

2 BEFORE 1

3 AFTER 1



Scroll of Sounds

S3_041

6 BEFORE 4

5 AFTER 4



Scroll of Sounds

S3_045

3 BEFORE 2

2 AFTER 2

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SKILLS REBALANCING

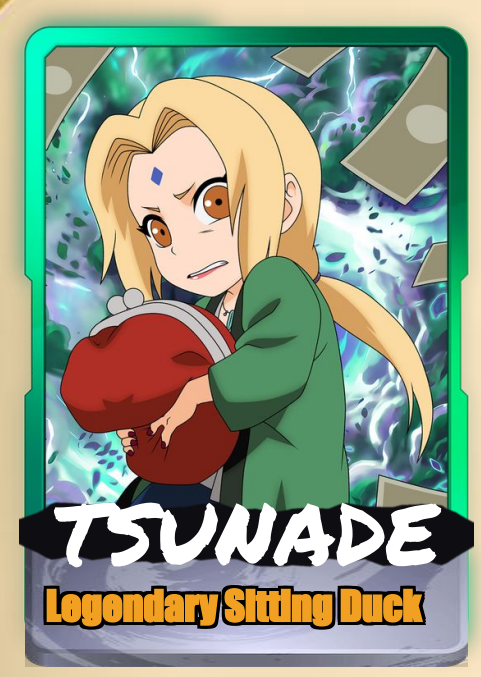
2026/09/29



Scroll of Sounds
S3_054

4 BEFORE 3

3 AFTER 3



Scroll of Sounds
S3_061

3 BEFORE 6

4 AFTER 6



Scroll of Sounds
S3_066

5 BEFORE 4

4 AFTER 4



Scroll of Sounds
S3_067

4 BEFORE 4

3 AFTER 4

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ENERGY

SKILLS REBALANCING

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Scroll of Sounds

S3_070

4 BEFORE 3

3 AFTER 3



Scroll of Sounds

S3_073

4 BEFORE 2

3 AFTER 2



Scroll of Sounds

S3_080

4 BEFORE 3

3 AFTER 3



Scroll of Sounds

S3_088

5 BEFORE 3

4 AFTER 3

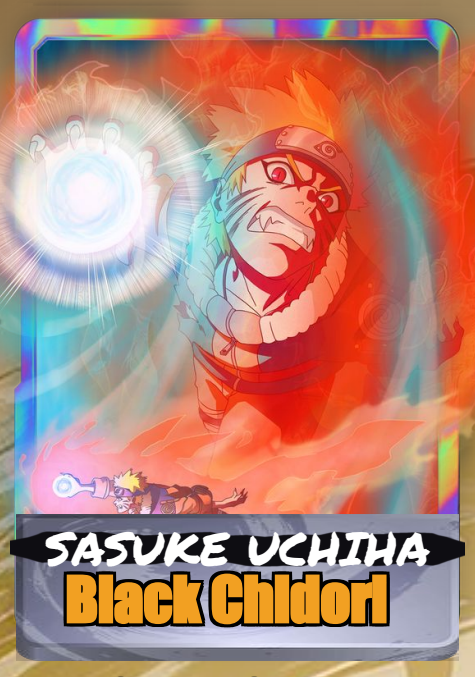
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ENERGY

SKILLS REBALANCING

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Scroll of Sounds

S3_091

6 BEFORE 4

5 AFTER 4



Scroll of Sounds

S3_092

6 BEFORE 4

5 AFTER 4



Scroll of Sounds

S3_093

6 BEFORE 3

5 AFTER 3

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SKILLS REBALANCING

2026/09/29

SKILL CHANGES



Scroll of Waves

S1_049

LEVEL 1

BEFORE

Next ally deploys 2 cells forward.

AFTER

Next ally deploys to Mid Range. Pin(4s) and Switch a random lane rival in Mid Range.

LEVEL 2

BEFORE

Next ally deploys 3 cells forward.

AFTER

Next ally deploys to Mid Range. Pin(8s) and Switch a random lane rival in Mid Range.

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SKILLS REBALANCING

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Scroll of Waves

S1_051

LEVEL 1

BEFORE

Randomly lane Switch every 6 seconds.

AFTER

Randomly lane Switch every 8 seconds.

LEVEL 2

BEFORE

Randomly lane Switch every 4 seconds.

AFTER

Randomly lane Switch every 6 seconds.

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SKILLS REBALANCING

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Scroll of Waves

S1_067

LEVEL 1

BEFORE

Chakra(+3) the first time a lane rival is deployed, then Chakra(+1) every time a lane rival is deployed.

AFTER

Chakra(+3) the first time a lane rival is deployed, then Chakra(+1) every time a rival is deployed or Switches to this lane.

LEVEL 2

BEFORE

Chakra(+3) the first time a lane rival is deployed, then Chakra(+2) every time a lane rival is deployed.

AFTER

Chakra(+3) the first time a lane rival is deployed, then Chakra(+2) every time a rival is deployed or Switches to this lane.

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SKILLS REBALANCING

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Scroll of Waves

S1_085

LEVEL 1

BEFORE

Deploy to Mid Range, Push(1) and Weaken(2) all cards. While active, Weaken(1) newly deployed cards. Permanently Slow.

AFTER

Deploy to Mid Range, Push(1) and Weaken(3) all cards. While active, Weaken(1) newly deployed cards. Permanently Slow.

LEVEL 2

BEFORE

Deploy to Mid Range, Push(1) and Weaken(3) all cards. While active, Weaken(1) newly deployed cards. Permanently Slow.

AFTER

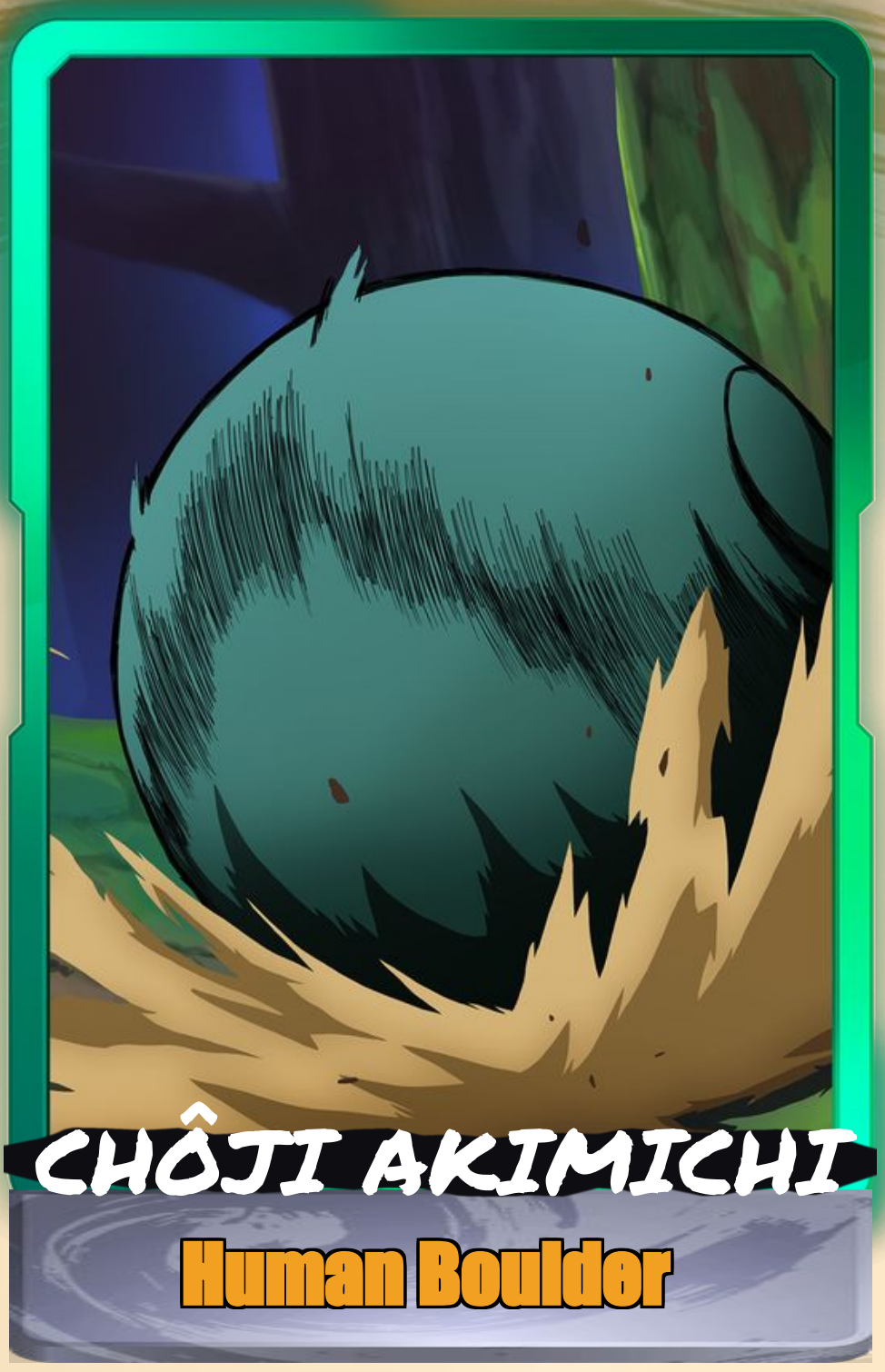
Deploy to Mid Range, Push(1) and Weaken(4) all cards. While active, Weaken(1) newly deployed cards. Permanently Slow.

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SKILLS REBALANCING

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Scroll of Trials

S2_057

LEVEL 1

BEFORE

Rush(3s). On each encounter, Push(1) and Weaken(1) if Rush is active.

AFTER

Rush(3s). On each encounter, Push(2) and Weaken(1) if Rush is active.

LEVEL 2

BEFORE

Rush(4s). On each encounter, Push(1) and Weaken(1) if Rush is active.

AFTER

Rush(4s). On each encounter, Push(2) and Weaken(1) if Rush is active.

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SKILLS REBALANCING

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Scroll of Trials

S2_073

LEVEL 1

BEFORE

On deploy, Chakra(+2) for each allied Toad on the board.

AFTER

On deploy, Chakra(+2) for each allied Toad on the board. Permanent Slow.

LEVEL 2

BEFORE

On deploy, Chakra(+3) for each allied Toad on the board.

AFTER

On deploy, Chakra(+3) for each allied Toad on the board. Permanent Slow.

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SKILLS REBALANCING

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Scroll of Trials

S2_082

LEVEL 1

BEFORE

Weaken(3) and Slow(4s) the first rival card that comes nearby. If rival does not withdraw, lane Switch it. When gaining Chakra, re-enable this skill.

AFTER

Weaken(3) and Slow(2s) the first rival card that comes nearby. If rival does not withdraw, lane Switch it. Chakra(+1) and re-enable this skill when another ally causes a rival to Switch.

LEVEL 2

BEFORE

Weaken(3) and Slow(8s) the first rival card that comes nearby. If rival does not withdraw, lane Switch it. When gaining Chakra, re-enable this skill.

AFTER

Weaken(3) and Slow(5s) the first rival card that comes nearby. If rival does not withdraw, lane Switch it. Chakra(+1) and re-enable this skill when another ally causes a rival to Switch.

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SKILLS REBALANCING

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Scroll of Trials

S2_094

LEVEL 1

BEFORE

On deploy, Focus(5s). If Focus succeeds, gain Chakra(+6) and enable the rest of this skill. Jump to the first rival card that comes nearby. On each encounter, Weaken(2) rival card and Weaken(1) self.

AFTER

On deploy, Focus(5s). If Focus succeeds, gain Chakra(+7) and enable the rest of this skill. Jump to the first rival card that comes nearby. On each encounter, Weaken(2) rival card and Weaken(1) self.

LEVEL 2

BEFORE

On deploy, Focus(3s). If Focus succeeds, gain Chakra(+6) and enable the rest of this skill. Jump to the first rival card that comes nearby. On each encounter, Weaken(2) rival card and Weaken(1) self.

AFTER

On deploy, Focus(3s). If Focus succeeds, gain Chakra(+7) and enable the rest of this skill. Jump to the first rival card that comes nearby. On each encounter, Weaken(2) rival card and Weaken(1) self.

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SKILLS REBALANCING

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Scroll of Sounds

S3_039

LEVEL 1

BEFORE

Next ally deployed on another lane gains Rush(3s) and Guard(1).

AFTER

Next ally deployed on another lane gains Rush(2s) and Guard(1). When this ally reaches Mid Range, convert remaining Rush into Chakra.

LEVEL 2

BEFORE

Next ally deployed on another lane gains Rush(4s) and Guard(1).

AFTER

Next ally deployed on another lane gains Rush(3s) and Guard(1). When this ally reaches Mid Range, convert remaining Rush into Chakra.

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SKILLS REBALANCING

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Scroll of Sounds

S3_053

LEVEL 1

BEFORE

Whenever allies teleport behind rivals, gain Chakra(+1).

AFTER

Whenever allies teleport behind rivals, gain Chakra(+2).

LEVEL 2

BEFORE

Whenever allies teleport behind rivals, gain Chakra(+2).

AFTER

Whenever allies teleport behind rivals, gain Chakra(+3).

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S3_054

LEVEL 1

BEFORE

When a rival card comes nearby, Pin(9s) it and this card. Rival card loses 1 Chakra every 3 seconds while affected by this Pin.

AFTER

When a rival card comes nearby, Pin(6s) it and this card. Rival card loses 1 Chakra every 2 seconds while affected by this Pin.

LEVEL 2

BEFORE

When a rival card comes nearby, Pin(12s) it and this card. Rival card loses 1 Chakra every 3 seconds while affected by this Pin .

AFTER

When a rival card comes nearby, Pin(8s) it and this card. Rival card loses 1 Chakra every 2 seconds while affected by this Pin.

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SKILLS REBALANCING

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Scroll of Sounds

S3_060

LEVEL 1

BEFORE

On deploy, Chakra(+1) to all allies. While this card is active, whenever an ally is Weakened, Heal(2) it.

AFTER

On deploy, Chakra(+1) to all allies on other lanes. While this card is active, whenever an ally is Weakened the first time, Heal(2) it.

LEVEL 2

BEFORE

On deploy, Chakra(+2) to all allies. While this card is active, whenever an ally is Weakened, Heal(2) it.

AFTER

On deploy, Chakra(+2) to all allies on other lanes. While this card is active, whenever an ally is Weakened the first time, Heal(2) it.

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SKILLS

SKILLS REBALANCING

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Scroll of Sounds

S3_070

LEVEL 1

BEFORE

Guard(1). When Guard activates, Weaken(1) the rival that activated it. The first time this card loses Chakra, Weaken(2) a random ally and gain Chakra(+2) and Guard(+1).

AFTER

Guard(1). When Guard activates, Weaken(2) the rival that activated it. The first time this card loses Chakra, Weaken(2) a random ally and gain Chakra(+2) and Guard(+1).

LEVEL 2

BEFORE

Guard(1). When Guard activates, Weaken(1) the rival that activated it. The first time this card loses Chakra, Weaken(2) a random ally and gain Chakra(+3) and Guard(+1).

AFTER

Guard(1). When Guard activates, Weaken(2) the rival that activated it. The first time this card loses Chakra, Weaken(2) a random ally and gain Chakra(+3) and Guard(+1).

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SKILLS REBALANCING

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Scroll of Sounds

S3_080

LEVEL 1

BEFORE

Every 12s, Focus(4s) self. If Focus succeeds, randomly gain Rush(3s), Guard(1) or Chakra(+1). On each encounter, Weaken(1).

AFTER

Every 10s, Focus(3s) self. If Focus succeeds, randomly gain Rush(2s), Guard(1) or Chakra(+1). On each encounter, Weaken(1).

LEVEL 2

BEFORE

Every 10s, Focus(4s) self. If Focus succeeds, randomly gain Rush(3s), Guard(1) or Chakra(+1). On each encounter, Weaken(1).

AFTER

Every 8s, Focus(3s) self. If Focus succeeds, randomly gain Rush(2s), Guard(1) or Chakra(+1). On each encounter, Weaken(1).

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SKILLS REBALANCING

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Scroll of Sounds

S3_086

LEVEL 1

BEFORE

On deploy, Focus(12s). Every 4 seconds during Focus, Weaken(1) and Pin(4s) highest Chakra rival in Long Range.

AFTER

On deploy, Focus(12s). Every 4 seconds during Focus, Weaken(2) and Pin(6s) highest Chakra rival in Long Range.

LEVEL 2

BEFORE

On deploy, Focus(16s). Every 4 seconds during Focus, Weaken(1) and Pin(4s) highest Chakra rival in Long Range.

AFTER

On deploy, Focus(16s). Every 4 seconds during Focus, Weaken(2) and Pin(6s) highest Chakra rival in Long Range.

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SKILLS REBALANCING

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Scroll of Sounds

S3_092

LEVEL 1

BEFORE

Rush(4s). Jump to the first rival card that comes nearby, Weaken(3) and Push(2) it. Weaken(2) all other nearby cards. Ignores Guard.

AFTER

Rush(4s). Jump to the first rival card that comes nearby, Weaken(3) and Push(2) it. Weaken(2) all other nearby cards. Removes all Guard from rival card.

LEVEL 2

BEFORE

Rush(5s). Jump to the first rival card that comes nearby, Weaken(4) and Push(2) it. Weaken(2) all other nearby cards. Ignores Guard.

AFTER

Rush(5s). Jump to the first rival card that comes nearby, Weaken(4) and Push(2) it. Weaken(2) all other nearby cards. Removes all Guard from rival card.

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SKILLS REBALANCING

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Scroll of Sounds

S3_093

LEVEL 1

BEFORE

Guard(3). When Guard activates, Chakra(+2). If the rival card that triggered Guard is nearby, jump to it. While Guard is available, Weaken(2) and Push(2) on each encounter.

AFTER

Guard(3). When Guard activates, Chakra(+2). If the rival card that triggered Guard is nearby, jump to it. While Guard is available, Weaken(2) and Push(1) on each encounter.

LEVEL 2

BEFORE

Guard(3). When Guard activates, Chakra(+3). If the rival card that triggered Guard is nearby, jump to it. While Guard is available, Weaken(2) and Push(2) on each encounter.

AFTER

Guard(3). When Guard activates, Chakra(+3). If the rival card that triggered Guard is nearby, jump to it. While Guard is available, Weaken(2) and Push(1) on each encounter.

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SKILLS REBALANCING

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Scroll of Sounds

S3_097

LEVEL 1

BEFORE

The first time this card goes below base Chakra, Heal(2) every second and ignore rival skills for 10 seconds. On withdraw, permanently decrease base Chakra by 1.

AFTER

The first time this card goes below base Chakra, Heal back to base chakra and gain Chakra(+4). For the next 10 seconds, ignore rival skills and Heal(4) after each encounter. On withdraw, permanently decrease base Chakra by 1.

LEVEL 2

BEFORE

The first time this card goes below base Chakra, Heal(2) every second and ignore rival skills for 12 seconds. On withdraw, permanently decrease base Chakra by 1.

AFTER

The first time this card goes below base Chakra, Heal back to base chakra and gain Chakra(+5). For the next 10 seconds, ignore rival skills and Heal(4) after each encounter. On withdraw, permanently decrease base Chakra by 1.

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Scroll of Sounds

S3_099

LEVEL 1

On deploy, Focus(8s). If Focus succeeds, Summon a Doki demon on each lane. Whenever you Summon other cards, they gain Chakra(+1). Ignore all rival skills and encounters while the demons are active.

LEVEL 2

BEFORE

On deploy, Focus(4s). If Focus succeeds, Summon a Doki demon on each lane. Whenever you Summon other cards, they gain Chakra(+1). Ignore all rival skills and encounters while the demons are active.

AFTER

On deploy, Focus(6s). If Focus succeeds, Summon a Doki demon on each lane. Whenever you Summon other cards, they gain Chakra(+1). Ignore all rival skills and encounters while the demons are active.

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