

以下に技の射程と効果範囲の一覧を示します。

### 射程一覧

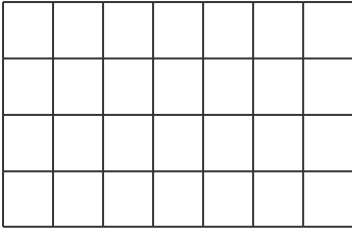
は自キャラクターがいる位置、は射程範囲を表します。

A(自分)

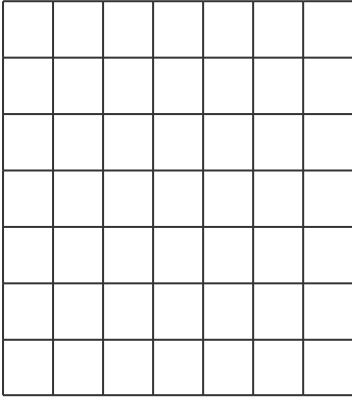

B(縦横1マス)


C(ナナメ1マス)

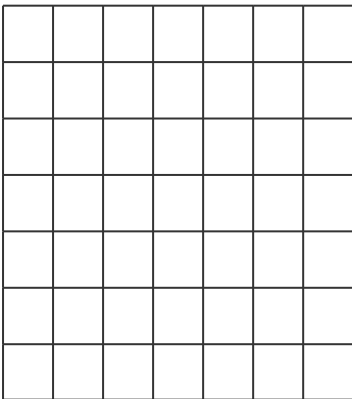

D(八方位1マス)

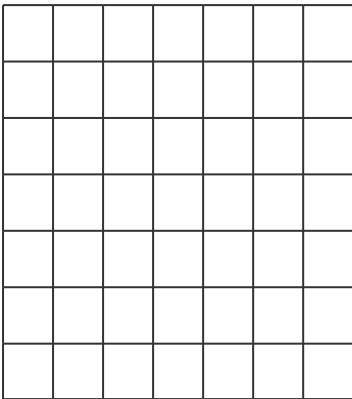
E(八方位1~2マス)



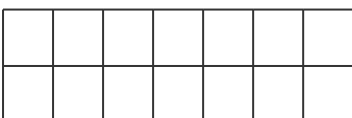
F(縦横1~2マス)

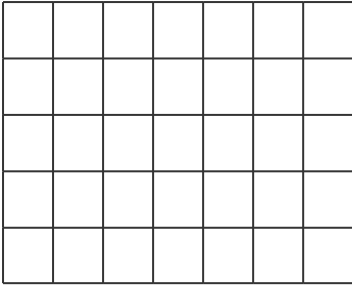


G(ナナメ1~2マス)

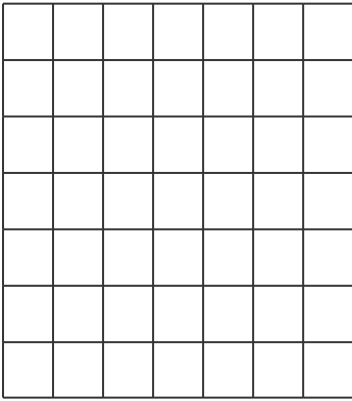


H(八方位2マスのみ)

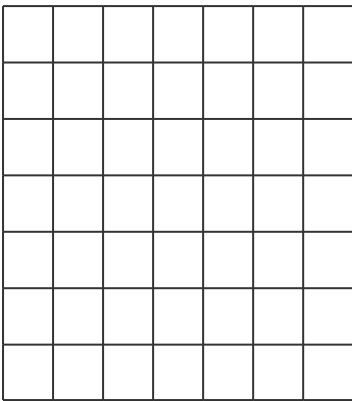




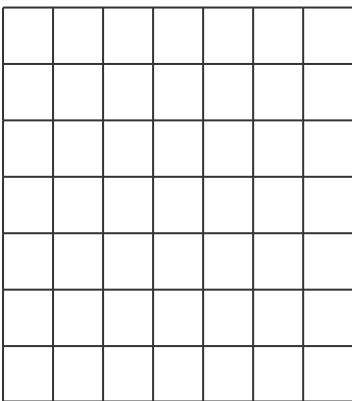
I(八方位1~3マス)



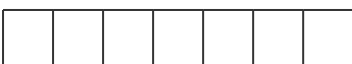
J(縦横1~3マス)

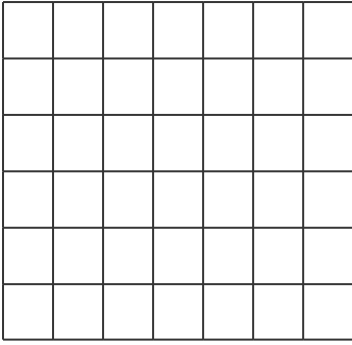


K(ナナメ1~3マス)

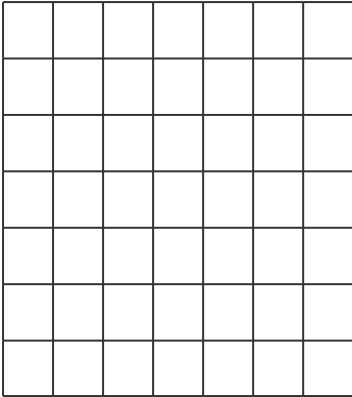


L(ナナメ2~3マス)

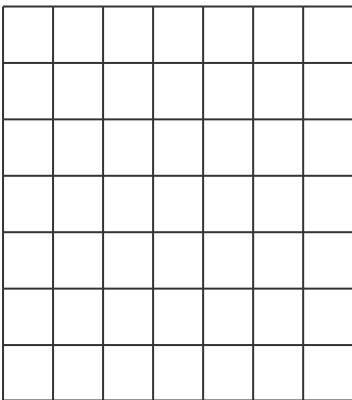




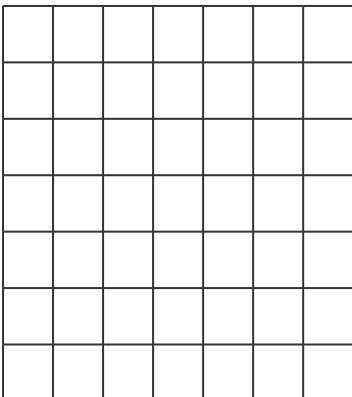
M(八方位3マスのみ)



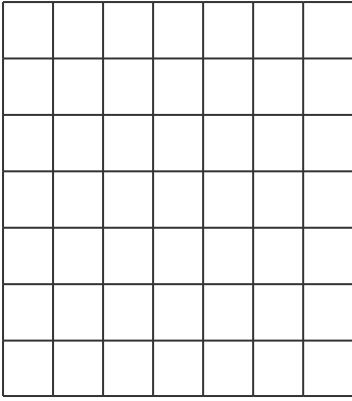
N(任意の縦1マス)



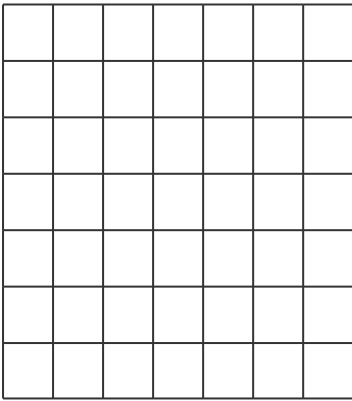
O(任意の横1マス)



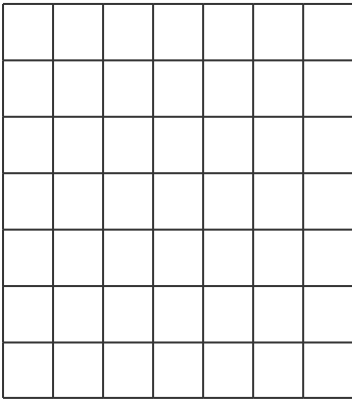
P(全体)



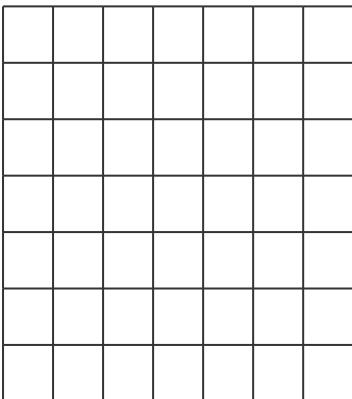
Q(横 1 マス)



R(横 1 ~ 2 マス)



S(八方位 2 ~ 3 マス)



## 範囲一覧

は技の発動位置、 は効果範囲を表します。

### 単体


### 範囲


### 広域範囲


### 横範囲



or


**横直線**


**縦範囲**


or