SWORDMAN Battle Monk Death Reaper ARCHER Scout Demon Hunter MAGICIAN Red Magician Blue Magician Tide Lord Seer [PvP] Archmage [PvP] Gravity MARTIAL ARTIST Flame Druid Hydraulic Fist

SWORDMAN



Name	Original	New
Basic Spear Attack	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp
	[REMOVED] — Melee attack power +60 [REMOVED] — Water energies +40	[NEW] — Attack power scaling: 80% [NEW] — Melee attack power +90 [NEW] — Water element scaling: 95% [NEW] — Water energies +180
Divided Sea	Cooldown: 7s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 110 mp	Cooldown: 7s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 110 mp
	[REMOVED] — Melee attack power +180 [REMOVED] — Water energies +120 [REMOVED] — There is a 10% chance of causing Penergy Deficiency	[NEW] — Attack power scaling: 90% [NEW] — Melee attack power +100 [NEW] — Water element scaling: 105% [NEW] — Water energies +500
Targeted Stab	Cooldown: 12s Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 80 mp	Cooldown: <mark>10s</mark> Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 80 mp
	 [REMOVED] — Melee attack power +330 [REMOVED] — Water energies +190 — There is a 100% chance of causing Internal Injury 1st Degree — There is a 30% chance of causing Severe Trauma 	[NEW] — Attack power scaling: 90% [NEW] — Melee attack power +200 [NEW] — Water element scaling: 110% [NEW] — Water energies +350
		 There is a 100% chance of causing Internal Injury 1st Degree There is a 30% chance of causing Severe Trauma
Mighty Hurricane	Cooldown: 25s Attack Range: 10 cell Target: Special Area Mana: 200 mp	Cooldown: <mark>18s</mark> Attack Range: 10 cell Target: Special Area Mana: 200 mp
	[REMOVED] — Melee attack power +440 [REMOVED] — Water energies +330 — There is a 40% chance of causing Strong Energy Deficiency	[NEW] — Attack power scaling: 100% [NEW] — Melee attack power +300 [NEW] — Water element scaling: 115% [NEW] — Water energies +500
		[NEW] — There is a 100% chance of causing [



Water Power		Magic Buff (Level 4) Duration: 10.0 seconds
		Water resistance drain +10
Seven Stabs	Cooldown: 12s Attack Range: 3 cell Target: Special Area Mana: 90 mp [REMOVED] — Melee attack power +120 [REMOVED] — Water energies +80 — There is a 100% chance of causing Internal Injury 1st Degree [REMOVED] — There is a 15% chance of causing Trauma — There is a 100% chance of invoking the combo Dragon Harpoon	Cooldown: 10s Attack Range: 3 cell Target: Special Area Mana: 90 mp [NEW] — Attack power scaling: 100% [NEW] — Melee attack power +250 [NEW] — Water element scaling: 110% [NEW] — Water energies +450 — There is a 100% chance of causing Internal Injury 1st Degree — There is a 100% chance of invoking the combo Dragon Harpo
Cyclone	Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 280 mp [REMOVED] — Melee attack power +550 [REMOVED] — Water energies +300 — Attracts enemies to 1 cell from you [REMOVED] — There is a 35% chance of causing Strong Energy Deficiency — There is a 100% chance of invoking the combo	Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 8 cell Mana: 280 mp [NEW] — Attack power scaling: 100% [NEW] — Melee attack power +500 [NEW] — Water element scaling: 115% [NEW] — Water energies +700 — Attracts enemies to 1 fields from you [NEW] — Has a 100% chance of causing [Strong Energy Deficient (ignores debuff protection) — There is a 100% chance of invoking the combo
Meditation	Cooldown: 1s Attack Range: Itself Target: Select One Mana: 0 mp — There is a 100% chance of causing Spirit of Enlightenment [REMOVED] — There is a 100% chance of invoking the combo	Cooldown: 1s Attack Range: Itself Target: Select One Mana: 0 mp — There is a 100% chance of causing Spirit of Enlightenment
Spirit of Enlightenment	Buff (Level 1) Duration: 600.0 seconds [REMOVED] — Movement speed +2 — The radius of all area attacks +1 — Hit rate of melee attacks +198(Player Level*2)	Buff (Level 1) Duration: 600.0 seconds [NEW] — Skills cooldown -40% (max. 90%) — The radius of all area attacks +1 — Hit rate of melee attacks +198(Player Level*2) Side effect: after 1.0 seconds [NEW] — Water elemental damage +10%

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Spiral Spear	Cooldown: 50s Attack Range: 10 cell Target: Special Area Mana: 150 mp — Melee attack power +330 — Water energies +230 — Chance of inflicting critical hits is increased by 15% — There is a 30% chance of causing Critical Trauma	Cooldown: 30s Attack Range: 10 cell Target: Special Area Mana: 150 mp [NEW] — Attack power scaling: 95% [NEW] — Melee attack power +250 [NEW] — Water element scaling: 110% [NEW] — Water energies +550 — Critical chance +15% — There is a 30% chance of causing Critical Trauma
Buddha's Words	Cooldown: 1s Attack Range: Itself Target: Around Allies in 6 cell Mana: 900 mp [REMOVED] — There is a 100% probability to remove debuffs of level 3 or lower [REMOVED] — Recovers 11% of the total HP if Spirit of Temperance is active [REMOVED] — Recovers 8% of the total HP if Spirit of Temperance is not active — Recovers 4% MP — There is a 100% chance of causing Buddha's Words	Cooldown: 1s Attack Range: Itself Target: Around Allies in 6 cell Mana: 900 mp [NEW] — Removes all debuffs up to level 4 [NEW] — Recovers PlayerLevel*10 HP — Recovers 4% MP — There is a 100% chance of causing Buddha's Words
Restart	Cooldown: 100s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 600 mp [REMOVED] — Melee attack power +1350 [REMOVED] — Water energies +1150 — There is a 55% chance of causing Shackling Trauma — There is a 55% chance of causing Critical Energy Deficiency	Cooldown: 70s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 600 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power +1000 [NEW] — Water element scaling: 135% [NEW] — Water energies +1900 — There is a 55% chance of causing Shackling Trauma — There is a 55% chance of causing Critical Energy Deficiency
Dragon Harpoon	Cooldown: 20s Attack Range: 7 cell Target: Special Area Mana: 250 mp [REMOVED] — Melee attack power +330 [REMOVED] — Water energies +330 — There is a 20% chance of causing Internal Injury 3rd Degree — There is a 20% chance of causing Shackling Trauma — There is a 50% chance of invoking the combo	Cooldown: 1s Attack Range: 7 cell Target: Special Area Mana: 250 mp [NEW] — Attack power scaling: 95% [NEW] — Melee attack power +500 [NEW] — Water element scaling: 110% [NEW] — Water energies +800 — There is a 20% chance of causing Internal Injury 3rd Degree



		 There is a 20% chance of causing Shackling Trauma There is a 100% chance of invoking the combo Dragon Spear
Dragon Spear	Cooldown: 50s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 270 mp [REMOVED] — Melee attack power +700 [REMOVED] — Water energies +1000 — Chance of inflicting critical hits is increased by (Player Level / 2)% — Push your opponent back 3 field(s) — There is a 80% chance of causing Penergy Deficiency	Cooldown: 1s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 270 mp [NEW] — Attack power scaling: 95% [NEW] — Melee attack power +800 [NEW] — Water element scaling: 120% [NEW] — Water element scaling: 120% [NEW] — Water energies +1100 [NEW] — Critical chance +24(Player Level/4)% — There is a 80% chance of causing & Energy Deficiency



Role: Skill / Elemental Main: Assassin

Name	Original	New
Death's Scythe	Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp	Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp
	[REMOVED] — Melee attack power +85 [REMOVED] — Shadow energies are increased by 75	[NEW] — Attack power scaling: 70% [NEW] — Melee attack power: 80 [NEW] — Shadow element scaling 90% [NEW] — Shadow Energies +180
Slasher	Cooldown: 6s Attack Range: 2 cell Target: Select One Mana: 50 mp	Cooldown: 6s Attack Range: 2 cell Target: Select One Mana: 50 mp
	 [REMOVED] — Melee attack power +330 [REMOVED] — Shadow energies are increased by 90 [REMOVED] — There's a 60% chance of leeching PlayerLevel* 5 HP from the enemy. [REMOVED] — There is a 15% chance of causing Deep Cut 	[NEW] — Attack power scaling: 95% [NEW] — Melee attack power: 200 [NEW] — Shadow element scaling 105% [NEW] — Shadow Energies +250
Bloodsucker	Cooldown: 14s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 75 mp	Cooldown: <mark>30s</mark> Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 75 mp
	[REMOVED] — Melee attack power +200 [REMOVED] — Shadow energies are increased by 180 [REMOVED] — There's a 100% chance of leeching (Player Level * 8) HP from the enemy.	[NEW] — Attack power scaling: 95% [NEW] — Melee attack power: 150 [NEW] — Shadow element scaling 100% [NEW] — Shadow Energies +200
Death Approaches	Cooldown: 12s Attack Range: 10 cell Target: Select One Mana: 50 mp	Cooldown: <mark>14s</mark> Attack Range: 10 cell Target: Select One Mana: 50 mp
	[REMOVED] — Shadow energies are increased by 200 [REMOVED] — There is a 50% chance of causing Bled Out — There is a 80% chance of invoking the combo Death Approaches	 [NEW] — Attack power scaling: 100% [NEW] — Melee attack power: 350 [NEW] — Shadow element scaling 105% [NEW] — Shadow Energies +350
		[NEW] — There is a 100% chance of invoking the combo
Death	Cooldown: 5s Attack Range: 5 cell Target: Select One	Cooldown: <mark>1s</mark> Attack Range: 5 cell Target: Select One



Approaches (2)	Mana: 75 mp	Mana: 75 mp
	[REMOVED] — Melee attack power +700 [REMOVED] — Shadow energies are increased by 400	[NEW] — Attack power scaling: 100% [NEW] — Melee attack power: 400
	[REMOVED] — There is a 100% chance of causing Blackout	[NEW] — Shadow element scaling 110% [NEW] — Shadow Energies +500
1/12	Cooldown: 15s Attack Range: 2 cell	Cooldown: 15s [NEW] — Attack Range: 5 cell
Soul Bash	Target: Special Area Mana: 120 mp	[NEW] — Target: Select one Mana: 120 mp
	[REMOVED] — Melee attack power +500 [REMOVED] — Shadow energies are increased by 600	[NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 550
	[REMOVED] — Push your opponent back 2 field(s) [REMOVED] — There is a 100% chance of causing Realysis	[NEW] — Shadow element scaling 110% [NEW] — Shadow Energies +700
		[NEW] — Has a 100% chance of causing [Cark Power]
C Dark Power		Magic Buff (Level 4) Duration: 10.0 seconds
		[NEW] — Shadow resistance drain +10
Infinite Armour		Buff (Level 3) Duration: 600.0 seconds
		 Resists forced movement with 80% chance [NEW] — [PvE] Damage received -20% [NEW] — [PvE] Fairy's element +15 [NEW] — [PvE] Damage caused by skills +10% [NEW] — Movement speed +1 [NEW] — Shadow Energies +198(Player Level*2)
Spirit Catcher	Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 120 mp	Cooldown: 20s Attack Range: <mark>5 cell</mark> [NEW] — Target: Select one Mana: 120 mp
	[REMOVED] — Attracts enemies to 1 cell from you	
	[REMOVED] — There is a 100% chance of causing Paralysis — There is a 80% chance of causing Spirit Absorption	[NEW] — Attack power scaling: 95% [NEW] — Melee attack power: 200 [NEW] — Shadow element scaling 105%
	[REMOVED] — There's a 50% chance of leeching (Player Level * 12) HP from the enemy.	[NEW] — Shadow element scaling 105% [NEW] — Shadow Energies +250 — There is a 100% chance of causing Spirit Absorption
Reaper's Scythe	Cooldown: 20s Attack Range: 8 cell Target: Special Area Mana: 80 mp	Cooldown: 25s Attack Range: 8 cell [NEW] — Target: Select one Mana: 80 mp
	[REMOVED] — Melee attack power +800	[NEW] — Attack power scaling: 110%



	[REMOVED] — Shadow energies are increased by 750 [REMOVED] — There is a 75% chance of causing Mark of Death [REMOVED] — There's a 60% chance of leeching (Player Level * 7) HP from the enemy.	 [NEW] — Melee attack power: 700 [NEW] — Shadow element scaling 115% [NEW] — Shadow Energies +1000 [NEW] — There is a 100% chance of causing Mark of Perishin
Mark of Perishing		Debuff (Level 6) Duration: 5.0 seconds
		[NEW] — Shadow Resistance -5 [NEW] — Final damage received +50% if the enemy attacks with [Splitter]
		Side effect: after 0.1 seconds [NEW] — There's a 100% chance for this effect to disappear if the attacked with [W] Spirit Splitter]
Shadow of Death	Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 13 cell Mana: 300 mp	Cooldown: <mark>60s</mark> Attack Range: 0 cell Target: Around Enemy in <mark>5</mark> cell Mana: 300 mp
	— There is a 100% chance of causing Mark of Death	[NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 550 [NEW] — Shadow element scaling 110% [NEW] — Shadow Energies +700
		— There is a 100% chance of receiving Mark of Death
Mark of Death		Buff (Level 6) Duration: 3.0 seconds
		 — Shadow Resistance -10 [NEW] — Final damage received +80% if the enemy attacks with [Splitter]
		Splitter] Side effect: after 0.1 seconds — There's a 100% chance for this effect to disappear if the user is with [
Spirit Splitter	Cooldown: 70s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp	Cooldown: 60s Attack Range: 2 cell [NEW] — Target: Select One Mana: 150 mp
	[REMOVED] — Melee attack power +1200 [REMOVED] — Shadow energies are increased by 900 — There is a 70% chance of causing Armour Breach	[NEW] — Attack power scaling: 110% [NEW] — Melee attack power: 1800 [NEW] — Shadow element scaling 150% [NEW] — Shadow Energies +2500
		— There is a 70% chance of causing Armour Breach [NEW] — Cannot be evaded



ARCHER



Role: Autos / Attack power Main: DPS

Name	Original	New
Elemental Attack Basic attack	Cooldown: 0.4s Attack Range: 8 cell Target: Select One Mana: 0 mp [REMOVED] — Ranged attack power +100 [REMOVED] — Water energies +100	Cooldown: 0.4s Attack Range: 8 cell Target: Select One Mana: 0 mp [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 200 [NEW] — Water element scaling 75% [NEW] — Water Energies +50
Falcon Nosedive Basic attack	Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp [REMOVED] — Ranged attack power +200 [REMOVED] — Water energies +300 [REMOVED] — Chance of inflicting critical hits is increased by 10% — There is a 70% chance of invoking the combo [SRotating Arrow – Highest Level]	Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 300 [NEW] — Water element scaling 80% [NEW] — Water element scaling 80% [NEW] — Water Energies +70 [NEW] — Has a 100% chance of invoking the combo [Se Rotatin Highest Level]
Mobile Trap	Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 120 mp — There is a 100% chance that Mobile Trap will be caused at the set location.	
Hunting Falcon Basic attack	Cooldown: 30s Attack Range: 13 cell Target: Select One Mana: 100 mp [REMOVED] — Ranged attack power +300 [REMOVED] — Water energies +200 [REMOVED] — Chance of inflicting critical hits is increased by 100%	Cooldown: 30s Attack Range: 13 cell Target: Select One Mana: 100 mp [NEW] — Attack power scaling: 115% [NEW] — Ranged attack power: 800 [NEW] — Water element scaling 90% [NEW] — Water element scaling 90% [NEW] — Water Energies +120 [NEW] — Always inflicts critical hits [NEW] — Has 100% chance of causing [Immatrixed Time to hunt!]



Time to hunt!		Buff (Level 3) Duration: 5.0 seconds
		[NEW] — [PvE] Basic attack damage +10%
		Side effect: after 0.1 seconds — Disappears upon landing 6 hits
Recoil	Cooldown: 10s Attack Range: 8 cell Target: Select One Mana: 50 mp [REMOVED] — Ranged attack power +800 [REMOVED] — Water energies +550 [REMOVED] — There is a 30% chance of causing Mandra Poison — There is a 100% chance of moving back 8 field(s)	Cooldown: 10s Attack Range: 8 cell Target: Select One Mana: 50 mp [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 300 [NEW] — Water element scaling 80% [NEW] — Water element scaling 80% [NEW] — Water Energies +100 — There is a 100% chance of moving back 8 field(s)
		[NEW] — There is a 100% chance of causing [Mecoil]
		Buff de daño a distancia (Level 3) Duration: 5.0 seconds
		 The attack range +8 If you are more than 20 range, damage caused +15%
Vital Energy	Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp	Cooldown: <mark>75s</mark> Attack Range: 0 cell Target: Select One Mana: 300 mp
	 There is a 100% chance of causing Vital Energy There is a 100% chance of causing Eagle Eye 	 Has a 100% chance of causing [Vital Energy] Has a 100% chance of causing [Eagle Eye]
🕅 Vital Energy	Magic Buff (Level 2) Duration: 600 seconds	Magic Buff (Level 2) Duration: 600 seconds
	[REMOVED] — Chance of inflicting critical hits is increased by 14 (Player Level / 7)% [REMOVED] — Increases damage from critical hits by 9 (Player Level / 10)%. [REMOVED] — Protects from critical damage based on 25% of your HP Side Effect: after 1 seconds — Protection against level 3 or lower toxic debuffs is increased by 10% — Protection against level 3 or lower disease debuffs is increased by 10%	 Critical chance +15% [NEW] — Critical basic attack's damage +5% Side Effect: after 1 seconds Protection against level 3 or lower toxic debuffs is increased b Protection against level 3 or lower disease debuffs is increase
Eagle Eye	General Buff (Level 2) Duration: 240 seconds	General Buff (Level 2) [NEW] Duration: 600 seconds



	[REMOVED] — Hit rate of ranged attacks is increased by 297 (Player Level * 3) — The attack range is increased by 4 Side Effect: after 0.1 seconds [REMOVED] — Decreases the enemy's attack power by 10% (max. 30%)	— The attack range is increased by 4 — [PvE] Attack power +10%
Fog Arrow	Cooldown: 40s Attack Range: 8 cell Target: Select One Mana: 160 mp — There is a 100% chance that Smog Cloud will be caused at the set location. [Blinded]	Cooldown: 50s Attack Range: 8 cell Target: Select One Mana: 160 mp — There is a 100% chance that Smog Cloud will be caused at th location. [
Blinded	Debuff (Level 6) Duration: 8.0 seconds — Chance of receiving critical hits is increased by 10% [REMOVED] — Magic attack power is decreased by 40% — There's a 90% chance that every attack hits	
Falcon's Astuteness Basic attack	Cooldown: 12s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 180 mp [REMOVED] — Ranged attack power +850 [REMOVED] — Water energies +900 [REMOVED] — Chance of inflicting critical hits is increased by 10% — There is a 100% chance of causing Under Sniper's Gaze (ignores debuff protection)	Cooldown: 12s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 180 mp [NEW] — Attack power scaling: 125% [NEW] — Ranged attack power: 1800 [NEW] — Water element scaling 90% [NEW] — Water element scaling 90% [NEW] — Water Energies +350 [NEW] — [PvE] Critical chance 10% — There is a 100% chance of receiving Ounder Sniper's Gaze
✓ Under Sniper's Gaze	Buff (Level 4) Duration: 10.0 seconds [REMOVED] — Has 100% of receiving a critical hit if the enemy attacks with [Sniper] [REMOVED] — There's a 100% chance for this effect to disappear if the user is attacked with [Sniper]	Buff (Level 4) Duration: 10.0 seconds [NEW] — Final damage received +30% if the enemy attacks with Sniper]
Lightning Reload Basic attack	Cooldown: 15s Attack Range: 8 cell Target: Select One Mana: 400 mp [REMOVED] — Ranged attack power +350 [REMOVED] — Water energies +400	Cooldown: 15s Attack Range: 8 cell Target: Select One Mana: 400 mp [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 200



	— There is a 80% chance of invoking the combo [WRotating Arrow – Level 1] [REMOVED] — There is a 10% chance of causing Strong Mandra Poison	[NEW] — Water element scaling 75% [NEW] — Water Energies +50 [NEW] — Has a 100% chance of invoking the combo [WR Rotating Level 1]
Sniper Basic attack	Cooldown: 50s Attack Range: 12 cell Target: Special Area Mana: 750 mp [REMOVED] — If you are successful in defeating the opponent with this skill, there is a 100% chance that Executed will occur. [REMOVED] — Ranged attack power +1200 [REMOVED] — Water energies +1000 [REMOVED] — There is a 90% chance of causing [REMOVED] — There is a 45% chance of causing Poison — Increases damage from critical hits by 20%.	Cooldown: 50s Attack Range: 16 cell Target: Special Area Mana: 750 mp [NEW] — Attack power scaling: 130% [NEW] — Melee attack power: 1500 [NEW] — Water element scaling 105% [NEW] — Water Energies +500 [NEW] — Damage caused from critical hits 20% [NEW] — Cannot be evaded
Rotating Arrow – Highest Level Basic attack	Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp [REMOVED] — Ranged attack power +450 [REMOVED] — Water energies +300 [REMOVED] — Chance of inflicting critical hits is increased by 20% [REMOVED] — There is a 10% chance of causing Mandra Stun [REMOVED] — There is a 15% chance of causing Weak Mandra Poison	Cooldown: 1s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 75 mp [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 350 [NEW] — Water element scaling 85% [NEW] — Water Energies +70 [NEW] — [PvE] Critical chance 20% [NEW] — On attack , has a 100% chance to cause [SRazor Bo
Razor Bow		Magic Buff (Level 3) Duration: 2.0 seconds [NEW] — [PvE] Basic attack damage +15%
Rotating Arrow – Level 1 Basic attack	Cooldown: 0.3s Attack Range: 8 cell Target: Select One Mana: 180 mp [REMOVED] — Ranged attack power +200 [REMOVED] — Chance of inflicting critical hits is increased by 10% — There is a 100% chance of invoking the combo Rotating Arrow – Level 2 — There is a 100% chance of causing Quick Evasion	Cooldown: 0.3s Attack Range: 8 cell Target: Special area Mana: 180 mp [NEW] — Attack power scaling: 110% [NEW] — Melee attack power: 300 [NEW] — Water element scaling 80% [NEW] — Water element scaling 80% [NEW] — Water Energies +80 [NEW] — [PvE] Critical chance 10% — Has a 100% chance of invoking the combo [Scatting Arrow



	[REMOVED] — Has a 20% chance of causing [Mandra Stun]	2] — Has a 100% chance of causing [WQuick Evasion]
Rotating Arrow – Level 2 Basic attack	Cooldown: 0.3s Attack Range: 8 cell Target: Select One Mana: 180 mp [REMOVED] — Ranged attack power +200 — There is a 100% chance of invoking the combo [Sol Rotating Arrow – Level 1] [REMOVED] — There is a 60% chance of pushing your opponent back 1 field(s) — If it is used 1 times, [Sol Ambush – Preparation 1] is produced. Can increase to maximum level 2. — If it is used 2 times, [Sol Ambush – Preparation 2] is produced. Can increase to maximum level 2.	Cooldown: 0.3s Attack Range: 9 cell Target: Special area Mana: 180 mp [NEW] — Attack power scaling: 115% [NEW] — Ranged attack power: 400 [NEW] — Water element scaling 85% [NEW] — Water element scaling 85% [NEW] — Water Energies +100 — Has a 100% chance of invoking the combo [Sol Rotating Arrow 1] — If it is used 1 times, [Sol Ambush – Preparation 1] is produced. Of increase to maximum level 2. — If it is used 2 times, [Sol Ambush – Preparation 2] is produced. Of increase to maximum level 2.





Role: Autos / Attack power Main: DPS Secondary: Assassin

Name	Original	New
Devil Shot	Cooldown: 0.6s Attack Range: 10 cell Target: Select One Mana: 0 mp	Cooldown: 0.8s Attack Range: 10 cell Target: Select One Mana: 0 mp
	[REMOVED] — Ranged attack power +110 [REMOVED] — Shadow energies are increased by 120 — There is a 1% chance of causing Sunshot Wound	 [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 250 [NEW] — Shadow element scaling 80% [NEW] — Shadow Energies +60 — There is a 3% chance of causing Gunshot Wound
Sunshot Wound	Debuff (Level 6) Duration: 5.0 seconds	Debuff (Level 6) Duration: 5.0 seconds
	[REMOVED] — Movement speed -2 [REMOVED] — Every 2 seconds: Decreases 594(Player Level*6) HP	[NEW] — Ranged damage caused +5% — Enemy's critical chance +15%
Bullet Storm Basic attack	Cooldown: 10s Attack Range: 11 cell Target: Select One Mana: 50 mp [REMOVED] — Ranged attack power +180	Cooldown: <mark>7s</mark> Attack Range: 11 cell Target: Select One Mana: 50 mp [NEW] — Attack power scaling: 105%
	[REMOVED] — Shadow energies are increased by 250 — There is a 10% chance of causing Sunshot Wound	 [NEW] — Ranged attack power: 400 [NEW] — Shadow element scaling 85% [NEW] — Shadow Energies +150 — There is a 10% chance of causing Gunshot Wound
Throwing Blade Basic attack	Cooldown: 15s Attack Range: 11 cell Target: Select One Mana: 90 mp	Cooldown: 15s Attack Range: 11 cell Target: Select One Mana: 90 mp
	[REMOVED] — Ranged attack power +330 [REMOVED] — Shadow energies are increased by 450 [REMOVED] — There is a 20% chance of causing Gunshot Wound — There is a 100% chance of invoking the combo Moon Shadow Pendulum	 [NEW] — Attack power scaling: 110% [NEW] — Ranged attack power: 600 [NEW] — Shadow element scaling 85% [NEW] — Shadow Energies +300 — Has a 100% chance of invoking the combo [Moon Shadow Pendulum] — There is a 20% chance of causing Gunshot Wound



Vengeful Spirit Rain Basic attack	Cooldown: 34s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 100 mp [REMOVED] — Ranged attack power +600 [REMOVED] — Shadow energies are increased by 1200 [REMOVED] — There is a 40% chance of causing Weak Infernal Horror [REMOVED] — There is a 20% chance of causing Blackout	Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 100 mp [NEW] — Attack power scaling: 115% [NEW] — Ranged attack power: 800 [NEW] — Shadow element scaling 90% [NEW] — Shadow element scaling 90% [NEW] — Shadow Energies +500 — There is a 40% chance of causing Weak Infernal Horror
Vengeful Spirit Pendulum 1 Basic attack	Cooldown: 6.5s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 120 mp [REMOVED] — Melee attack power +100 [REMOVED] — Shadow energies are increased by 200 [REMOVED] — There's a 50% chance of leeching (Player Level * 2) HP from the enemy. [REMOVED] — There is a 100% chance of causing Vengeful Spirit Pendulum — There is a 100% chance of invoking the combo Vengeful Spirit Pendulum 2	 [NEW] — Cooldown: 3.5s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 120 mp [NEW] — Attack power scaling: 100% [NEW] — Melee attack power: 600 [NEW] — Melee attack power: 600 [NEW] — Shadow element scaling 85% [NEW] — Shadow Energies +120 — Has a 100% chance of causing [SVengeful Spirit Pendulum] — Has a 100% chance of invoking the combo [SVengeful Spirit Pendulum] Pendulum 2]
Vengeful Spirit Pendulum		Magic Buff (Level 2) Duration: 4.0 seconds [NEW] — Damage received is decreased by 10% [NEW] — Dodge is increased by 594(PlayerLevel*6)
Vengeful Spirit Onslaught Basic attack	Cooldown: 18s Attack Range: 13 cell Target: Select One Mana: 120 mp [REMOVED] — Ranged attack power +800 [REMOVED] — Shadow energies are increased by 800 — Has a 100% chance of invoking the combo Moon Shadow Pendulum [REMOVED] — Push your opponent back 5 fields. [REMOVED] — There is a 30% chance of causing Deadly Blackout	Cooldown: 20s Attack Range: 13 cell Target: Select One Mana: 120 mp [NEW] — Attack power scaling: 115% [NEW] — Ranged attack power: 800 [NEW] — Shadow element scaling 85% [NEW] — Shadow element scaling 85% [NEW] — Shadow Energies +400 — Has a 100% chance of invoking the combo
Berserk Spirit	Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 100 mp	Cooldown: 180s Attack Range: 0 cell Target: Select One Mana: 100 mp



	— There is a 100% chance of causing Weak Berserker Spirit	— Has a 100% chance of causing [Scalm Spirit]
		— Has a 100% chance of invoking the combo [EBBerserk Spirit]
Calm Spirit		Magic Buff (Level 3) Duration: 600.0 seconds
		[NEW] — Critical chance +10% [NEW] — Ranged damage caused +10% [NEW] — Attack Power +10%
		Side effect: After 0.1 seconds [NEW] — Movement speed +1 [NEW] — Melee damage caused -80%
Berserk Spirit		Magic Buff (Level 3) Duration: 600.0 seconds
		[NEW] — Critical damage +50% [NEW] — Melee damage caused +5% [NEW] — Attack Power +297(Player Level*3)
		Side effect: After 0.1 seconds [NEW] — Movement speed +2 [NEW] — Damage received -10%
Spirit Summons Basic attack	Cooldown: 12s Attack Range: 10 cell Target: Special Area Mana: 100 mp	Cooldown: 12s Attack Range: 10 cell Target: Special Area Mana: 100 mp
	[REMOVED] — Ranged attack power +650 [REMOVED] — Shadow energies are increased by 950 [REMOVED] — Push your opponent back 4 field(s) [REMOVED] — There is a 20% chance of causing Deadly Blackout	 [NEW] — Attack power scaling: 110% [NEW] — Ranged attack power:700 [NEW] — Shadow element scaling 85% [NEW] — Shadow Energies +400
		[NEW] — Has 100% chance of causing [
Spirit Blessing		Buff (Level 3) Duration: 3.0 seconds
		[NEW] — [PvE] Basic attack damage +10%
Spirit Explosion	Cooldown: 20s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 125 mp	Cooldown: 20s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 125 mp
	 Melee attack power +600 Shadow energies are increased by 900 [REMOVED] — There's a 90% chance of leeching (Player Level * 11) 	[NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 1300 [NEW] — Shadow element scaling 95%



	HP from the enemy. [REMOVED] — There is a 60% chance of causing Paralysis	[NEW] — Shadow Energies +250 [NEW] — Has a 100% chance of inflicting critical hits
Possession	Cooldown: 60s Attack Range: 10 cell Target: Select One Mana: 220 mp	Cooldown: 60s Attack Range: 10 cell Target: Select One Mana: 220 mp
	— There is a 100% chance of causing [Strong Possession]	— Has a 100% chance of causing [Strong Possession]
Soul Sword Basic attack	Cooldown: 75s Attack Range: Itself Target: Around Enemy in 8 cell Mana: 333 mp	Cooldown: 75s Attack Range: Itself Target: Around Enemy in 8 cell Mana: 999 mp
	[REMOVED] — Melee attack power +1200 [REMOVED] — Shadow energies are increased by 1200 [REMOVED] — There's a 50% chance of leeching (Player Level * 3) HP from the enemy.	[NEW] — Attack power scaling: 110% [NEW] — Melee attack power: 1800 [NEW] — Shadow element scaling 100% [NEW] — Shadow Energies +270
	 There is a 80% chance of causing Infernal Horror Increases damage from critical hits by 15%. 	[NEW] — There is a 100% chance of causing Infernal Horror — Critical Damage +15%
Moon Shadow Pendulum		Cooldown: 1s Attack Range: 13 cell Target: Select One Mana: 75 mp
Basic attack		 [NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 1100 [NEW] — Shadow element scaling 90% [NEW] — Shadow Energies +230 — Has a 50% chance of causing [Cut]
Vengeful Spirit Pendulum 2	Cooldown: 4s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 150 mp	Cooldown: 2s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 150 mp
Basic attack	 Melee attack power +200 Shadow energies are increased by 200 [REMOVED] — There's a 50% chance of leeching (Player Level * 4) HP from the enemy. 	[NEW] — Attack power scaling: 100% [NEW] — Melee attack power: 800 [NEW] — Shadow element scaling 90% [NEW] — Shadow Energies +200
	 — There is a 100% chance of causing Vengeful Spirit Pendulum — There is a 100% chance of invoking the combo Vengeful Spirit Pendulum 3 	— Has a 100% chance of causing [Vengeful Spirit Pendulum] — Has a 100% chance of invoking the combo [Vengeful Spirit Pendulum 3]
Vengeful Spirit Pendulum 3	Cooldown: 2s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 180 mp	Cooldown: 2s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 180 mp
Basic attack		



— Melee attack power +300	[NEW] — Attack power scaling: 105%
— Shadow energies are increased by 200	[NEW] — Melee attack power: 900
[REMOVED] — There's a 50% chance of leeching (Player Level * 4) HP	[NEW] — Shadow element scaling 90%
from the enemy.	[NEW] — Shadow Energies +220
— There is a 100% chance of causing 💟 Vengeful Spirit Pendulum	— Has a 100% chance of causing [WVengeful Spirit Pendulum]



MAGICIAN



Original New Name Range: 12 cell Range: 13 cell Fire Bolt Fire Burst Range: 12 cell Range: 13 cell Fiery breath Range: 13 cell Range: 12 cell Range: 12 cell Range: 13 cell I a S. Firestorm Firelance Range: <mark>12</mark> cell Range: 13 cell Range: 12 cell Range: 13 cell Double Spear Range: 12 cell Range: 12 cell 🌽 Firewall Range: 13 cell Range: 12 cell Meteor Shower M Inferno Range: 12 cell Range: 13 cell Range: 12 cell Range: 13 cell Meteor Strike



Name	Original	New
Ice Ball	Range: 14 cell	Range: <mark>12</mark> cell
Ice Shard	Range: 14 cell	Range: <mark>12</mark> cell
Freezing Blast	Range: 14 cell	Range: <mark>12</mark> cell
Ice Lance	Range: 14 cell	Range: <mark>12</mark> cell
Ice Chain	Range: 14 cell	Range: <mark>12</mark> cell
Glacier	Range: 14 cell	Range: <mark>12</mark> cell
Heavy Hail	Range: 14 cell	Range: <mark>12</mark> cell
Intense Cold	Range: 14 cell	Range: <mark>12</mark> cell
Blizzard	Range: 14 cell	Range: <mark>12</mark> cell



Role: Skill / Ataque

	Main:	Skill	DPS
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Name	Original	New
Thunder Trident	Cooldown: 0.6s CastTime: 0.3s Target: Select one Range: 10 cell Area: Around enemies in 0 cell Mana: 50 mp [REMOVED] — Magic attack power increases by 100 [REMOVED] — Water energies increased by 150	Cooldown: 0.6s CastTime: 0.4s Target: Select one Range: 10 cell Area: Around enemies in 0 cell Mana: 50 mp [NEW] — Attack power scaling: 80% [NEW] — Magic attack power +100 [NEW] — Water element scaling: 80% [NEW] — Water energies +200
Typhoon	Cooldown: 5.0s Target: Select one Range: 12 cell Area: Around enemies in 3 cell Mana: 120 mp [REMOVED] — Magic attack power increases by 350 [REMOVED] — Water energies increased by 300 — There is a 10% chance of causing [Small Waterfall]	Cooldown: 7.0s Target: Select one Range: 10 cell Area: Around enemies in 3 cell Mana: 120 mp [NEW] — Attack power scaling: 85% [NEW] — Magic attack power +150 [NEW] — Water element scaling: 90% [NEW] — Water energies +220 — There is a 25% chance of causing [Small Waterfall]
5 Small Waterfall	Magic Debuff Duration: 5.0 seconds — Water resistance -10	Magic Debuff Duration: 5.0 seconds — Water resistance <mark>-5</mark>
The Large Trident	Cooldown: 10.0s CastTime: 0.2s Target: Select one Range: 12 cell Area: Special area Mana: 180 mp [REMOVED] — Magic attack power increases by 600 [REMOVED] — Water energies increased by 450 — There is a 20% chance of causing [^M Small Electric Shock]	Cooldown: 12.0s CastTime: 0.4s Target: Select one Range: 10 cell Area: Special area Mana: 180 mp [NEW] — Attack power scaling: 90% [NEW] — Magic attack power +200 [NEW] — Water element scaling: 95% [NEW] — Water energies +300 [NEW] — Has a 40% chance of causing [^{IM} Small Electric S — Has a 100% chance of invoking the combo [^{IM} The Even



The Even Large Trident	Cooldown: 10.0s CastTime: 0.2s Target: Select one Range: 12 cell Area: Special area Mana: 180 mp [REMOVED] — Magic attack power increases by 600 [REMOVED] — Water energies increased by 450 — There is a 20% chance of causing [Small Electric Shock]	Cooldown: 1.0s CastTime: 0.4s Target: Select one Range: 10 cell Area: Special area Mana: 180 mp [NEW] — Attack power scaling: 95% [NEW] — Magic attack power +300 [NEW] — Water element scaling: 100% [NEW] — Water energies +400 [NEW] — Has a 40% chance of causing [W Small Electric Sho
Small Electric Shock	Debuff (Level 3) Duration: 3.0 seconds — No attack possible [REMOVED] — Movement impossible	Debuff (Level 3) Duration: 3.0 seconds — No attack possible [NEW] — Water resistance is decreased by 5
Ocean's Blessing	Cooldown: 180.0s Target: Itself Range: Around allies in 4 cells Mana: 250 mp — There is a 100% chance of causing [Cocean's Blessing]	Cooldown: 60.0s Target: Itself Range: Select One Mana: 250 mp — Has a 100% chance of causing [
Ocean's Blessing		Buff (Level 2) Duration: 600.0 seconds
Lightning Strike	Cooldown: 30.0s Target: Select one Range: 13 cell Area: None Mana: 200 mp [REMOVED] — Magic attack power increases by 850 [REMOVED] — Water energies increased by 600 — There is a 50% chance of causing [— There is a 80% chance of invoke [Double Lightning]	Cooldown: 25.0s Target: Select one Range: 10 cell Area: None Mana: 200 mp [NEW] — Attack power scaling: 95% [NEW] — Magic attack power +400 [NEW] — Water element scaling: 95% [NEW] — Water element scaling: 95% [NEW] — Water energies +500 — Has a 50% chance of causing [¹ Electric Shock] — Has a 100% chance of invoke [¹ Double Lightning]
Kentric Shock	Debuff (Level 3) Duration: 3.0 seconds	Debuff (Level 3) Duration: 5.0 seconds

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	 — No attack possible [REMOVED] — Movement impossible — Water resistance is decreased by 5 	 — No attack possible — Water resistance is decreased by 5
Double Lightning	Cooldown: 30.0s Target: Select one Range: 13 cell Area: Around enemies in 4 field Mana: 0 mp [REMOVED] — Magic attack power increases by 1000 [REMOVED] — Water energies increases by 650 — There is a 40% chance of causing Big Electric Shock — There is a 20% chance of invoke Lightning Storm Combo	Cooldown: 1.0s Target: Select one Range: 10 cell Area: Around enemies in 4 field Mana: 0 mp [NEW] — Attack power scaling: 100% [NEW] — Magic attack power +650 [NEW] — Water element scaling: 100% [NEW] — Water energies +700 — Has a 40% chance of causing [^{IV} Big Electric Shock] — Has a 25% chance of invoking the combo [^{IV} Lightning Store
5 Big Electric Shock	Debuff (Level 4) Duration: 4.0 seconds — No attack possible [REMOVED] — Movement impossible — Water resistance is decreased by 10	Debuff (Level 4) Duration: 4.0 seconds — No attack possible — Water resistance is decreased by 10
Lightning Storm	Cooldown: 30.0s Target: Select one Range: 13 cell Area: Around enemies in 15 field Mana: 900 mp [REMOVED] — Magic attack power increases by 1800 [REMOVED] — Water energies increases by 1500 — There is a 100% chance of causing [^M Big Electric Shock] [REMOVED] — There is a 100% chance that 60% of the remaining MP is lost	Cooldown: 1.0s Target: Select one Range: 10 cell Area: Around enemies in 10 field Mana: 900 mp [NEW] — Attack power scaling: 120% [NEW] — Magic attack power +1200 [NEW] — Water element scaling: 120% [NEW] — Water energies +1400 — Has a 100% chance of causing [^M Big Electric Shock]
Feeding Time	Cooldown: 34.0s Target: Select one Range: 18 cell Area: Around enemies in 2 field Mana: 600 mp [REMOVED] — Magic attack power increases by 950 [REMOVED] — Water energies increases by 950 — There is a 60% chance of causing [See Shark Bite] — There is a 20% chance of causing [See Shark Bite]	Cooldown: 40.0s Target: Select one Range: 15 cell Area: Around enemies in 2 field Mana: 600 mp [NEW] — Attack power scaling: 105% [NEW] — Magic attack power +800 [NEW] — Water element scaling: 105% [NEW] — Water energies +900 — There is a 100% chance of causing [Shark Bite] — Has a 60% chance of causing [Shark Bite]



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Waterfall	Debuff (Level 3) Duration: 5.0 seconds	
	— Water resistance is decreased by 10 [REMOVED] — Movement speed is decreased by 5	
Shark Bite		Magic buff (Level 3) Duration: 10s
		— Water resistance drain +10
Giant Swirl	Cooldown: 25.0s Target: Select one Range: 12 cell Area: Around enemies in <mark>5</mark> cell Mana: 450 mp	Cooldown: 25.0s Target: Select one Range: 12 cell Area: Around enemies in <mark>6</mark> cell Mana: 450 mp
	 Pulls enemies from 5 spaces around the target together in one place Has a 100% chance of causing [Waterfall] (ignores debuff protection) 	 Pulls enemies from 6 spaces around the target together in or Has a 100% chance of causing [Waterfall] (ignores debuted)
Song of the Sirens	Cooldown: 45.0s Range: 4 cell Target: Select one Mana: 250 mp	Cooldown: <mark>35.0s</mark> Range: Itself Target: Select one Mana: 250 mp
	— There is a 100% chance of causing [— Has a 100% chance of causing [
Song of the Sirens	Debuff (Level 6) Duration: 16.0 seconds	Buff (Level 6) Duration: 16.0 seconds
	[REMOVED] — Water resistance is decreased by 20 [REMOVED] — No attack possible [REMOVED] — Movement impossible	[NEW] — Magic damage caused 20% Side effect: after 0.1 seconds [NEW] — Disappears upon landing 10 hits
Tsunami	Cooldown: 50.0s Target: Itself Range: 5 cell Area: Around enemies Mana: 220 mp	Cooldown: <mark>30.0s</mark> Target: Itself Range: 5 cell Area: Around enemies Mana: 220 mp
	[REMOVED] — Magic attack power increases by 600 [REMOVED] — Water energies increases by 2000 — There is a 70% chance of causing [Large Waterfall]	 [NEW] — Attack power scaling: 110% [NEW] — Magic attack power +1000 [NEW] — Water element scaling: 105% [NEW] — Water energies +1000 — Has a 70% chance of causing [See Large Waterfall]



Water Bubble	Cooldown: 15.0s Target: Itself Range: None Area: None Mana: 380 mp — There is a 100% chance of causing [Solar Water Bubble] — There is a 100% chance of causing [Solar Water Plating] — There is a 100% chance of causing [Solar Ocean Sprint]	Cooldown: 20.0s Target: Itself Range: None Area: None Mana: 380 mp — Has a 100% chance of causing [Solar Water Bubble] — Has a 100% chance of causing [Solar Water Plating] — Has a 100% chance of causing [Solar Plating] — Has a 100% chance of causing [Solar Plating]
Water Bubble	Buff (Level 4) Duration: 600.0 seconds — Converts 30% of received damage by reducing MP [REMOVED] — Enemy's attack power decreases by 20% [REMOVED] — Every 2 seconds: Around 2 field(s), inflict Small Waterfall on our team	Magic Buff (Level 4) Duration: 600.0 seconds — Reduces 30% of damage received by consuming MP
Head's Up, Blue Whale!	Cooldown: 110.0s Range: 10 cell Target: Around enemies in 6 cell Mana: 1200 mp [REMOVED] — Magic attack power increases by 1950 [REMOVED] — Water energies increases by 1850 There is a 80% chance of causing T Water Pressure	Cooldown: 110.0s Range: 10 cell Target: Around enemies in 6 cell Mana: 1200 mp [NEW] — Attack power scaling: 140% [NEW] — Magic attack power +1650 [NEW] — Water element scaling: 130% [NEW] — Water energies +1400 — Has a 80% chance of causing [Im Water Pressure]
Water Pressure	Debuff (Level 4) Duration: 3.0 seconds — Water resistance -10 — No attack possible — Movement impossible Once the effect's duration is over, Waterfall is received with a chance of 100%	Debuff (Level 5) Duration: 3.0 seconds — Water resistance -10 — No attack possible — Movement impossible Once the effect's duration is over, [Waterfall] is received withof 100%





Role: Skill / Attack power Main: Skill DPS

Name	Original	New
Magic Ball	Attack range: 9 Target: Around enemies in 0 cell Casting time: 0.2 sec. Cooldown: 0.8 seconds Mana: 20 mp [REMOVED] — Magic attack power increases by 120 [REMOVED] — Shadow energies increased by 120	Attack range: 9 Target: Around enemies in 0 cell Casting time: 0.2 sec. Cooldown: 0.8 seconds Mana: 20 mp [NEW] — Attack power scaling: 80% [NEW] — Magic attack power: 100 [NEW] — Shadow element scaling 80%
		[NEW] — Shadow Energies +200
Confusion	Cooldown: 15.0s Target: Select one Range: 12 cell Area: Around enemies in 3 cell Mana: 100 mp [REMOVED] — Magic attack power increases by 200 [REMOVED] — Shadow energies increased by 300 — There is a 100% chance of causing Confusion — There is a 100% chance of causing Weak Dark Energy	Cooldown: 10.0s Target: Select one Range: 12 cell Area: Around enemies in 3 cell Mana: 100 mp [NEW] — Attack power scaling: 85% [NEW] — Magic attack power: 150 [NEW] — Shadow element scaling 90% [NEW] — Shadow element scaling 90% [NEW] — Shadow Energies +220 — Has a 100% chance of causing [I Confusion] — Has a 100% chance of causing [I Weak Dark Energy]
Confusion	Magic Debuff (Level 5) Duration: 6 seconds [REMOVED] — Every 2 seconds: Decreases Player Level * 5 HP [REMOVED] — Every 2 seconds: Decreases Player Level * 5 MP	Magic Debuff [NEW] — (Level 6) Duration: 4 seconds [NEW] — Damage received from the user that caused the deb
Weak Dark Energy	Magic Debuff (Level 4) Duration: 4 seconds [REMOVED] — Decreases Player Level * 8 HP [REMOVED] — There is a 50% chance that damage from the shadow element is increased by 25% while a shadow fairy is accompanying you — Movement speed is decreased by 1	Magic Debuff (Level 4) Duration: 4 seconds — There is a 50% chance that damage from the shadow eleme increased by 25% while a shadow fairy is accompanying you
Death Cage	Cooldown: 16s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 100 mp [REMOVED] — Magic attack power +300	Cooldown: 12s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 100 mp [NEW] — Attack power scaling: 95%



	[REMOVED] — Shadow energies are increased by 400	[NEW] — Magic attack power: 300
	— There is a 70% chance of causing 🎽 Dark Energy	[NEW] — Shadow element scaling 100% [NEW] — Shadow Energies +400
	[REMOVED] — There is a 50% chance of causing	[INEW] — Shadow Energies +400
		— Has a 70% chance of causing [Dark Energy]
102.	Magic Debuff	Magic Debuff
Dark Energy	(Level 4) Duration: 6 seconds	(Level 4) Duration: 6 seconds
	[REMOVED] — Decreases Player Level * 10 HP	— There is a 50% chance that damage from the shadow eleme
	— There is a 50% chance that damage from the shadow element is increased by 50% while a shadow fairy is accompanying you	increased by 50% while a shadow fairy is accompanying you
	[REMOVED] — Movement speed is decreased by 1	
NT 74	Cooldown: 15s	Cooldown: <mark>35s</mark>
Blink	Attack Range: 0 cell	Attack Range: 0 cell
Dirik	Target: Select One	Target: Select One
	Mana: 90 mp	Mana: 90 mp
	— Teleports you within a radius of 4 cell.	— Teleports you within a radius of 4 cell.
	— There is a 100% chance of causing 🖾 Armour of Darkness	— Has a 100% chance of causing [Cartain Armour of Darkness]
	— There is a 60% chance of invoking the combo 🔤 Blink	— There is a 60% chance of invoking the combo [Blink]
1 11		Magic Buff
Marmour of		(Level 2)
Darkness		Duration: 600.0 seconds
		- Reduces 25% of damage received by consuming MP
		— Movement speed is increased by 2
		Side effect: after 0.1 seconds
		[NEW] — [PvE] Shadow energies +198(Player Level *2) [NEW] — [PvE] Shadow elemental energies +10%
100 L	Cooldown: 15s Attack Range: 12 cell	Cooldown: 15s
Cursed Hands	Target: Around Enemy in 2 cell	Attack Range: 12 cell Target: Around Enemy in 2 cell
	Mana: 180 mp	Mana: 180 mp
	[REMOVED] — Magic attack power +550	[NEW] — Attack power scaling: 100%
	[REMOVED] — Shadow energies are increased by 800	[NEW] — Magic attack power: 650
	— There is a 60% chance of causing 🎇 Cursed Hands	[NEW] — Shadow element scaling 100% [NEW] — Shadow Energies +700
	— There is a 30% chance of causing 🎽 Dark Energy	
		— Has a <mark>50%</mark> chance of causing [N Cursed Hands]
		— Has a 30% chance of causing [W Dark Energy]
		— Has a 100% chance of invoke [R Blighted Hands]



Blighted Hands	Cooldown: 15s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 180 mp [REMOVED] — Magic attack power +550 [REMOVED] — Shadow energies are increased by 800 — There is a 60% chance of causing Cursed Hands — There is a 30% chance of causing Dark Energy	Cooldown: 15s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 180 mp [NEW] — Attack power scaling: 105% [NEW] — Magic attack power: 800 [NEW] — Magic attack power: 800 [NEW] — Shadow element scaling 105% [NEW] — Shadow element scaling 105% [NEW] — Shadow Energies +900 — Has a 50% chance of causing [N Cursed Hands] — Has a 30% chance of causing [N Dark Energy]
Cursed Hands	Magic Debuff (Level 3) Duration: 10 seconds [REMOVED] — Defence is decreased by Player Level * 1 [REMOVED] — With a 50% probability shadow attack damage is increased by 15% [REMOVED] — Movement speed is decreased by 2 Once the effect's duration is over, And of Death is received with a chance of 30%	Magic Debuff (Level 3) Duration: 10 seconds [NEW] — Magic defence -990 (PlayerLevel*10) Once the effect's duration is over, [Image Hand of Death] is received chance of 100%
Hands of the Death	Debuff (Level 3) Duration: 4.0 seconds [REMOVED] — Enemy's attack power increases by 15% — No attack possible — Movement impossible Side effect: after 0.1 seconds [REMOVED] — Shadow resistance is decreased by 10	Debuff (Level 6) Duration: 3.0 seconds — Enemy's attack power increases by 15% — No attack possible — Movement impossible Side effect: after 0.1 seconds — Shadow resistance is decreased by 10
Illusion	Cooldown: 30s Attack Range: 15 cell Target: Around Enemy in 2 cell Mana: 500 mp — There is a 100% chance of causing Illusion — There is a 100% chance of causing Strong Dark Energy	Cooldown: 30s Attack Range: 15 cell Target: Around Enemy in 2 cell Mana: 500 mp — Has a 100% chance of causing [Image: Strong Dark Energy]



Strong Dark	Magic Debuff (Level 5) Duration: 10 seconds	Magic Debuff (Level 5) Duration: <mark>12</mark> seconds
	[REMOVED] — Movement speed is decreased by 1 [REMOVED] — Decreases Player Level * 12 HP [REMOVED] — There is a 50% chance that damage from the shadow element is increased by 75% while a shadow fairy is accompanying you	[NEW] — There is a 100% chance that damage from the shador increased by 40% while a shadow fairy is accompanying you
Mana Extraction	Cooldown: 25s Attack Range: 9 cell Target: Special Area Mana: 350 mp	Cooldown: 25s Attack Range: 9 cell Target: Special Area Mana: 350 mp
	[REMOVED] — Magic attack power +1000 [REMOVED] — Shadow energies are increased by 1000 [REMOVED] — There's a 100% chance of leeching 10 MP from your enemy. — There is a 20% chance of causing Weak Dark Energy	 [NEW] — Attack power scaling: 105% [NEW] — Magic attack power: 800 [NEW] — Shadow element scaling 105% [NEW] — Shadow Energies +900 — Has a 20% chance of causing [Weak Dark Energy]
		[NEW] — Has a 100% chance of causing [Mana Extraction]
Mana extraction		Magic buff (Level 3) Duration: 10s
		— Shadow resistance drain +10
Mind Sink	Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 450 mp	Cooldown: <mark>35s</mark> Attack Range: 0 cell Target: Select One Mana: 450 mp
	— There is a 100% chance of causing a Mind Sink	— Has a 100% chance of causing [Kanal Mind Sink]
Mind Sink		Magic Buff (Level 4) Duration: 600.0 seconds
		[NEW] — Shadow elemental damage +30%
Blade Changer	Cooldown: 15s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 230 mp	Cooldown: 15s Attack Range: 12 cell [NEW] — Target: Select One Mana: 230 mp
	[REMOVED] — Magic attack power +100 [REMOVED] — Shadow energies are increased by 100 [REMOVED] — Caused damage is decreased by 8%	[NEW] — Attack power scaling: 85% [NEW] — Magic attack power: +150 [NEW] — Shadow element scaling 90% [NEW] — Shadow Energies +220



	— There is a 100% chance of invoking the combo New Blade Changer	— Has a 100% chance of invoking the combo [Z Blade Chang
Blade Changer	Cooldown: 0.3s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 350 mp [REMOVED] — Magic attack power +100 [REMOVED] — Shadow energies are increased by 100 [REMOVED] — Caused damage is decreased by 8%	Cooldown: 0.3s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 350 mp [NEW] — Attack power scaling: 85% [NEW] — Magic attack power: +150 [NEW] — Shadow element scaling 90%
	[REMOVED] — There is a 10% chance of causing S Blade Changer — There is a 100% chance of invoking the combo S Blade Changer	[NEW] — Shadow Energies +220 — Has a 100% chance of invoking the combo [See Blade Chan
Blade Changer	Cooldown: 0.3s Attack Range: 15 cell Target: Around Enemy in 1 cell Mana: 350 mp	Cooldown: 0.3s Attack Range: 15 cell Target: Around Enemy in 1 cell Mana: 350 mp
	 [REMOVED] — Magic attack power +100 [REMOVED] — Shadow energies are increased by 100 [REMOVED] — Caused damage is decreased by 8% — There is a 10% chance of causing Weak Dark Energy — There is a 100% chance of invoking the combo Blade Changer 	 [NEW] — Attack power scaling: 85% [NEW] — Magic attack power: +150 [NEW] — Shadow element scaling 90% [NEW] — Shadow Energies +220 — Has a 10% chance of causing [Weak Dark Energy] — Has a 100% chance of invoking the combo [Blade Change
Time Loss	Cooldown: 60s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 350 mp	Cooldown: <mark>45s</mark> Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 350 mp
	— There is a 100% chance of causing 🔯 Strong Time Void	 Has a 100% chance of causing [
Strong Time Void	Magic Debuff (Level 4) Duration: 2 seconds	Magic Debuff (Level <mark>6</mark>) [NEW] — Duration: <mark>3</mark> seconds
	[REMOVED] — There is a 100% chance that the enemy's skill cooldown will be increased by 100%. If the skill succeeds, your own skill cooldown time will be reduced.	— There is a 100% chance that the enemy's skill cooldown will by 100%. If the skill succeeds, your own skill cooldown time will
	[REMOVED] Once the effect's duration is over, the Void is received with a chance of 100%	
Strong Wheel of Fortune		Magic Buff (Level 2) [NEW] — Duration: 3.0 seconds
		— Skills cooldown -35% (max. 90%)

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		Once the effect's duration is over, [200] Wheel of Fortune] is rece chance of 100%
Wheel of Fortune		Magic Buff (Level 2) [NEW] — Duration: 4.0 seconds — Skills cooldown -20% (max. 90%) Once the effect's duration is over, [100] Wheel of Fortune] is received chance of 100%
Weak Wheel of Fortune		Magic Buff (Level 2) [NEW] — Duration: 5.0 seconds — Skills cooldown -10% (max. 90%)
Super Abracadabra	Cooldown: 60s Attack Range: 12 cell Target: Select One Mana: 2000 mp — There is a 100% chance that up to 4 Dark Clones will be summoned.	Cooldown: 60s Attack Range: 12 cell Target: Select One Mana: 2000 mp [NEW] — Attack power scaling: 180% [NEW] — Magic attack power: +2000 [NEW] — Shadow element scaling 150% [NEW] — Shadow element scaling 150% [NEW] — Shadow Energies +1750 — There is a 100% chance that up to 4 Dark Clones will be sum





<u>TEMPORAL CHANGES</u> This specialist will be reworked in future patches to become a Tank

Name	Original	New
[PvP] Meteorite Fall	Attack power scaling: 105% Magic attack power +1000 [PvP] Light energies +1400 Has a 100% chance of invoking the combo [SPvP] Meteor Shower	Attack power scaling: 90% Magic attack power +400 [PvP] Light energies +1400 Has a 100% chance of invoking the combo [XXPvP] Meteor Shower
[PvP] Meteor Shower	Attack power scaling: 110% Magic attack power +1100 [PvP] Light energies +1400 Has a 50% chance of invoking the combo [PvP] Meteor Storm	Attack power scaling: <mark>95%</mark> Magic attack power <mark>+500</mark> [PvP] Light energies +1400 Has a 50% chance of invoking the combo [²² PvP] Meteor Storm
[PvP] Meteor Storm	Attack power scaling: 115% Magic attack power +1200 [PvP] Light energies +1400 Has a 30% chance of causing [See Blackout]	Attack power scaling: 100% Magic attack power +750 [PvP] Light energies +1400 Has a 30% chance of causing [^{See} Blackout]



Name	Original	New
[PvP] Pull	Attack power scaling: 85% Magic attack power +85 [PvP] Water energies +500 Attracts enemies to 1 fields from you Has a 60% chance of causing [Short Paralysis] You receive 10 Grav Points and lose 0 Antigrav Points	Attack power scaling: 70% Magic attack power +85 [PvP] Water energies +500 Attracts enemies to 1 fields from you Has a 60% chance of causing [Short Paralysis] You receive 10 Grav Points and lose 0 Antigrav Po
[PvP] Push	Attack power scaling: 90% Magic attack power +100 [PvP] Water energies +600 [PvP] Push your opponent back 8 field(s) Has a 60% chance of causing [Short Paralysis] You receive 10 Anti-Grav Points and lose 0 Grav Points	Attack power scaling: 70% Magic attack power +100 [PvP] Water energies +600 [PvP] Push your opponent back 8 field(s) Has a 60% chance of causing [Short Paralysis] You receive 10 Anti-Grav Points and lose 0 Grav P
[PvP] Squash	Attack power scaling: 105% Magic attack power +550 [PvP] Water energies +800 If you attack while [22] [PvP] Gravitational Equilibrium] is active, there's a 100% chance of causing [22] Deadly Blackout] Has a 25% chance of causing [22] Deadly Blackout] You receive 25 Grav Points and lose 15 Antigrav Points	Attack power scaling: 85% Magic attack power +350 [PvP] Water energies +800 If you attack while [\$20] [PvP] Gravitational Equilibri causing [\$20] Deadly Blackout] Has a 25% chance of causing [\$20] Deadly Blackou You receive 25 Grav Points and lose 15 Antigrav P
[PvP] Rapid Escape	Attack power scaling: 95% Magic attack power +500 [PvP] Water energies +900 There's a 100% chance of moving back 4 field(s) If you attack while [[PvP] Gravitational Equilibrium] is active, there's a 100% chance of causing [[Gravitational Consequences] You receive 20 Anti-Grav Points and lose 5 Grav Points	Attack power scaling: 75% Magic attack power +350 [PvP] Water energies +900 There's a 100% chance of moving back 4 field(s) If you attack while [22] [PvP] Gravitational Equilibri causing [22] Gravitational Consequences] You receive 20 Anti-Grav Points and lose 5 Grav P
[PvP] Gravitation Field	Attack power scaling: 110% Magic attack power +550 [PvP] Water energies +900 Attracts enemies to 1 fields from you Has a 100% chance of causing [PvP] Gravitation Field] You receive 35 Grav Points and lose 15 Antigrav Points	Attack power scaling: 90% Magic attack power +400 [PvP] Water energies +900 Attracts enemies to 1 fields from you Has a 100% chance of causing [[PvP] Gravitati You receive 35 Grav Points and lose 15 Antigrav P
[PvP] Zero Gravity	Attack power scaling: 110% Magic attack power +600 [PvP] Water energies +1000 Has a 100% chance of causing [Zero Gravity] Has a 100% chance of causing [Floundering] You receive 30 Anti-Grav Points and lose 10 Grav Points	Attack power scaling: 90% Magic attack power +400 [PvP] Water energies +1000 Has a 100% chance of causing [Saration Gravity] Has a 100% chance of causing [Saration Gravity] You receive 30 Anti-Grav Points and lose 10 Grav

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[PvP] Black Hole	Attack power scaling: 120% Magic attack power +800 [PvP] Water energies +1500 Pulls enemies from 5 spaces around the target together in one place Has a 100% chance of causing [Severe Gravitational Consequences] Increases damage by (current number of Grav and Anti-Grav Points) * 30%. All Grav and Anti-Grav Points are consumed	Attack power scaling: 100% Magic attack power +600 [PvP] Water energies +1500 Pulls enemies from 5 spaces around the target togo Has a 100% chance of causing [Severe Gravita Increases damage by (current number of Grav and Anti-Grav Points are consumed
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gether in one place

itational Consequences] nd Anti-Grav Points) * 30%. All Grav and

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Role: Skills / Elemental Main: Tank

Name	Original	New
	[REMOVED] — Movement speed +2	
Sharp Claws	Cooldown: 1.0s Attack Range: 2 cell Target: Select One Mana: 0 mp	Cooldown: 1.0s Attack Range: 2 cell Target: Select One Mana: 0 mp
	[REMOVED] — Melee attack power +150 [REMOVED] — Fire energies +150	[NEW] — Attack power scaling: 80% [NEW] — Melee attack power: 20 [NEW] — Fire element scaling 90% [NEW] — Fire Energies +120
Bear Loa Energy	Cooldown: 120s Attack Range: 0 cell Target: Select One Mana: 150 mp	Cooldown: 120s Attack Range: 0 cell Target: Select One Mana: 150 mp
	— There is a 100% chance of causing 🐸 Bear Loa Energy	— Has a 100% chance of causing [Weiling Bear Loa Energy] [NEW] — Has a 100% chance of causing [Brown Bear Ski
Brown Bear Skin	General Buff (Level 3) Duration: 600 seconds	General Buff (Level 2) Duration: 600 seconds
	[REMOVED] — Defence is increased by 5% [REMOVED] — All elemental resistances are increased by 5 [REMOVED] — User's attack power is decreased by 3%	Maximizes defense power. [PvE] Damage received -40% [NEW] — Every 2 seconds: Around 8 field(s), inflict [Iron Echo] [NEW] — Movement speed +1
Bear Loa Energy	General Buff (Level 3) Duration: 600 seconds	General Buff (Level 3) Duration: 600 seconds
	[REMOVED] — If you are attacked with the fire element, there's a 100% chance the damage will be reduced by 10%. — Fire energies +495 (Player Level * 5)	— Fire energies +594 (PlayerLevel <mark>*6</mark>) [NEW] — All elemental damage +10%
Healing Flames	Cooldown: 60s Attack Range: Itself Target: Select One	Cooldown: 60s Attack Range: Itself Target: Select One



	Mana: 300 mp	Mana: 300 mp
	[REMOVED] — Recovers 11% HP	[NEW] — Has a 100% chance of causing [^[] Healing Flames]
Healing Flames		Buff (Level 3) Duration: 600.0 seconds — Every 6 seconds: Recovers 1% HP
Cinderroot	Cooldown: 50s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 200 mp [REMOVED] — Attack power is increased by 400 [REMOVED] — Fire energies +800 — There is a 100% chance of causing M Cinderroot	Cooldown: 50s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 200 mp [NEW] — Attack power scaling: 90% [NEW] — Melee attack power: 200 [NEW] — Fire element scaling 110% [NEW] — Fire Energies +900
		— Has a 100% chance of causing [W Cinderroot]
Brown Bear Energy	General Buff (Level 10) Duration: 3600 seconds	Brown Bear Energy Buff (Level 11)
	[REMOVED] — Caused damage is decreased by 10% — Maximum HP is increased by 30% of the user's base amount, however not above 10000 HP — You transform into a powerful fire bear.	 Maximum HP is increased by 30% of the user's base amound above 10000 HP You transform into a powerful fire bear. Side Effect: after 0.1 seconds [NEW] — Skill damage caused +10% [NEW] — Fairy element +10
Claw Swipe	Cooldown: 1.0s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp	Cooldown: 1.0s Attack Range: 2 cell Target: Around Enemy in <mark>0</mark> cell Mana: 0 mp
	[REMOVED] — Melee attack power +100 [REMOVED] — Fire energies +150	[NEW] — Attack power scaling: 85% [NEW] — Melee attack power: 50 [NEW] — Fire element scaling 95% [NEW] — Fire Energies +180
Fireball	Cooldown: 12s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 50 mp	Cooldown: <mark>10s</mark> Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 50 mp
	[REMOVED] — Melee attack power +300 [REMOVED] — Fire energies +400 [REMOVED] — There is a 50% chance of causing We Blackout	[NEW] — Attack power scaling: 90% [PvE] Melee attack power +300 [NEW] — Fire element scaling: 105% Fire energies +500



Flaming Armour	General Buff (Level 4) Duration: 10 seconds	General Buff (Level 4) Duration: 10 seconds
	 Has a 100% chance of reflecting 20% of the damage received (max. 7500 in PvP) [REMOVED] — On defence, has a 10% chance to cause [Burn] 	Has a 10% chance of reflecting 20% of the damage received (max. 7500 in PvP) [NEW] — On defence, has a 100% chance to cause [Second Fatal Burn]
Flame Swing	Cooldown: 12s Attack Range: 2 cell Target: Special Area Mana: 130 mp	— Cooldown: 10s Attack Range: 2 cell Target: Special Area Mana: 130 mp
	[REMOVED] — Melee attack power +400 [REMOVED] — Fire energies +600 — There is a 60% chance of causing Slight Burn	 [NEW] — Attack power scaling: 85% [NEW] — Melee attack power: 200 [NEW] — Fire element scaling 100% [NEW] — Fire Energies +350 — There is a 60% chance of causing Slight Burn
		[NEW] — There is a 100% chance of causing [Search Flame Swing x2]
Flame Swing x2		— Cooldown: 1s Attack Range: 2 cell Target: Special Area Mana: 130 mp
		 [NEW] — Attack power scaling: 90% [NEW] — Melee attack power: 300 [NEW] — Fire element scaling 105% [NEW] — Fire Energies +500 — There is a 70% chance of causing Slight Burn
Roar of the Bear Loa	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 8 cell Mana: 160 mp	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 8 cell Mana: 160 mp
	 [REMOVED] — Melee attack power +600 [REMOVED] — Fire energies +800 — There is a 100% chance of causing Bear Taunt [REMOVED] — There is a 100% chance of causing Nervous — Attracts enemies to 1 fields from you 	 [NEW] — Attack power scaling: 80% [NEW] — Melee attack power: 200 [NEW] — Fire element scaling 100% [NEW] — Fire Energies +400 — There is a 100% chance of causing Bear Taunt [NEW] — There is a 100% chance of causing Nervous (ignores debuff protection) — Attracts enemies to 1 fields from you
Bear Taunt	General Buff (Level 4) Duration: 10 seconds	General Buff (Level 4) Duration: 10 seconds

	[REMOVED] — Enemy's attack power is decreased by 20% [REMOVED] — Defence is increased by 99 (Player Level * 1) [REMOVED] — User's attack power is decreased by 10%	[NEW] — Damage received is decreased by 20%
Nervous	General Debuff (Level 3) Duration: 7 seconds [REMOVED] — Damage caused -10% — Critical damage -50%	General Debuff (Level 3) Duration: 7 seconds [NEW] — Attack power -10% — Critical damage -50%
Bucking Blow	Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 150 mp [REMOVED] — Melee attack power +500 [REMOVED] — Fire energies +800 [REMOVED] — Push your opponent back 4 field(s) [REMOVED] — There is a 80% chance of causing Paralysis	Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 150 mp [NEW] — Attack power scaling: 90% [NEW] — Melee attack power: 300 [NEW] — Fire element scaling 105% [NEW] — Fire Energies +500 [NEW] — There is a 100% chance of receiving a Bear Power Buff (Level 4) Duration: 5 seconds [NEW] — Skill damage caused +5%
Firequake	Cooldown: 35s Attack Range: 5 cell Target: Special Area Mana: 180 mp [REMOVED] — Melee attack power +700 [REMOVED] — Fire energies +900 [REMOVED] — There is a 60% chance of causing Statal Burn	 Cooldown: 25s Attack Range: 5 cell Target: Special Area Mana: 180 mp [NEW] — Attack power scaling: 100% [NEW] — Melee attack power: 500 [NEW] — Fire element scaling 110% [NEW] — Fire Energies +800 [NEW] — Has a 60% chance of causing [Slightly Critical B
Stomp	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 200 mp [REMOVED] — Melee attack power +1000 [REMOVED] — Fire energies +800 — There is a 30% chance of causing Shock	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 200 mp [NEW] — Attack power scaling: 100% [NEW] — Melee attack power: 500 [NEW] — Melee attack power: 500 [NEW] — Fire element scaling 110% [NEW] — Fire Energies +900 — There is a 30% chance of causing Shock

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Burn]	

Firenado	Cooldown: 35s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 100 mp [REMOVED]— Melee attack power +500 [REMOVED]— Fire energies +600 [REMOVED] — There is a 70% chance of causing Blackout [REMOVED] — Increases attack power by 5% proportional to distance — There is a 100% chance of invoking the combo Blazing Leap	Cooldown: 35s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 100 mp [NEW] — Attack power scaling: 100% [NEW] — Melee attack power: 650 [NEW] — Fire element scaling 110% [NEW] — Fire Energies +1100 — There is a 100% chance of invoking the combo [M Blazing Leap]
Blazing Leap	Cooldown: 60s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 100 mp [REMOVED] — Melee attack power +700 [REMOVED] — Fire energies +1000 — There is a 100% chance of causing Burn — There is a 100% chance of invoking the combo	Cooldown: 1.0s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 100 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 850 [NEW] — Fire element scaling 115% [NEW] — Fire element scaling 115% [NEW] — Fire Energies +1300 — Has a 100% chance of causing [🖾 Burn] — There is a 100% chance of invoking the combo [III Emberpunch]
Emberpunch	Cooldown: 70s Attack Range: 2 cell Target: Around Enemy in 5 cell Mana: 150 mp [REMOVED] — Melee attack power +1300 [REMOVED] — Fire energies +1500 — There is a 70% chance of causing Explosive Shock — There is a 100% chance of causing Third-Degree Burns	Cooldown: 1.0s Attack Range: 2 cell Target: Around Enemy in 5 cell Mana: 150 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 1000 [NEW] — Fire element scaling 130% [NEW] — Fire Energies +1500 — There is a 70% chance of causing S Explosive Shock — There is a 100% chance of causing Third-Degree Burns
Druid	Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 0 mp [REMOVED] — There is a 100% chance of causing Absorbing Flames — You transform back into a druid.	Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 0 mp — You transform back into a druid.



Role: Main:

Main:		
Name	Original	New
Heavy Punch	Cooldown: 0.9s Attack Range: 1 cell Target: Select One Mana: 0 mp	Cooldown: 0.9s Attack Range: 1 cell Target: Select One Mana: 0 mp
	[REMOVED] — Melee attack power +180 [REMOVED] — Shadow energies are increased by 190	[NEW] — Attack power scaling: 105% [NEW] — Melee attack power +180 [NEW] — Shadow element scaling 85% [NEW] — Shadow energies +75
Fuelling	Cooldown: 7s Attack Range: Itself Target: Select One Mana: 0 mp — You lose 8% of your max. MP and receive 50 Fuel Points.	Cooldown: 7s Attack Range: Itself Target: Select One Mana: 0 mp — You lose 20% of your max. MP and receive 100 Fuel Points.
Leap Attack Basic attack	Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 80 mp	Cooldown: <mark>10s</mark> Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 80 mp
	[REMOVED] — Melee attack power +600 [REMOVED] — Shadow energies are increased by 400 — There is a 100% chance of invoking the combo Attack	 [NEW] — Attack power scaling: 105% [NEW] — Melee attack power +600 [NEW] — Shadow element scaling: 85% [NEW] — Shadow energies: 70 — There is a 100% chance of invoking the combo [Hammer Attack
Hammer Attack Basic attack	Attack Range: 2 cell Target: Around Enemy in 3 cell Casting time: 0.3s Cooldown: 1s MP cost: 140	Attack Range: <mark>4 cell</mark> Target: Around Enemy in 3 cell Casting time: 0.3s Cooldown: 1s MP cost: 140
	[REMOVED] — Melee attack power +800 [REMOVED] — Shadow energies are increased by 600 [REMOVED] — There is a 80% chance of causing Paralysis — You consume 5 Fuel Points and ignore 20% of the opponent's defence.	 [NEW] — Attack power scaling: 105% [NEW] — Melee attack power +800 [NEW] — Shadow element scaling: 90% [NEW] — Shadow energies + 80 [NEW] — Has 100% chance of causing [²⁰ Hammer Buff] — You consume 5 Fuel Points and ignore 20% of the opponent's defer
Hammer Buff		Buff (Level 3) Duration: 5.0 seconds



		[NEW] — Critical basic attack's damage +5%
Crumple Basic attack	Cooldown: 14s Attack Range: 4 cell Target: Around Enemy in 4 cell Mana: 130 mp [REMOVED] — Melee attack power +800 [REMOVED] — Shadow energies are increased by 400 [REMOVED] — Shadow energies are increased by 400 [REMOVED] — You consume 10 Fuel Points and there is a 100% chance of causing Paralysis — Attracts enemies to 0 fields from you	Cooldown: 14s Attack Range: 4 cell Target: Around Enemy in 4 cell Mana: 130 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power +500 [NEW] — Melee attack power +500 [NEW] — Shadow element scaling: 90% [NEW] — Shadow energies + 75 [NEW] — You consume 10 Fuel Points and receive [WHydraulic Boos — Attracts enemies to 0 fields from you
Hydraulic Mark		General Buff (Level 6) Duration 5 seconds [NEW] — Critical basic attack's damage +10%
Recovery Protocol	Cooldown: 40s Attack Range: Itself Target: Select One Mana: 140 mp — All fuel is consumed and for every 10 Fuel Points consumed, you recover 3% HP.	Cooldown: 30s Attack Range: Itself Target: Select One Mana: 140 mp — All fuel is consumed and for every 10 Fuel Points consumed, you rec 2% HP
Ground Destruction Basic attack	Cooldown: 12s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 160 mp [REMOVED] — Melee attack power +800 [REMOVED] — Shadow energies are increased by 550 — There is a 80% chance of causing Se Ground Vibration — You consume 15 Fuel Points and the damage is increased by 15%	Cooldown: 12s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 160 mp [NEW] — Attack power scaling: 110% [NEW] — Melee attack power +600 [NEW] — Melee attack power +600 [NEW] — Shadow element scaling: 85% [NEW] — Shadow energies + 70 — Has a 100% chance of causing [See Ground Vibration] — You consume 15 Fuel Points and increase damage caused by 15%
Strong Leap Attack Basic attack	Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 200 mp [REMOVED] — Melee attack power +700 [REMOVED] — Shadow energies are increased by 600 — There is a 100% chance of invoking the combo Smashing Attack — You consume 15 Fuel Points and the damage is increased by 15%	Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 200 mp [NEW] — Attack power scaling: 110% [NEW] — Melee attack power +800 [NEW] — Melee attack power +800 [NEW] — Shadow element scaling: 90% [NEW] — Shadow energies + 150 — There is a 100% chance of invoking the combo [See Smashing Attac — You consume 15 Fuel Points and the damage is increased by 15%

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	Cooldown: 1s Attack Range: 3 cell	Cooldown: 1s
Smashing Attack	Target: Special Area	Attack Range: 3 cell Target: Special Area
Basic attack	Mana: 150 mp	Mana: 150 mp
	[REMOVED] — Melee attack power +700	[NEW] — Attack power scaling: 115%
	[REMOVED] — Shadow energies are increased by 900	[NEW] — [PvE] Melee attack power +900
	[REMOVED] — There is a 100% chance of causing 🕅 Crushed	[NEW] — Shadow element scaling: 90% [NEW] — Shadow energies + 150
	Body — You consume 10 Fuel Points and the damage is increased by	[NEW] — Has a 100% chance of causing [MCrushed Body] (ignores d
	25%	protection)
		— You consume 10 Fuel Points and the damage is increased by 25%
232	General debuff	General debuff
Crushed Body	(Level 4) Duration 10 seconds	(Level 4) Duration 10 seconds
		 Decreases Player Level * 8 HP Defence is decreased by 15%
		[NEW] — Final damage received +30% if the enemy attacks with [
		Punch]
	Cooldown: 20s	Cooldown: 20s
Charging Punch	Attack Range: 8 cell	Attack Range: 8 cell
Basic attack	Target: Special Area Mana: 200 mp	Target: Special Area Mana: 200 mp
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	[REMOVED] — Melee attack power +800 [REMOVED] — Shadow energies are increased by 600	[NEW] — Attack power scaling: 110% [NEW] — Melee attack power +800
	— There is a 100% chance of causing 🧖 Raging Attack	[NEW] — Shadow element scaling: 90%
	— You consume 10 Fuel Points. There's a 50% chance to reset the	[NEW] — Shadow energies + 150
	cooldown of the used skill	— Has a 100% chance of causing [See Raging Attack] — You consume 10 Fuel Points. There's a 50% chance to reset the cool
		of the used skill
78	General Buff	General Buff
Raging Attack	(Level 4)	(Level 4)
	Duration: 15 seconds	Duration: 15 seconds
	[REMOVED] — Increases damage from critical hits by 20%.	[NEW] — Critical damage +50%
		[NEW] — Damage received -20%
	General Buff	General Buff
Excess Fuel	(Level 3) Duration: 600 seconds	(Level 3) Duration: 600 seconds
	$[D_{V}E]$ Hit rate +108/Player Level * 2)	$[D_{V}E]$ Hit rate +108/Player Level * 2)
	 — [PvE] Hit rate +198(Player Level * 2) — [PvE] Movement speed +1 	 — [PvE] Hit rate +198(Player Level * 2) — [PvE] Movement speed +1
	 Attack power is increased by Player Level * 1 	— Attack power is increased by Player Level * 2
		Side effect: after 0,1 seconds
		[NEW] — Attack power is increased by 10%

debuff	
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Fuel Improved Excess	General Buff (Level 4) Duration: 600 seconds — Every 4 seconds: You consume 4 Fuel Points and the damage is increased by 10% — [PvE] Hit rate +297(Player Level * 3) — [PvE] Movement speed +2 Side effect: after 0,1 seconds [REMOVED] — The radius of all area attacks is increased by 1 [REMOVED] — Attack power is increased by Player Level * 2	General Buff (Level 4) Duration: 600 seconds — Every 4 seconds: You consume 4 Fuel Points and the damage is incr by 10% — [PvE] Hit rate +297(Player Level * 3) — [PvE] Movement speed +2 Side effect: after 0,1 seconds [NEW] — [PvE] Attack power +10% [NEW] — [PvE] Attack power +297(Player Level * 3)
Draconic Punch Basic attack	Cooldown: 80s Attack Range: 8 cell Target: Special Area Mana: 300 mp [REMOVED] — Melee attack power +1300 [REMOVED] — Shadow energies are increased by 900 — There is a 100% chance of causing Hydraulic Shock — There is a 100% chance of causing Improved Magic Barrier — You consume 25 Fuel Points and the damage is increased by 30%	Cooldown: 80s Attack Range: 8 cell Target: Special Area Mana: 300 mp [NEW] — Attack power scaling: 125% [NEW] — Melee attack power +1400 [NEW] — Melee attack power +1400 [NEW] — Shadow element scaling: 100% [NEW] — Shadow energies + 400 — Has a 100% chance of causing [Hydraulic Shock] — There is a 100% chance of causing [Improved Magic Barrier] — You consume 25 Fuel Points and the damage is increased by 30%
Hydraulic Shock	General Debuff (Level 4) Duration 6 seconds [REMOVED] — Skills cooldown+50% [REMOVED] — Movement speed -5 [REMOVED] — Mp Consumption +50%	General Debuff (Level 5) Duration 6 seconds [NEW] — Enemy's critical chance +30% [NEW] — Enemy's critical damage +10%

