| peci | alists                    |                          |
|------|---------------------------|--------------------------|
| Sv   | vordman                   |                          |
|      | Warrior                   |                          |
|      | [PvE] Warrior             |                          |
|      | Samurai                   |                          |
|      | Crusader                  |                          |
|      | Gladiator                 |                          |
|      | Battle Monk               |                          |
|      | [PvE] Battle Monk         |                          |
|      | Death Reaper              | 1                        |
|      | [PvE] Renegade            | 1:                       |
|      | [PvE] Waterfall Berserker | 1                        |
|      | Dragon Knight             | 2                        |
|      | [PvE] Dragon Knight       | 2                        |
| Ar   | cher                      | 2.<br>2<br>2<br>2.<br>2. |
|      | Assassin                  | 2                        |
|      | Destroyer                 | 2                        |
|      | Demon Hunter              |                          |
|      | [PvE] Demon Hunter        | 2<br>2                   |
|      | [PvE] Sunchaser           |                          |
|      | [PvE] Blaster             | 3                        |
| Ma   | agician                   | 3                        |
|      | Red Magician              | 3                        |
|      | Holy Mage                 | 3                        |
|      | Blue Magician             | 3                        |
|      | Seer                      | 3                        |
|      | [PvE] Archmage            | 3                        |
|      | [PvE] Voodoo Priest       | 3                        |
|      | Gravity                   | 4                        |
|      | [PvE] Gravity             | 4                        |
| Ma   | artial Artist             | 5                        |
|      | Draconic Fist             | 5                        |
|      | Hydraulic Fist            | 5                        |
| ome  |                           | 5                        |

## **Specialists**

#### Swordman



Role: Main: Tank

| [PvP] Two-Handed Sword Attack | Cooldown: 0.5 Attack power scaling: 35% Melee attack power +150 | Cooldown: 0.7 Attack power scaling: 85% Melee attack power +300       |
|-------------------------------|-----------------------------------------------------------------|-----------------------------------------------------------------------|
| [PvP] Triple Slash            | Cooldown 6s                                                     | Cooldown 5s                                                           |
| [PvP] Whirlwind               | Cooldown 15s                                                    | Cooldown 12s                                                          |
| [PvP] Finishing Blow          | Cooldown 15s                                                    | Cooldown 12s                                                          |
| [PvP] Shoulder Charge         | Cooldown 13s                                                    | Cooldown 10s                                                          |
| [PvP] Earth Shock             | Cooldown 40s                                                    | Cooldown 35s                                                          |
| [PvP] Sprint                  |                                                                 | [NEW] — [PvP] Agility occurs, in releasing at the probability of 100% |
| [PvP] Agility                 | Duration: 10s  Movement speed +1                                |                                                                       |



Role: Tank

| Name                       | Original                                                                                                                                                                                                                                                                         | New                                                                                                                                                                                                                                                                               |
|----------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Two-Handed<br>Sword Attack | Cooldown: 0.5s Attack Range: 2 cell Target: Select One Mana: 0 mp  — Attack power scaling: 70% — Melee attack power +80 — Fire element scaling: 90%  Fire operation +190                                                                                                         | Cooldown: 0.5s Attack Range: 2 cell Target: Select One Mana: 0 mp  — Attack power scaling: 80% — [PvE] Melee attack power +80 — Fire element scaling: 90%  Fire energies +190                                                                                                     |
| Triple Slash               | — Fire energies +180  Cooldown: 6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 20 mp                                                                                                                                                                               | — Fire energies +180  Cooldown: 5s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 20 mp                                                                                                                                                                                |
|                            | <ul> <li>— Attack power scaling: 95%</li> <li>— Melee attack power +700</li> <li>— Fire element scaling: 105%</li> <li>— Fire energies +400</li> <li>— There is a 30% chance of causing Weaken Defence Power</li> <li>— There is a 100% chance that every attack hits</li> </ul> | <ul> <li>— Attack power scaling: 105%</li> <li>— Melee attack power +900</li> <li>— Fire element scaling: 115%</li> <li>— Fire energies +600</li> <li>— There is a 30% chance of causing Weaken Defence Power</li> <li>— There is a 100% chance that every attack hits</li> </ul> |
| Finishing Blow             | Cooldown: 15s Attack Range: 4 cell Target: Special Area Mana: 65 mp  — Attack power scaling: 100% — Melee attack power +650 — Fire element scaling: 110% — Fire energies +350  Critical change +34 (player Level(4) %                                                            | Cooldown: 12s Attack Range: 4 cell Target: Special Area Mana: 65 mp  — Attack power scaling: 120% — Melee attack power +850 — Fire element scaling: 130% — Fire energies +550  Critical chappe +24 (player Level/4) %                                                             |
| Whirlwind                  | — Critical chance +24 (player Level/4) %  Cooldown: 0.1s Casting time: 0.0 seconds Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 58 mp                                                                                                                               | — Critical chance +24 (player Level/4) %  Cooldown: 1s Casting time: 0.0 seconds Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 58 mp                                                                                                                                  |
|                            | <ul> <li>Attack power scaling: 30%</li> <li>Melee attack power +200</li> <li>Fire element scaling: 30%</li> <li>Fire energies +180</li> <li>Has a 100% chance of invoking the combo [Strong Whirlwind]</li> <li>Has a 30% chance of causing [Blackout]</li> </ul>                | <ul> <li>— Attack power scaling: 1%</li> <li>— Melee attack power +100</li> <li>— Fire element scaling: 5%</li> <li>— Fire energies +150</li> <li>— Has a 100% chance of invoking the combo [Strong Whirlwind]</li> <li>— Has a 30% chance of causing [Blackout]</li> </ul>       |

| Strong Whirlwind | Cooldown: 0.1s Casting time: 0.0 seconds Target: Around Enemy in 4 cell Mana: 58 mp  — Attack power scaling: 30% — Melee attack power +250 — Fire element scaling: 30% — Fire energies +200 — Has a 100% chance of invoking the combo [Swift Whirlwind]                                                                                                                                    | Cooldown: 1s Casting time: 0.2 seconds Target: Around Enemy in 4 cell Mana: 58 mp  — Attack power scaling: 1% — Melee attack power +120 — Fire element scaling: 5% — Fire energies +180  — Has a 100% chance of invoking the combo [Strong Whirlwind]                                                                                                                                   |
|------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Swift Whirlwind  | Cooldown: 0.1s Casting time: 0.0 seconds Target: Around Enemy in 4 cell Mana: 58 mp  — Attack power scaling: 30% — Melee attack power +150 — Fire element scaling: 30% — Fire energies +100  — Has a 100% chance of invoking the combo [Strong Whirlwind]                                                                                                                                  | Cooldown: 1s Casting time: 0.2 seconds Target: Around Enemy in 4 cell Mana: 58 mp  — Attack power scaling: 1% — Melee attack power +100 — Fire element scaling: 5% — Fire energies +150  — Has a 100% chance of invoking the combo [Strong Whirlwind]                                                                                                                                   |
| Shoulder Charge  | Cooldown: 8s Attack Range: 10 cell Target: Select One Mana: 100 mp  — Attack power scaling: 100% — Melee attack power +200 — Fire element scaling: 105% — Fire energies +100  — Has a 60% chance of causing [ Blackout]                                                                                                                                                                    | Cooldown: 8s Attack Range: 10 cell Target: Select One Mana: 100 mp  — Attack power scaling: 110% — Melee attack power +350 — Fire element scaling: 115% — Fire energies +250  — Has a 60% chance of causing [ Blackout]                                                                                                                                                                 |
| Earth Shock      | Cooldown: 20s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 140 mp  — Attack power scaling: 95% — [PvE] Melee attack power +800 — Fire element scaling: 110% — Fire energies +400 — Always inflicts critical hits. — There is a 100% chance of receiving [Flame sword] — Has a 100% chance of invoking the combo [Flame sword]  Flame sword Buff (Level 2) Duration: 5 seconds | Cooldown: 15s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 140 mp  — Attack power scaling: 105% — Melee attack power +1000 — Fire element scaling: 140% — Fire energies +1400 — Always inflicts critical hits. — There is a 100% chance of receiving [Flame sword] — Has a 100% chance of invoking the combo [Flame sword]  Flame sword Buff (Level 2) Duration: 5 seconds |

|                  | — [PvE] Fire energies +500                                                                                                                                                                                                                                                                                                | — [PvE] Fire energies +500 [NEW] — [PvE] Skill damage caused 5% [NEW] — Disappears upon landing 2 hits                                                                                                                                                                                                                |
|------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Earth Mega-Shock | Cooldown: 20s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 140 mp  — Attack power scaling: 100% — [PvE] Melee attack power +800 — Fire element scaling: 110% — Fire energies +400 — Always inflicts critical hits. — There is a 70% chance of causing Shock                                                  | Cooldown: 1s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 140 mp  — Attack power scaling: 120% — Melee attack power +1100 — Fire element scaling: 145% — Fire energies +1500 — Always inflicts critical hits. — There is a 70% chance of causing Shock                                                   |
| Rising Dragon    | Cooldown: 100s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 180 mp  — Attack power scaling: 90% — [PvE] Melee attack power +900 — Fire element scaling: 110% — Fire energies +1500 — Damage is increased by 1% of the enemy's missing HP — Cannot be evaded — Has a 100% chance of causing [PDestroy Shield] | Cooldown: 100s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 180 mp  — Attack power scaling: 125% — Melee attack power +1500 — Fire element scaling: 150% — Fire energies +2500 — Damage is increased by 1% of the enemy's missing HP — Cannot be evaded — Has a 100% chance of causing [ Destroy Shield] |



Role: Main: DPS

| Name                            | Original                                                                                    | New                                                                                                                                                                               |
|---------------------------------|---------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [PvP] Lethal Blow               | · · · · · · · · · · · · · · · · · · ·                                                       | Cooldown 20s  Attack power scaling: 85% Melee attack power +500 [PvP] Water energies +600  Has a 100% chance of causing [PvP] Critical Armour Breach] (ignores debuff protection) |
| [PvP] Critical Armour<br>Breach | Duration: 8s  — Received critical hits decrease (user's total HP / 5000)% of user's defence | Duration: 8s  — Received critical hits decrease (user's total HP / 8000)% of user's defence                                                                                       |



Role: Main: Bruiser Secondary: DPS

| [PvP] Holy Bolt | Cooldown: 9s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp                                                                                                               | Cooldown: 9s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp                                                                                                                |
|-----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                 | — Attack power scaling: 60% Ranged attack power +35 — [PvP] Light energies +450 — Has a 10% chance of causing [PvP] Magic Light] — Has a 80% chance of invoking the combo [PvP] Second Bolt | — Attack power scaling: 60% Ranged attack power +35 — [PvP] Light energies +450 — Has a 10% chance of causing [PvP] Magic Light] — Has a 100% chance of invoking the combo [PvP] Second Bolt |



Role:

| IVIAIII. ASSASSIII    |                                                                                                                  |                                                                            |
|-----------------------|------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------|
|                       | [NEW] — [PvP] Attack power scaling +(enemy's total HP/13000)% (min. 190000 Max Enemy's HP) [NEW] — Base HP -6000 |                                                                            |
| [PvP] Double Blow     | Melee attack power +50                                                                                           | Attack power scaling: 60% Melee attack power +100 [PvP] Fire energies +100 |
| [PvP] Lightning Surge | Melee attack power +75                                                                                           | Attack power scaling: 70% Melee attack power +150 [PvP] Fire energies +200 |



Role:

Main: Bruiser

Secondary: Tank, Assassin or DPS (Depends on the chosen buff)

| [PvP] Basic Spear<br>Attack             | [REMOVED] — [PvP] Attack power scaling 30% if [PvP] Spiritual Strength] is active                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                             |
|-----------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [PvP] Divided Sea Count as basic attack | <ul> <li>— Attack power scaling: 35%</li> <li>— Melee attack power +375</li> <li>— Attack power scaling +15% if [PvP] Spiritual Strength] is active</li> <li>— [PvP] Damage +3% of the enemy's current HP if [[PvP] Spirit of Temperance] is active</li> </ul>                                                                                                                                                 | — Attack power scaling: 35%  — Melee attack power +375  — Attack power scaling +5% if [PvP] Spiritual Strength] is active  — [PvP] Damage +4% of the enemy's current HP if [[PvP] Spirit of Temperance] is active           |
| [PvP] Targeted<br>Stab                  | <ul> <li>— Attack power scaling: 25%</li> <li>— Melee attack power +150</li> <li>— Attack power scaling +20% if [[PvP]  Spiritual Strength] is active</li> <li>— [PvP] Damage +5% of the enemy's current HP if [[PvP]  Spirit of Temperance] is active</li> </ul>                                                                                                                                              | — Attack power scaling: 25%  — Melee attack power +150  — Attack power scaling +10% if [[PvP]  Spiritual Strength] is active  — [PvP] Damage +6% of the enemy's current HP if [[PvP]  Spirit of Temperance] is active       |
| [PvP] Mighty<br>Hurricane               | <ul> <li>Attack power scaling: 35%</li> <li>Melee attack power +825</li> <li>[REMOVED] — [PvP] Water energies +330</li> <li>— [PvP] Damage +8% of the enemy's current HP if [[PvP] Spirit of Temperance] is active</li> <li>— Has a 40% chance of causing [[PvP] Strong Energy Deficiency]</li> <li>— if [PvP] Spiritual Strength] is active has a 100% chance of causing [PvP] Hurricane Blockade]</li> </ul> | — Attack power scaling: 35%  — Melee attack power +325  [NEW] — Melee attack power +500 if [[PvP]  Spirit of Temperance] is active  — [PvP] Damage +9% of the enemy's current HP if [[PvP]  Spirit of Temperance] is active |
| [PvP] Seven Stabs                       | — Attack power scaling +25% if [PvP] Spiritual Strength] is active                                                                                                                                                                                                                                                                                                                                             | — Attack power scaling +5% if [PvP] Spiritual Strength] is active                                                                                                                                                           |
| [PvP] Seven Stabs<br>2nd Phase          | — Attack power scaling +25% if [PvP] Spiritual Strength] is active  — [PvP] Damage +2% of the enemy's current HP if [[PvP] Research Spirit of Temperance] is active                                                                                                                                                                                                                                            | — Attack power scaling +10% if [PvP] Spiritual Strength] is active — [PvP] Damage +3% of the enemy's current HP if [[PvP] Report Spirit of Temperance] is active                                                            |
| [PvP] Dragon<br>Harpoon                 | — Attack power scaling +20% if [PvP] Spiritual Strength] is active  — [PvP] Damage +3% of the enemy's current HP if [[PvP] Report Spirit of Temperance] is active                                                                                                                                                                                                                                              | — Attack power scaling +15% if [PvP] Spiritual Strength] is active — [PvP] Damage +4% of the enemy's current HP if [[PvP] Report Spirit of Temperance] is active                                                            |

| [PvP] Cyclone  [PvP] Buddha's  Words | <ul> <li>Attack power scaling: 35%</li> <li>Melee attack power +300</li> <li>Has a 35% chance of causing [PvP] Strong Energy Deficiency]</li> <li>Has a 100% chance of invoking the combo [PvP] Dragon Spear</li> <li>Attack power scaling: +25% if [PvP] Spiritual Strength] is active</li> <li>Attracts enemies to 1 fields from you</li> <li>There's a 100% probability to remove debuffs of level 5 or lower</li> </ul> | <ul> <li>— Attack power scaling: 35%</li> <li>— Melee attack power +300</li> <li>— Has a 35% chance of causing [PvP] Strong Energy Deficiency]</li> <li>— Has a 100% chance of invoking the combo [PvP] Dragon Spear</li> <li>— Attack power scaling: +15% if [PvP] Spiritual Strength] is active</li> <li>— Attracts enemies to 1 fields from you</li> <li>— There's a 100% probability to remove debuffs of level 4 or lower</li> </ul> |
|--------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [PvP] Buddha's<br>Words              | [REMOVED] — Every 10 seconds: Removes all debuffs up to level 2                                                                                                                                                                                                                                                                                                                                                             | [NEW] — Every 10 seconds: Removes all debuffs of level 2 or lower if [Removes [PvP] Spirit of Temperance] is active                                                                                                                                                                                                                                                                                                                       |
| [PvP] Dragon<br>Spear                | <ul> <li>Attack power scaling: 40%</li> <li>Melee attack power +600</li> <li>[PvP] Damage +8% of the enemy's total HP if [PvP] Spirit of Temperance] is active</li> <li>Has a 100% chance of inflicting critical hits if [PvP] Spiritual Strength] is active</li> <li>Has a 80% chance of causing [PvP] Energy Deficiency]</li> <li>Attack power scaling: +25% if [PvP] Spiritual Strength] is active</li> </ul>            | <ul> <li>Attack power scaling: 40%</li> <li>Melee attack power +600</li> <li>[PvP] Damage +10% of the enemy's total HP if [Ref [PvP] Spirit of Temperance] is active</li> <li>Has a 100% chance of inflicting critical hits if [PvP] Spiritual Strength] is active</li> <li>Has a 80% chance of causing [PvP] Energy Deficiency]</li> <li>Attack power scaling: +15% if [PvP] Spiritual Strength] is active</li> </ul>                    |
| [PvP] Restart                        | — [PvP] Damage +8% of the enemy's total HP if [Ref [PvP] Spirit of Temperance] is active                                                                                                                                                                                                                                                                                                                                    | — [PvP] Damage +10% of the enemy's total HP if [Ref [PvP] Spirit of Temperance] is active                                                                                                                                                                                                                                                                                                                                                 |
| [PvP] Spiral Spear                   | [REMOVED] — Has a 100% chance of inflicting critical hits if [PvP] Spiritual Strength] is active                                                                                                                                                                                                                                                                                                                            | [NEW] — If [PvP] Spiritual Strength] is active receives [ [PvP] Fast Spear]                                                                                                                                                                                                                                                                                                                                                               |
| [PvP] Fast Spear                     |                                                                                                                                                                                                                                                                                                                                                                                                                             | Buff (Level 4) Duration: 15s  — [PvP] Skill cooldown -5% (max. 90%)                                                                                                                                                                                                                                                                                                                                                                       |
| PvP] Energy Deficiency               | Duration: 2s                                                                                                                                                                                                                                                                                                                                                                                                                | Duration: 1s                                                                                                                                                                                                                                                                                                                                                                                                                              |
| ₽ [PvP] Strong Energy Deficiency     | Duration: 3s                                                                                                                                                                                                                                                                                                                                                                                                                | Duration: 2s                                                                                                                                                                                                                                                                                                                                                                                                                              |
| [PvP] Critical Energy Deficiency     | Duration: 4s                                                                                                                                                                                                                                                                                                                                                                                                                | Duration: 3s                                                                                                                                                                                                                                                                                                                                                                                                                              |
| [PvP] Internal Injury 1st Degree     | Duration: 10s                                                                                                                                                                                                                                                                                                                                                                                                               | Duration: 3s                                                                                                                                                                                                                                                                                                                                                                                                                              |

| [PvP] Internal Injury 2nd Degree | Duration: 8s  | Duration: 5s  |
|----------------------------------|---------------|---------------|
| [PvP] Internal Injury 3rd Degree | Duration: 20s | Duration: 10s |



## [PvE] Battle Monk

Role: Skills / Elemental / AoE DPS

| Name                    | Original                                                                                                                                                            | New                                                                                                                                                                  |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Cyclone                 | Cooldown: 40s Attack Range: 0 cell Target: Around Enemy in 7 cell Mana: 280 mp  — Attack power scaling: 100% — Melee attack power +500                              | Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 7 cell Mana: 280 mp  — Attack power scaling: 100% — Melee attack power +500                               |
|                         | <ul> <li>— Water element scaling: 115%</li> <li>— Water energies +700</li> <li>— Attracts enemies to 1 fields from you</li> </ul>                                   | — Water element scaling: 115%  — Water energies +700  — Attracts enemies to 1 fields from you                                                                        |
|                         | <ul> <li>— Has a 100% chance of causing [ ♣ Strong Energy Deficiency] (ignores debuff protection)</li> <li>— There is a 100% chance of invoking the combo</li></ul> | <ul> <li>— Has a 100% chance of causing [ ♣ Strong Energy Deficiency] (ignores debuff protection)</li> <li>— There is a 100% chance of invoking the combo</li> </ul> |
| Meditation              | Cooldown: 300s Attack Range: Itself Target: Select One Mana: 0 mp                                                                                                   | Cooldown: 60s Attack Range: Itself Target: Select One Mana: 0 mp                                                                                                     |
|                         | — There is a 100% chance of causing Respirit of Enlightenment                                                                                                       | — There is a 100% chance of causing 🔝 Spirit of Enlightenment                                                                                                        |
| Spirit of Enlightenment | Buff (Level 1) Duration: 600.0 seconds                                                                                                                              | Buff (Level 1) Duration: 600.0 seconds                                                                                                                               |
|                         | <ul> <li>Skills cooldown -40% (max. 90%)</li> <li>The radius of all area attacks +1</li> <li>Hit rate of melee attacks +198(Player Level*2)</li> </ul>              | — Skills cooldown -25% (max. 90%)     — The radius of all area attacks +1     — Hit rate of melee attacks +198(Player Level*2)                                       |
|                         | Side effect: after 1.0 seconds  — Water elemental damage +10%                                                                                                       | Side effect: after 1.0 seconds — Water elemental damage +10%                                                                                                         |



Role: Main: Tank

| Name                 | Original                                                                                                                                                                                                                                                                                                                                                   | New                                                                                                                                                                                                                                                                                                                                                      |
|----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Card Passive         |                                                                                                                                                                                                                                                                                                                                                            | — [PvP] Base HP +7000  — [PvP] User's dodge -300  — [PvP] Final critical damage -25% of its total  — [PvP] User's soft damage -10%                                                                                                                                                                                                                       |
| [PvP] Death's Scythe | Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp  — Attack power scaling: 35% — Melee attack power +150 — [PvP] Shadow energies are increased by 75 — [PvP] Damage is increased by 1% of the enemy's total HP                                                                                                                 | Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp  — Attack power scaling: 35% — Melee attack power +150 — [PvP] Shadow energies are increased by 75 — [PvP] Damage is increased by 2% of the enemy's total HP                                                                                                               |
| [PvP] Slasher        | Cooldown: 5s Attack Range: 2 cell Target: Select One Mana: 50 mp  — Attack power scaling: 35% — Melee attack power +350 — [PvP] Shadow energies are increased by 90  — Has a 100% chance of inflicting [To PvP] Grievous Wounds] on your opponent [PvP] Has a 75% chance of leeching 1% of the enemy's total HP — [PvP] Damage +1% of the enemy's total HP | Cooldown: 5s Attack Range: 2 cell Target: Select One Mana: 50 mp  — Attack power scaling: 35% Melee attack power +350 — [PvP] Shadow energies are increased by 90  — Has a 100% chance of inflicting [IPvP] Grievous Wounds] on your opponent — [PvP] Has a 75% chance of leeching 1% of the enemy's total HP — [PvP] Damage +2% of the enemy's total HP |
| [PvP] Bloodsucker    | Cooldown: 25s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 75 mp  — Attack power scaling: 45% — Melee attack power +650 — [PvP] Has a 100% chance of leeching 3% of the enemy's total HP — [PvP] Recovers 2% HP — Has a 25% chance of causing [ Fatal Bleeding] — Has a 100% chance of causing [PvP] Blood Shield]                            | Cooldown: 25s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 75 mp  — Attack power scaling: 50% — Melee attack power +650 — [PvP] Has a 100% chance of leeching 3% of the enemy's total HP — [PvP] Recovers 2% HP — Has a 25% chance of causing [ Fatal Bleeding] — Has a 100% chance of causing [PvP] Blood Shield]                          |

| [PvP] Death<br>Approaches | Cooldown: 7s Attack Range: 9 cell Target: Select One Mana: 50 mp  — Attack power scaling: 25% — Melee attack power +400 — [PvP] Damage +2% of the enemy's current HP — Has a 50% chance of causing  Bled Out                                                                                                      | Cooldown: 7s Attack Range: 9 cell Target: Select One Mana: 50 mp  — Attack power scaling: 25% — Melee attack power +400 — [PvP] Damage +3% of the enemy's current HP — Has a 50% chance of causing Bled Out                                                                                                              |
|---------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [PvP] Soul Bash           | Cooldown: 15s Attack Range: 2 cell Target: Special Area Mana: 120 mp  — Attack power scaling: 40% — Melee attack power +600 [REMOVED] — [PvP] Push your opponent back 2 field(s) — Has a 100% chance of causing [PvP] Paralysis] — [PvP] Damage +4% of the enemy's current HP — [PvP] Recovers 1% HP              | Cooldown: 15s Attack Range: 2 cell Target: Special Area Mana: 120 mp  — Attack power scaling: 40% — Melee attack power +600 [NEW] — [PvP] Has a 100% chance of leeching 2% of the enemy's total HP — Has a 100% chance of causing [PvP] Damage +4% of the enemy's current HP — [PvP] Recovers 1% HP                      |
| [PvP] Reaper's Scythe     | Cooldown: 25s Attack Range: 8 cell Target: Special Area Mana: 80 mp  — Attack power scaling: 45% — Melee attack power +750 — [PvP] Shadow energies are increased by 750  [REMOVED] — There is a 75% chance of causing [PvP] Weak Mark of Death] — [PvP] Damage +4% of the enemy's total HP — [PvP] Recovers 2% HP | Cooldown: 25s Attack Range: 8 cell Target: Special Area Mana: 80 mp  — Attack power scaling: 45% Melee attack power +750 — [PvP] Shadow energies are increased by 750  [NEW] — There is a 100% chance of causing [PvP] Damage +4% of the enemy's total HP — [PvP] Recovers 2% HP                                         |
| [PvP] Shadow of Death     | Cooldown: 60s Attack Range: Itself Target: Around Enemy in 13 cell Mana: 300 mp  — Has a 100% chance of causing [PvP] Mark of Death] (ignores debuff protection)  [PvP] Mark of Death  General Debuff (Level 5) Duration: 8 seconds                                                                               | Cooldown: 60s Attack Range: Itself Target: Around Enemy in 6 cell Mana: 300 mp  [NEW] — Attack power scaling: 30% [NEW] — Melee attack power +400 — Attracts enemies to 1 fields from you — Has a 100% chance of causing [PvP] Mark of Death] (ignores debuff protection)  [PvP] Mark of Death  General Debuff (Level 5) |

|                       | — Movement speed -2  [REMOVED] — [PvP] Shadow resistance -20  — [PvP] The enemy heals 2% of their total HP if the user is attacked with                                                                                                                                                                                                                                                                                              | Duration: 8 seconds  — Movement speed -2  [NEW] — There's 100% chance that the enemy's [PvP] Spirit Splitter cannot be evaded  — [PvP] The enemy heals 2% of their total HP if the user is attacked with [PvP] Spirit Splitter  Side Effect: after 0.1 seconds  — Final damage received +25% if the enemy attacks with [PvP] Spirit Splitter  — There's a 100% chance for this effect to disappear if the user is attacked with [PvP] Spirit Splitter |
|-----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [PvP] Spirit Splitter | Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp  — Attack power scaling: 60% Melee attack power +1200 — [PvP] Damage +5% of the enemy's total HP — [PvP] Has a 100% chance of leeching 7% of the enemy's total HP if they've been afflicted by [PvP] Mark of Death] [REMOVED] — [PvP] Has a 100% chance of leeching 3% of the enemy's total HP if they've been afflicted by [PvP] Weak Mark of Death] | Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp  — Attack power scaling: 60% Melee attack power +1200 — [PvP] Damage +5% of the enemy's total HP — [PvP] Has a 100% chance of leeching 7% of the enemy's total HP if they've been afflicted by [PvP] Mark of Death]                                                                                                                                                    |



Role: Basic / Attack power / AoE DPS

| Name               | Original                                                           | New                                                                                                                                                                        |
|--------------------|--------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Punch and slash    | Attack Range: 2 cell Target: Select One                            | Cooldown: 0.4s Attack Range: 2 cell Target: Select One Mana: 0 mp  — Attack power scaling: 95% — Melee attack power +150 — Light element scaling: 90% — Light Energies +50 |
| Judgement of light | Cooldown: 5s Attack Range: 4 cell Target: Special Area Mana: 60 mp | Cooldown: 12s Attack Range: 4 cell Target: New Special Area Mana: 60 mp                                                                                                    |

| Basic attack                         | — Attack power scaling: 95%  — Melee attack power +200  — Light element scaling: 105%  — Light Energies +250                                                                                                                                           | <ul> <li>— Attack power scaling: 90%</li> <li>— Melee attack power: +150</li> <li>— Light element scaling: 80%</li> <li>— Light Energies +100</li> <li>[NEW] — Has a 100% chance of invoking the combo [NEW]</li> </ul>                       |
|--------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Retribution of Light Basic attack    |                                                                                                                                                                                                                                                        | Cooldown: 1s Attack Range: 4 cell Target: Special Area Mana: 60 mp  — Attack power scaling: 95% — Melee attack power +150 — Light element scaling: 85% — Light Energies +100                                                                  |
| Judgement of Damnation  Basic attack | Cooldown: 25s Attack Range: 3 cell Target: Around Enemy in 1 cell Mana: 180 mp  — Attack power scaling: 100% — Melee attack power: +250 — Light element scaling 105% — Light Energies +350  [REMOVED] — Has a 100% chance of causing [Light Power]     | Cooldown: 20s Attack Range: 2 cell Target: Select One Mana: 180 mp  — Attack power scaling: 110% — Melee attack power +500 — Light element scaling: 100% — Light Energies +250  [NEW] — Has a 100% chance of causing [MPluckiness]            |
| Justice  Basic attack                | Cooldown: 16s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 90 mp  — Attack power scaling: 100% — Melee attack power: +300 — Light element scaling 110% — Light Energies +500  [REMOVED] — There is a 100% chance of causing [ Judgement] | Cooldown: 28s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 90 mp  — Attack power scaling: 110% — Melee attack power: +500 — Light element scaling 100% — Light Energies +300  [NEW] — Has a 100% chance of causing [ Courageous] |
| Pluckiness                           | Buff (Level 4) Duration: 3 seconds  [REMOVED] — [PvE] Enemy's attack power -10%                                                                                                                                                                        | Buff (Level 4) Duration: 10 seconds [NEW] — [PvE] Critical chance +10%                                                                                                                                                                        |
| Double Ripper  Basic attack          | Cooldown: 6s Attack Range: 8 cell Target: Around Enemy in 3 cell Mana: 120 mp  — Attack power scaling: 95% — Melee attack power: +300                                                                                                                  | Cooldown: 8s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 120 mp  — Attack power scaling: 95% — Melee attack power +450                                                                                                          |

|                    | Light element scaling 105%     Light Energies +450                                                                                                                                                                                    | — Light element scaling: 85%<br>— Light Energies +300                                                                       |
|--------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------|
|                    | — There is a 100% chance of causing [ Courageous]                                                                                                                                                                                     | — There is a 100% chance of causing [ Courageous]  [NEW] — There is a 100% chance of invoking the combo [ Final Ripper]     |
| Final Ripper       |                                                                                                                                                                                                                                       | Cooldown: 1s Attack Range: It self Target: Around Enemy in 1 cell Mana: 120 mp                                              |
| Basic attack       |                                                                                                                                                                                                                                       | — Attack power scaling: 105%  — Melee attack power +500  — Light element scaling: 95%  — Light Energies +350                |
| (Courageous        | Buff (Level 4) Duration: 2.5 seconds                                                                                                                                                                                                  | Buff (Level 4) Duration: 2.5 seconds                                                                                        |
|                    | [REMOVED] — [PvE] Elemental energies +10%  Side effect: after 0.1 seconds [REMOVED] — Disappears upon landing a hit [REMOVED] — There's a 100% chance of causing [ ▶ Pluckiness]                                                      | <ul> <li>[NEW] — Attack Power +10%</li> <li>[NEW] — Movement speed +1</li> <li>[NEW] — Enemy's attack power -10%</li> </ul> |
| Blade of the Cross | Cooldown: 20s Attack Range: 5 cell Target: Special Area Mana: 85 mp                                                                                                                                                                   | Cooldown: 10s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 85 mp                                               |
| Basic attack       | <ul> <li>— Attack power scaling: 105%</li> <li>— Melee attack power: +700</li> <li>— Light element scaling 115%</li> <li>— Light Energies +1000</li> <li>[REMOVED] — There is a 100% chance of causing [Visual Impairment]</li> </ul> | — Attack power scaling: 105%  — Melee attack power +250  — Light element scaling: 95%  — Light Energies +200                |
| Ignition           | Cooldown: 60s Attack Range: Itself Target: Select One Mana: 175 mp                                                                                                                                                                    | Cooldown: 20s Attack Range: Itself Target: Select One Mana: 175 mp                                                          |
|                    | — Has a 100% chance of causing [ III Ignition]                                                                                                                                                                                        | — Has a 100% chance of causing [Ignition]  [NEW] — Has a 100% chance of invoking the combo [Ignisphere]                     |
| Ignition           | [REMOVED] — All Elemental damage +10% [REMOVED] — Light Energies +495 (Player Level*5) [REMOVED] — Fairy's element +10 — Hit rate of melee attacks +198 (Player Level *2)                                                             | [NEW] — Attack Power +198 (Player Level*2) [NEW] — Attack Power +10% — Hit rate of melee attacks +198 (Player Level *2)     |

| Ignisphere      |                                                                                                                                                                                                                            | Cooldown: 1s Attack Range: Itself Target: Select One Mana: 175 mp  — Has a 100% chance of causing [Ignisphere]                                                                                                                        |
|-----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Ignisphere      |                                                                                                                                                                                                                            | Duration: 600s  — The attack range +1  — The radius of all area attacks +2  — Skills cooldown -20% (max. 20%)  — Damage caused -5%                                                                                                    |
| Corruption      | Cooldown: 40s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 300 mp                                                                                                                                            | Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 300 mp                                                                                                                                                        |
| Basic attack    | <ul> <li>— Attack power scaling: 110%</li> <li>— Melee attack power: 850</li> <li>— Light element scaling 115%</li> <li>— Light Energies +1200</li> <li>— There is a 100% chance of causing [ **Corruption **]</li> </ul>  | — Attack power scaling: 105%  — Melee attack power +250  — Light element scaling: 95%  — Light Energies +200  — There is a 100% chance of causing [ **Corruption]                                                                     |
| Corruption      | Debuff (Level 6) Duration: 4 seconds                                                                                                                                                                                       | Buff (Level 4) Duration: 3 seconds                                                                                                                                                                                                    |
|                 | [REMOVED] — Light Resistance -20 [REMOVED] — Receives 30% additional damage with [Convert] and disappears                                                                                                                  | [NEW] — Skills cooldown -30% (max. 30%) [NEW] — Cannot be evaded [NEW] — Final damage caused +30% with [**Convert] [NEW] — Disappears upon landing a hit                                                                              |
| Sanctuary       | Cooldown: 25s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 200 mp                                                                                                                                             | Cooldown: 135s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 200 mp                                                                                                                                                       |
| Basic attack    | <ul> <li>— Attack power scaling: 105%</li> <li>— Melee attack power: +500</li> <li>— Light element scaling 110%</li> <li>— Light Energies +800</li> <li>[REMOVED] — There is a 100% chance of causing Sanctuary</li> </ul> | <ul> <li>— Attack power scaling: 110%</li> <li>— Melee attack power +800</li> <li>— Light element scaling: 105%</li> <li>— Light Energies +500</li> <li>[NEW] — Has a 100% chance of invoking the combo [ Divine Fracture]</li> </ul> |
| Divine Fracture |                                                                                                                                                                                                                            | Cooldown: 1s Attack Range: It self Target: Around Enemy in 4 cell Mana: 200 mp                                                                                                                                                        |
| Basic attack    |                                                                                                                                                                                                                            | — Attack power scaling: 115%  — Melee attack power: +850                                                                                                                                                                              |

|              |                                                                                                                                                                                  | — Light element scaling 110% — Light Energies +550                                                                                                                                        |
|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Convert      | Attack Range: 6 cell Target: Around Enemy in 6 cell                                                                                                                              | Cooldown: 135s Attack Range: 8 cell Target: Around Enemy in 5 cell Mana: 777 mp                                                                                                           |
| Basic attack | <ul> <li>Attack power scaling: 115%</li> <li>Melee attack power: 1300</li> <li>Light element scaling 130%</li> <li>Light Energies +1800</li> <li>Critical damage +40%</li> </ul> | <ul> <li>— Attack power scaling: 115%</li> <li>— Melee attack power 1000</li> <li>— Light element scaling: 110%</li> <li>— Light Energies +800</li> <li>— Critical damage +40%</li> </ul> |



# [PvE] Waterfall Berserker

Role: Skills / Elemental

| Name        | Original                                                                                                                                                                                                                                                        | New                                                                                                                                                                                                                                                                                                                    |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Axe Swing   | Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp  [REMOVED] — Melee attack power +200 [REMOVED] — Water energies +150 — The Rage bar +2%                                                                                           | Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp  [NEW] — Attack power scaling: 70% [NEW] — Melee attack power +80 [NEW] — Water element scaling 95% [NEW] — Water Energies +180 — The Rage bar +2%                                                                                       |
| Axe Throw   | Cooldown: 7s Attack Range: 8 cell Target: Select One Mana: 50 mp  [REMOVED] — Melee attack power +500 [REMOVED] — Water energies +250 [REMOVED] — Has a 50% chance of causing Slight Paralysis — Has a 10% chance of causing Serious Injury — The Rage bar +10% | Cooldown: 20s Attack Range: 8 cell Target: Select One Mana: 50 mp  [NEW] — Attack power scaling: 95% [NEW] — Melee attack power +300 [NEW] — Water element scaling 110% [NEW] — Water Energies +500 — Has a 10% chance of causing Serious Injury [NEW — Has a 100% chance of causing [Water Power] — The Rage bar +10% |
| Water Power |                                                                                                                                                                                                                                                                 | Magic Buff (Level 4) Duration: 10.0 seconds Water resistance drain +10                                                                                                                                                                                                                                                 |

| Serious Injury          | Debuff (Level 5) Duration 8.0 seconds  [REMOVED] — Enemy's Melee Attack Power +10% [REMOVED] — When hit by an enemy's attack, there's a 10% chance of                                    | Buff (Level 5) Duration 8.0 seconds  [NEW] — Water elemental damage +10% [NEW] — There's a 10% chance to reset the cooldown of the skill used                                                                                                                       |
|-------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Storm Charge            | resetting the cooldown of their last used skill  Cooldown: 12s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 80 mp                                                           | Cooldown: 12s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 80 mp                                                                                                                                                                                       |
|                         | [REMOVED] — Melee attack power +650 [REMOVED] — Water energies +450  [REMOVED] — Has a 80% chance of causing   ■ Blackout  — The Rage bar +10%                                           | <ul> <li>[NEW] — Attack power scaling: 100%</li> <li>[NEW] — Melee attack power +200</li> <li>[NEW] — Water element scaling: 110%</li> <li>[NEW] — Water energies +350</li> <li>— The Rage bar +10%</li> </ul>                                                      |
| Axe of Fury             | Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 130 mp                                                                                                           | Cooldown: 12s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 130 mp                                                                                                                                                                                      |
|                         | [REMOVED] — Melee attack power +800 [REMOVED] — Water energies +400 — Has a 20% chance of causing Serious Injury — The Rage bar +10%                                                     | <ul> <li>[NEW] — Attack power scaling: 100%</li> <li>[NEW] — Melee attack power +500</li> <li>[NEW] — Water element scaling 105%</li> <li>[NEW] — Water Energies +650</li> <li>— Has a 80% chance of causing Serious Injury</li> <li>— The Rage bar +10%</li> </ul> |
| Rune Power of Water     | Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 150 mp                                                                                                                       | Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 150 mp                                                                                                                                                                                                  |
|                         | — Has a 100% chance of causing Energy of Pure Water — Restores 20% of HP lost                                                                                                            | — Has a 100% chance of causing Energy of Pure Water — Restores 20% of HP lost                                                                                                                                                                                       |
| Energy of Pure<br>Water | [REMOVED] — Defence +15%<br>— Water Energies +396(Player Level*4)                                                                                                                        | [NEW] — [PvE] Damage received -15%<br>— Water Energies +396(Player Level*4)                                                                                                                                                                                         |
| Riptide                 | Cooldown: 30s Attack Range: Itself Target: Around Enemy in 6 cell Mana: 140 mp                                                                                                           | Cooldown: 30s Attack Range: Itself Target: Around Enemy in 8 cell Mana: 140 mp                                                                                                                                                                                      |
|                         | [REMOVED] — Melee attack power +1000 [REMOVED] — Water energies +550 — Attracts enemies to 1 fields from you  [REMOVED] — Has a 60% chance of causing   Water Splash — The Rage bar +10% | [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 Waterfall — The Rage bar +10%                                                                                                                                                                                                                                        |
|-------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Rampage                 | Cooldown: 18s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp                                                                                                                                                                       | Cooldown: 10s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp                                                                                                                                                                                                                            |
|                         | [REMOVED] — Melee attack power +300 [REMOVED] — Water energies +200  — Has a 100% chance of invoking the combo  Berserker Rampage — The Rage bar +5%                                                                                                 | <ul> <li>[NEW] — Attack power scaling: 85%</li> <li>[NEW] — Melee attack power +150</li> <li>[NEW] — Water element scaling 100%</li> <li>[NEW] — Water Energies +300</li> <li>— Has a 100% chance of invoking the combo</li> <li>Element Scaling Berserker Rampage</li> <li>— The Rage bar +5%</li> </ul> |
| Under the Waterfall     | Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 150 mp                                                                                                                                                                                   | Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 150 mp                                                                                                                                                                                                                                        |
|                         | — Has a 100% chance of causing Wunder the Waterfall                                                                                                                                                                                                  | — Has a 100% chance of causing Wunder the Waterfall                                                                                                                                                                                                                                                       |
| Whirlpool               | Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 120 mp  [REMOVED] — Melee attack power +1100 [REMOVED] — Water energies +900  [REMOVED] — Has a 30% chance of causing Waterfall — Has a 20% chance of causing Serious Injury | Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 120 mp  [NEW] — Attack power scaling: 100% [NEW] — Melee attack power +800 [NEW] — Water element scaling 120% [NEW] — Water Energies +1500 — Has a 20% chance of causing Serious Injury                                           |
|                         | — The Rage bar +14%  [REMOVED] — Attack power +50% of the current Rage bar while this in turn dropsif Waterfall Frenzy is active                                                                                                                     | — The Rage bar +14%  [NEW] — Elemental damage +50% of the current Rage bar while this in turn dropsif  Waterfall Frenzy is active                                                                                                                                                                         |
| Power of the Waterfall  | Cooldown: 120s Attack Range: 0 cell Target: Select One Mana: 100 mp                                                                                                                                                                                  | Cooldown: 120s Attack Range: 0 cell Target: Select One Mana: 100 mp                                                                                                                                                                                                                                       |
|                         | — Has a 100% chance of causing Energy of the Waterfall                                                                                                                                                                                               | — Has a 100% chance of causing [ Energy of the Waterfall]                                                                                                                                                                                                                                                 |
| Energy of the Waterfall | Buff (Level 3) Duration: 600.0 seconds                                                                                                                                                                                                               | Buff (Level 3) Duration: 600.0 seconds                                                                                                                                                                                                                                                                    |
|                         | [REMOVED] — Attack power +8% of the Rage bar                                                                                                                                                                                                         | Movement speed +2     Every 4 seconds: The Rage bar +2%     [NEW] — Elemental damage +10% of the Rage bar                                                                                                                                                                                                 |

| Raging Waterfall     | Cooldown: 80s Attack Range: 2 cell Target: Around Enemy in 4 cell Mana: 150 mp  [REMOVED] — Melee attack power +1100 [REMOVED] — Water energies +1000 — Has a 100% chance of causing Waterfall Strike [REMOVED] — Attack power +60% of the current Rage bar while this in turn dropsif Waterfall Frenzy is active | Cooldown: 80s Attack Range: 2 cell Target: Around Enemy in 4 cell Mana: 150 mp  [NEW] — Attack power scaling: 100% [NEW] — Melee attack power +900 [NEW] — Water element scaling: 130% [NEW] — Water energies +1800 — Has a 100% chance of causing Waterfall Strike [NEW] — Elemental damage +60% of the current Rage bar while this in turn dropsif Waterfall Frenzy is active |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Waterfall Strike     | General Debuff (Level 4) Duration: 8 seconds  [REMOVED] — Movement speed is decreased by 3 [REMOVED] — If you are attacked with the water element, there's a 100% chance the damage will be increased by 20%  Once the effect's duration is over, [Serious Injury] is received with a chance of 100%              | Buff (Level 6) Duration: 8 seconds  [NEW] — Water elemental damage +20%  Once the effect's duration is over, [Serious Injury] is received with a chance of 100%                                                                                                                                                                                                                 |
| Berserker<br>Rampage | Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 50 mp  [REMOVED] — Melee attack power +400 [REMOVED] — Water energies +200 — Has a 100% chance of invoking the combo — The Rage bar +10%                                                                                                  | Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 50 mp  [NEW] — Attack power scaling: 90% [NEW] — Melee attack power +180 [NEW] — Water element scaling 105% [NEW] — Water Energies 350  — Has a 100% chance of invoking the combo — The Rage bar +10%                                                                                                    |
| Raging Torrent       | Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 50 mp  [REMOVED] — Melee attack power +500 [REMOVED] — Water energies +400 — Has a 20% chance of causing Serious Injury [REMOVED] — Has a 50% chance of causing Water Splash — The Rage bar +10%                                          | Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 50 mp  [NEW] — Attack power scaling: 95% [NEW] — Melee attack power +190 [NEW] — Water element scaling 110% [NEW] — Water Energies +400 — Has a 20% chance of causing Serious Injury [NEW] — Has a 50% chance of causing Waterfall — The Rage bar +10%                                                   |

| Waterfall Ire    | Neutral Effect (Level 7) Duration: 3000.0 seconds  [REMOVED] — Melee damage caused +3% — When you use an attack skill, current HP is reduced by 2%                          | Neutral Effect (Level 7) Duration: 3000.0 seconds  [NEW] — [PvE] Skill damage caused +3% — When you use an attack skill, current HP is reduced by 2%                          |
|------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Waterfall Anger  | Neutral Effect (Level 7) Duration: 3000.0 seconds  [REMOVED] — Melee damage caused +5% — When you use an attack skill, current HP is reduced by 3%                          | Neutral Effect (Level 7) Duration: 3000.0 seconds  [NEW] — [PvE] Skill damage caused +5% — When you use an attack skill, current HP is reduced by 3%                          |
| Waterfall Fury   | Neutral Effect (Level 7) Duration: 3000.0 seconds  [REMOVED] — Melee damage caused +10% — When you use an attack skill, current HP is reduced by 4%                         | Neutral Effect (Level 7) Duration: 3000.0 seconds  [NEW] — [PvE] Skill damage caused +10% — When you use an attack skill, current HP is reduced by 4%                         |
| Waterfall Frenzy | Neutral Effect (Level 7) Duration: 3000.0 seconds  [REMOVED] — Melee damage caused +20% — Movement speed +2 — Converts (missing HP/4)% of the damage caused into HP healing | Neutral Effect (Level 7) Duration: 3000.0 seconds  [NEW] — [PvE] Skill damage caused +20% — Movement speed +2 — Converts (missing HP/4)% of the damage caused into HP healing |



Role: Main: Tank

| [PvP] Lunge      | Cooldown: 0.6 Attack power scaling: 25% Melee attack power +175 | Cooldown: 0.7 Attack power scaling: 75% Melee attack power +250 |
|------------------|-----------------------------------------------------------------|-----------------------------------------------------------------|
| [PvP] Long Lunge | Cooldown 5s                                                     | Cooldown 4s                                                     |

| PvP] Shield Strike      | Cooldown 8s                    | Cooldown 7s                    |
|-------------------------|--------------------------------|--------------------------------|
| [PvP] Lance Dash        | Cooldown 14s                   | Cooldown 10s                   |
| [PvP] Holy Whirlwind    | Target: Around Enemy in 4 cell | Target: Around Enemy in 6 cell |
| [PvP] Lance Throw       | Cooldown 18s                   | Cooldown 15s                   |
| [PvP] Triple Lunge      | Cooldown 25s                   | Cooldown 22s                   |
| [PvP] Armour Demolition | Cooldown 30s                   | Cooldown <mark>26s</mark>      |



Role: Tank Skill Elemental

| Name          | Original                                                                                                                                                                                                                         | New                                                                                                                                                                                                                                                                                            |
|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Lunge         | Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp                                                                                                                                                    | Cooldown: 0.7s Attack Range: 2 cell Target: Select One Mana: 0 mp                                                                                                                                                                                                                              |
|               | [REMOVED] — Melee attack power +180 [REMOVED] — Light energies are increased by 170  [REMOVED] — If you attack while Sharp Lance is active, there is a 100% chance of causing Serious Wound — You receive 5 Sharpness Points     | <ul> <li>[NEW] — Attack power scaling: 90%</li> <li>[NEW] — Melee attack power: 50</li> <li>[NEW] — Light element scaling 85%</li> <li>[NEW] — Light Energies +150</li> <li>— You receive 5 Sharpness Points</li> </ul>                                                                        |
| Long Lunge    | Cooldown: 5s Attack Range: 4 cell Target: Special Area Mana: 50 mp                                                                                                                                                               | Cooldown: 5s Attack Range: 4 cell Target: Around Enemy in 1 cell Mana: 50 mp                                                                                                                                                                                                                   |
|               | [REMOVED] — Melee attack power +530 [REMOVED] — Light energies are increased by 370 [REMOVED] — Counts as a Pinpoint attack, damage increased by 8% against targets with Pierced Armour higher — You receive 20 Sharpness Points | <ul> <li>[NEW] — Attack power scaling: 95%</li> <li>[NEW] — Melee attack power: 100</li> <li>[NEW] — Light element scaling 105%</li> <li>[NEW] — Light Energies +400</li> <li>[NEW] — There is a 100% chance of invoking the combo</li> <li>[NEW] — You receive 10 Sharpness Points</li> </ul> |
| Twin Lunge    |                                                                                                                                                                                                                                  | Cooldown: 1s Attack Range: 4 cell Target: Around Enemy in 1 cell Mana: 50 mp                                                                                                                                                                                                                   |
|               |                                                                                                                                                                                                                                  | <ul> <li>[NEW] — Attack power scaling: 95%</li> <li>[NEW] — Melee attack power: 150</li> <li>[NEW] — Light element scaling 105%</li> <li>[NEW] — Light Energies +500</li> <li>[NEW] — You receive 30 Sharpness Points</li> </ul>                                                               |
| Shield Strike | Cooldown: 8s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 80 mp                                                                                                                                                     | Cooldown: 20s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 80 mp                                                                                                                                                                                                                  |
|               | [REMOVED] — Melee attack power +500 [REMOVED] — Light energies are increased by 500 [REMOVED] — There is a 60% chance of causing Slight Blackout                                                                                 | <ul> <li>[NEW] — Attack power scaling: 90%</li> <li>[NEW] — Melee attack power: 200</li> <li>[NEW] — Light element scaling 110%</li> <li>[NEW] — Light Energies +550</li> <li>[NEW] — Has a 100% chance to causing [ Shield Protection]</li> </ul>                                             |

|                   |                                                                                                                                                                                                                                                                                                                                                                        | [NEW] — There is a 100% chance of invoking Shield Blast                                                                                                                                                                                                                                                                                            |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Shield Blast      |                                                                                                                                                                                                                                                                                                                                                                        | [NEW] — Attack power scaling: 90% [NEW] — Melee attack power: 200 [NEW] — Light element scaling 110% [NEW] — Light Energies +550 [NEW] — Has a 100% chance to causing [Shield Protection]                                                                                                                                                          |
| Shield Protection |                                                                                                                                                                                                                                                                                                                                                                        | Buff (Level 5) Duration: 4s  — A shield with a value of 2% of the user's total HP is received — Damage received -5%  Side Effect: after 0.1 Seconds — If the HP granted by the shield is lost, this effects disappears                                                                                                                             |
| Lance Dash        | Cooldown: 14s Attack Range: 8 cell Target: Special Area Mana: 130 mp  [REMOVED] — Melee attack power +800 [REMOVED] — Light energies are increased by 400  [REMOVED] — There is a 30% chance of causing Serious Wound — You receive 30 Sharpness Points [REMOVED] — Counts as a Pinpoint attack, damage increased by 12% against targets with Pierced Armour or higher | Cooldown: 14s Attack Range: 10 cell Target: Special Area Mana: 130 mp  [NEW] — Attack power scaling: 85% [NEW] — Melee attack power: 150 [NEW] — Light element scaling 105% [NEW] — Light Energies +700 — You receive 40 Sharpness Points                                                                                                          |
| Holy Whirlwind    | Cooldown: 20s Attack Range: itself Target: Around Enemy in 4 cell Mana: 140 mp  — Attracts enemies to 1 cells from you [REMOVED] — Melee attack power +750 [REMOVED] — Light energies are increased by 900 — You receive 50 Sharpness Points [REMOVED] — There is a 40% chance of causing Blackout                                                                     | Cooldown: 20s Attack Range: Itself Target: Around Enemy in 6 cell Mana: 140 mp  [NEW] — Attack power scaling: 90% [NEW] — Melee attack power: 200 [NEW] — Light element scaling 120% [NEW] — Light Energies +800 — Attracts enemies to 1 cells from you [NEW] — You receive 10 Sharpness Points [NEW] — Has a 100% chance of causing [Provocation] |
| Provocation       |                                                                                                                                                                                                                                                                                                                                                                        | Buff (Level 6) Duration: 3.0 seconds  — Around 5 cells inflict [ Blackout] on enemies — Provokes enemies within 8 cells to target you                                                                                                                                                                                                              |

|                   |                                                                                                                                                                                                                                                                                        | — The size of your character increases 3 times                                                                                                                                                                                                                                             |
|-------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Lance Throw       | Cooldown: 18s Attack Range: 8 cell Target: Special Area Mana: 160 mp                                                                                                                                                                                                                   | Cooldown: 18s Attack Range: 8 cell Target: Special Area Mana: 160 mp                                                                                                                                                                                                                       |
|                   | [REMOVED] — Melee attack power +600 [REMOVED] — Light energies are increased by 750 — You receive 40 Sharpness Points [REMOVED] — There is a 50% chance of causing Pierced Armour                                                                                                      | <ul> <li>[NEW] — Attack power scaling: 95%</li> <li>[NEW] — Melee attack power: 250</li> <li>[NEW] — Light element scaling 125%</li> <li>[NEW] — Light Energies +1100</li> <li>[NEW] — There is a 100% chance of causing</li> </ul>                                                        |
|                   |                                                                                                                                                                                                                                                                                        | [NEW] — There is a 30% chance of causing Serious Wound — You receive 50 Sharpness Points                                                                                                                                                                                                   |
| Lunge Power       |                                                                                                                                                                                                                                                                                        | Buff<br>(Level 5)<br>Duration: 10s                                                                                                                                                                                                                                                         |
|                   |                                                                                                                                                                                                                                                                                        | [NEW] — [PvE] Light elemental damage increased by 5% — Final damage caused +20% with Piercing Dragon                                                                                                                                                                                       |
| Triple Lunge      | Cooldown: 25s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 200 mp                                                                                                                                                                                                         | Cooldown: 25s Attack Range: 3 cell Target: Around Enemy in 3 cell Mana: 200 mp                                                                                                                                                                                                             |
|                   | [REMOVED] — Melee attack power +1200 [REMOVED] — Light energies are increased by 940 — You receive 60 Sharpness Points [REMOVED] — Counts as a Pinpoint attack, damage increased by 15% against targets with Pierced Armour or higher — There is a 70% chance of causing Serious Wound | <ul> <li>[NEW] — Attack power scaling: 90%</li> <li>[NEW] — Melee attack power: 300</li> <li>[NEW] — Light element scaling 120%</li> <li>[NEW] — Light Energies +900</li> <li>[NEW] — You receive 80 Sharpness Points</li> <li>— There is a 70% chance of causing</li> </ul> Serious Wound |
| Draconium Shield  | Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 150 mp  — There is a 100% chance of causing Draconium Shield                                                                                                                                                               | Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 150 mp  — There is a 100% chance of causing Draconium Shield                                                                                                                                                                   |
| Draconium Shield  | General Buff<br>(Level 10)<br>Duration: 2s                                                                                                                                                                                                                                             | General Buff<br>(Level 10)<br>Duration: 2s                                                                                                                                                                                                                                                 |
|                   | No HP consumption     Cannot received debuffs from skills that caused damage     Cannot be displaced by skills that cause damage                                                                                                                                                       | — No HP consumption     — Cannot received debuffs from skills that caused damage     — Cannot be displaced by skills that cause damage                                                                                                                                                     |
| Armour Demolition | Cooldown: 30s<br>Attack Range: 9 cell                                                                                                                                                                                                                                                  | Cooldown: 50s<br>Attack Range: Itself                                                                                                                                                                                                                                                      |

|                      | Target: Around Enemy in 3 cell Mana: 300 mp  [REMOVED] — Melee attack power +700 [REMOVED] — Light energies are increased by 900  [REMOVED] — Increases the chance of inflicting a critical hit by 10% if Sharp Lance is active  [REMOVED] — There is a 100% chance of causing Fully Pierced Armour (ignores debuff protection) | Target: Around Enemy in 5 cell Mana: 300 mp  [NEW] — Attack power scaling: 100% [NEW] — Melee attack power: 400 [NEW] — Light element scaling 115% [NEW] — Light Energies +850 [NEW] — There is a 100% chance of causing Piercing Lance [NEW] — There is a 100% chance of causing Pierced Armour (ignores debuff protection) — If you attack while Sharp Lance is active, there is a 100% chance of causing Fully Pierced Armour |
|----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Piercing Lance       |                                                                                                                                                                                                                                                                                                                                 | Buff (Level 2) Duration: 5.0 seconds — [PvE] Light energies +500                                                                                                                                                                                                                                                                                                                                                                 |
| Pierced Armour       |                                                                                                                                                                                                                                                                                                                                 | Debuff (Level 5) Duration: 5 seconds — Defence -50%                                                                                                                                                                                                                                                                                                                                                                              |
| Fully Pierced Armour |                                                                                                                                                                                                                                                                                                                                 | Debuff (Level 6) Duration: 8 seconds  — All defence is nullified                                                                                                                                                                                                                                                                                                                                                                 |
| Light of Protection  | Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp  — There is a 100% chance of causing Light of Protection                                                                                                                                                                                                     | Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp  — There is a 100% chance of causing Light of Protection                                                                                                                                                                                                                                                                                                      |
| Light of Protection  | General Buff (Level 4) Duration: 600 seconds  [REMOVED] — All elemental resistances are increased by 20 [REMOVED] — Protection against level 4 or lower debuffs is increased by 10%  Side Effect: after 0.1 seconds [REMOVED] — Hit rate of all attacks is increased by (Player Level * 1)                                      | General Buff (Level 4) Duration: 600 seconds  [NEW] — Light energies +396 (Player Level *4) [NEW] — [PvE] Damage received -25% [NEW] — Every 4 seconds: Recovers 750 +1% HP                                                                                                                                                                                                                                                      |
| Piercing Dragon      | Cooldown: 80s<br>Attack Range: 8 cell<br>Target: Special Area                                                                                                                                                                                                                                                                   | Cooldown: 80s Attack Range: 8 cell Target: Special Area                                                                                                                                                                                                                                                                                                                                                                          |

|                | Mana: 300 mp                                                                                                                                                                                                                                                                                       | Mana: 300 mp                                                                                                                                                                                                                                         |
|----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                | [REMOVED] — Melee attack power +950 [REMOVED] — Light energies are increased by 1300  [REMOVED] — Increases the chance of inflicting a critical hit by 50% if Sharp Lance is active [REMOVED] — Counts as a Pinpoint attack, damage increased by 40% against targets with Pierced Armour or higher | [NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 800 [NEW] — Light element scaling 145% [NEW] — Light Energies +1800 [NEW] — You lose 300 Sharpness Points [NEW] — If you attack while [Sharp Lance] is active, receive [Dragon Power] |
| Dragon Power   |                                                                                                                                                                                                                                                                                                    | General Buff (Level 5) Duration: 20 seconds  [NEW] — [PvE] Skill damage caused 15%                                                                                                                                                                   |
| Polished Lance | General Buff (Level 10) Duration: 300s  [REMOVED] — Attack power +5%                                                                                                                                                                                                                               | General Buff (Level 10) Duration: 300 seconds  [NEW] — [PvE] Light elemental damage increased by 5%                                                                                                                                                  |
| Pointed Lance  | General Buff (Level 10) Duration: 40s  REMOVED] — Attack power +10% REMOVED] — Has a 50% chance to ignore 10% of the target's defence.                                                                                                                                                             | General Buff (Level 11) Duration: 40 seconds  [NEW] — [PvE] Light elemental damage increased by 10%                                                                                                                                                  |
| Sharp Lance    | General Buff (Level 10) Duration: 15s  [REMOVED] — Attack power +20% [REMOVED] — Has a 100% chance to ignore 15% of the target's defence  Side effect: after 14,6 seconds — You lose 250 Sharpness Points                                                                                          | General Buff (Level 12) Duration: 15 seconds  [NEW] — [PvE] Light elemental damage increased by 15%  Side effect: after 14,8 seconds — You lose 250 Sharpness Points                                                                                 |

### Archer



Role

Main: Assassin

| [PvP] Assassin's Determination |                                                                                                                                  | [NEW] — [PvP] Attack power scaling +(enemy's total HP/13000)% (min. 190000 Max Enemy's HP)               |
|--------------------------------|----------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|
| [PvP] Tomahawk                 | Cooldown: 30s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 120 mp                                                   | Cooldown: 25s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 120 mp                           |
|                                | <ul><li>— Attack power scaling: 105%</li><li>— Melee attack power +350</li></ul>                                                 | — Attack power scaling: <mark>85%</mark><br>— Melee attack power +350                                    |
|                                | — [PvP] Shadow energies +500                                                                                                     | — [PvP] Shadow energies +500                                                                             |
|                                | — Has a 70% chance of causing 🏋 [Mental Poison]                                                                                  | — Has a 70% chance of causing 🏋 [Mental Poison]                                                          |
| [PvP] Storm Slash              | Cooldown: 30s<br>Attack Range: Itself<br>Target: Around Enemy in 3 cell<br>Mana: 50 mp                                           | Cooldown: 20s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 50 mp                            |
|                                | <ul> <li>— Attack power scaling: 115%</li> <li>— Melee attack power +500</li> <li>— [PvP] Shadow energies +600</li> </ul>        | — Attack power scaling: 85%  — Melee attack power +250  — [PvP] Shadow energies +600                     |
|                                | <ul> <li>Has a 100% chance of causing [ [PvP] Wounded Leg]</li> <li>Ambush attacks cause 900 additional attack power.</li> </ul> | — Has a 100% chance of causing [ [PvP] Wounded Leg]  — Ambush attacks cause 900 additional attack power. |
| [PvP] Bomb                     | Cooldown: 90s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 80 mp                                                    | Cooldown: 50s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 80 mp                            |
|                                | <ul> <li>Attack power scaling: 125%</li> <li>Melee attack power +1000</li> <li>[PvP] Shadow energies +1800</li> </ul>            | — Attack power scaling: 100%  — Melee attack power +800  — [PvP] Shadow energies +1800                   |
|                                | — Has a 100% chance of causing [ PvP] Reinforcing Poison] (ignores debuff protection)                                            | — Has a 100% chance of causing [ PvP] Reinforcing Poison] (ignores debuff protection)                    |



Role:

Main: Assassin

| [PvP] Destroyer's Determination |                                                                                                                         | [NEW] — [PvP] Attack power scaling +(enemy's total HP/13000)% (min. 190000 Max Enemy's HP) |
|---------------------------------|-------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|
| [PvP] Rapid Shot                | <ul> <li>— Attack power scaling: 75%</li> <li>— Ranged attack power +300</li> <li>— [PvP] Fire energies +350</li> </ul> | — Attack power scaling: 65%  — Ranged attack power +100  — [PvP] Fire energies +350        |
| [PvP] Lucky Wideshot            | — Attack power scaling: 80%  — Ranged attack power +300  — [PvP] Fire energies +700                                     | — Attack power scaling: 70%  — Ranged attack power +200  — [PvP] Fire energies +700        |
| [PvP] Delayed Shot              | — Attack power scaling: 90%  — Ranged attack power +450  — [PvP] Fire energies +700                                     | — Attack power scaling: 80%  — Ranged attack power +300  — [PvP] Fire energies +700        |



Main: Assassin or Offtank (Depends on the buff chosen)

| Secondary. DPS                                                |                                                                                                                                           |                                                                                                                                             |
|---------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| [PvP] Demon Hunter Calm<br>Determination (Bruiser Form)       |                                                                                                                                           | [NEW] — [PvP] Base attack +482 [NEW] — [PvP] Final critical damage -25% of its total [NEW] — Base HP +6500 [NEW] — User's attack power -800 |
| [PvP] Demon Hunter Berserker<br>Determination (Assassin Form) |                                                                                                                                           | [NEW] — [PvP] Attack power scaling +(enemy's total HP/13000)% (min. 190000 Max Enemy's HP)                                                  |
| [PvP] Calm Spirit                                             | [REMOVED] — [PvP] Maximum HP +10000 [REMOVED] — [PvP] Base attack +300 [REMOVED] — [PvP] Has a 10% chance to decrease melee damage by 30% | [NEW] — Melee user's soft chance -10% [NEW] — Melee user's soft damage -30%                                                                 |
| [PvP] Vengeful Spirit Pendulum 1                              | Attack power scaling: 80% Melee attack power +100                                                                                         | Attack power scaling: 60% Melee attack power +150                                                                                           |
| [PvP] Vengeful Spirit Pendulum 2                              | Attack power scaling: 85% Melee attack power +200                                                                                         | Attack power scaling: 60% Melee attack power +150                                                                                           |
| [PvP] Vengeful Spirit Pendulum 3                              | Attack power scaling: 90% Melee attack power +300                                                                                         | Attack power scaling: 60% Melee attack power +150                                                                                           |



Role: Main: Basic / DPS

| Vengeful Spirit Pendulum 1 | — Attack power scaling: 100%     — Melee attack power +600     — Shadow element scaling: 85%     — Shadow energies +120 | — Attack power scaling: 70%  — Melee attack power +600  — Shadow element scaling: 80%  — Shadow energies +100          |
|----------------------------|-------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|
| Vengeful Spirit Pendulum 2 | — Attack power scaling: 100%     — Melee attack power +800     — Shadow element scaling: 90%     — Shadow energies +200 | — Attack power scaling: 75%  — Melee attack power +650  — Shadow element scaling: 80%  — Shadow energies +100          |
| Vengeful Spirit Pendulum 3 | — Attack power scaling: 105%     — Melee attack power +900     — Shadow element scaling: 90%     — Shadow energies +220 | — Attack power scaling: 75%     — Melee attack power +700     — Shadow element scaling: 80%     — Shadow energies +100 |

[PvE] Sunchaser Role: Skills / Elemental

Main: DPS

| Name        | Original                                                                                                                                                                                                                                                                | New                                                                                                                                                                                                                                                            |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Spear       | Cooldown: 0.3s Target: Select one Range: 10 cell Mana: 0 mp  [REMOVED] — Ranged attack power +150 [REMOVED] — Light energies are increased by 100                                                                                                                       | Cooldown: 0.7s Target: Select one Range: 10 cell Mana: 0 mp  [NEW] — Attack power scaling: 80% [NEW] — Ranged attack power +80 [NEW] — Light element scaling 90% [NEW] — Light Energies +120                                                                   |
| Wolf Charge | Cooldown: 8.0s Target: Select one Range: 10 cell Area: None Mana: 300 mp  [REMOVED] — Ranged attack power +500 [REMOVED] — Light energies are increased by 300 [REMOVED] — Has a 60% chance of causing Fatal Bleeding — Has a 100% chance of invoke Whirling Wolf Combo | Cooldown: 7.0s Target: Select one Range: 10 cell Area: None Mana: 300 mp  [NEW] — Attack power scaling: 100% [NEW] — Ranged attack power +250 [NEW] — Light element scaling 105% [NEW] — Light Energies +400 — Has a 100% chance of invoke Whirling Wolf Combo |

| Whirling Wolf  | Attack Range: Itself Target: Select One Casting time: 0.1 sec. Cooldown: 20.0 seconds MP Cost: 100 Teleports you within a radius of 8 fields                                                                                                                                                                                      | Attack Range: Itself Target: Select One Casting time: 0.1 sec. Cooldown: 1 seconds MP Cost: 100 Teleports you within a radius of 8 fields [NEW] — Has 100% chance of causing [Wolf Blessing]                                                                                                                                                                                                                                                        |
|----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Wolf Blessing  |                                                                                                                                                                                                                                                                                                                                   | Buff (Level 3) Duration: 8.0 seconds  [NEW] — Light elemental damage +5%                                                                                                                                                                                                                                                                                                                                                                            |
| Lightning Fury | Cooldown: 25.0s Range: 10 cell Area: Around enemies in 2 cell Mana: 50 mp  — Ranged attack power +400 — Light energies are increased by 200 — Has a 100% chance of invoking the combo Rapid Retreat                                                                                                                               | Cooldown: 25.0s Range: 10 cell Area: Around enemies in 2 cell Mana: 50 mp  [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power +300 [NEW] — Light element scaling 110% [NEW] — Light Energies +450 — Has a 100% chance of invoking the combo [Signature] Rapid Retreat]                                                                                                                                                                  |
| Rapid Retreat  | Cooldown: 1.0s Target: Itself Range: 8 cell Area: None Mana: 10 mp  — Has a 100% chance that Bear Trap will be caused at the set location — Teleports you within a radius of 8 cell Has a 50% chance of causing [ Outshine]  — If the user steps into the Trapped:  [REMOVED] — Has is a 100% chance of causing [ Interrupt Move] | Cooldown: 1.0s Target: Itself Range: 8 cell Area: None Mana: 10 mp  — Has a 100% chance that Bear Trap will be caused at the set location — Teleports you within a radius of 8 cell — Has a 100% chance of causing [ Outshine]  [NEW] — There's a 100% chance the summons cast [ Trapped]  If the user steps into the Trapped:  Target: Around enemies in 3 cell — Has is a 100% chance of causing [ Critical Bleeding] (ignores debuff protection) |
| Outshine       | Buff (Level 4) Duration: 5.0 seconds  [REMOVED] —Sneak in — No HP consumption  Side effect: after 0.1 seconds — Cannot receive debuffs from skills that cause damage                                                                                                                                                              | Buff (Level 4) Duration: 8.0 seconds [REMOVED] —Sneak in [REMOVED] — No HP consumption [NEW] — Light elemental damage +15%  Side effect: after 0.1 seconds [REMOVED] — Cannot receive debuffs from skills that cause damage                                                                                                                                                                                                                         |

|                   | — Cannot be displaced by skills that cause damage                                                                                                                                                                                                                                       | [REMOVED] — Cannot be displaced by skills that cause damage [NEW] — Disappears upon landing a hit                                                                                                                                                         |
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| Solar Spear       | Cooldown: 25.0s Target: Select one Range: 16 cell Area: Special area Mana: 100 mp  [REMOVED] — Ranged attack power +700 [REMOVED] — Light energies are increased by 600  [REMOVED] — Has a 60% chance of causing Blinding Light — Increases attack power by 2% proportional to distance | Cooldown: 18.0s Target: Select one Range: 16 cell Area: Special area Mana: 100 mp  [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power +500 [NEW] — Light element scaling 105% [NEW] — Light Energies +500                                     |
|                   | — Increases attack power by 2% proportional to distance                                                                                                                                                                                                                                 | [NEW] — Has a 100% chance of causing [ Light Power] [NEW] — Elemental damage +2% (Relative to distance)                                                                                                                                                   |
| Light Power       |                                                                                                                                                                                                                                                                                         | Magic Buff (Level 4) Duration:10.0 seconds  [NEW] — Light resistance drain +10                                                                                                                                                                            |
| Nature's Healing  | Cooldown: 50.0s Target: Itself Range: Itself Mana: 200 mp                                                                                                                                                                                                                               | Cooldown: 80.0s Target: Itself Range: Itself Mana: 200 mp                                                                                                                                                                                                 |
|                   | Recovers 10% HP     Removes all debuffs up to level 4                                                                                                                                                                                                                                   | — Recovers 10% HP<br>— Removes all debuff up to level <mark>5</mark>                                                                                                                                                                                      |
| Solar Shower      | Cooldown: 15.0s Target: Select one Range: 9 cell Area: Around enemies in 5 cell Mana: 150 mp                                                                                                                                                                                            | Cooldown: 15.0s Target: Select one Range: 9 cell Area: Around enemies in 3 cell Mana: 150 mp                                                                                                                                                              |
|                   | [REMOVED] — Ranged attack power +600 [REMOVED] — Light energies are increased by 800 [REMOVED] — Increases attack power by 2% proportional to distance [REMOVED] — Has a 20% chance of causing Blinding Light — Has a 100% chance of invoking the combo [Sunspot Explosion]             | <ul> <li>[NEW] — Attack power scaling: 105%</li> <li>[NEW] — Ranged attack power +300</li> <li>[NEW] — Light element scaling 110%</li> <li>[NEW] — Light Energies +450</li> <li>— Has a 100% chance of invoking the combo [ Sunspot Explosion]</li> </ul> |
| Sunspot Explosion | Cooldown: 40.0s Target: Select one Range: 10 cell Area: Around enemies in 5 cell Mana: 80 mp                                                                                                                                                                                            | Cooldown: 1.0s Target: Select one Range: 10 cell Area: Around enemies in 4 cell Mana: 80 mp                                                                                                                                                               |
|                   | <ul> <li>[REMOVED] — Ranged attack power +1000</li> <li>[REMOVED] — Light energies are increased by 900</li> <li>— Has a 50% chance of causing Sunspot Explosion Aftermath</li> </ul>                                                                                                   | [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power +350 [NEW] — Light element scaling 110% [NEW] — Light Energies +550                                                                                                                        |

|                            |                                                                                                                                                                                                                                                                                           | — Has a 100% chance of causing [ Sunspot Explosion Power]                                                                                                                                                                                                                               |
|----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Sunspot<br>Explosion Power | Debuff (Level 4) Duration: 6.0 seconds  [REMOVED] — Light resistance -20 [REMOVED] — You receive 100% of the damage of a critical hit through a Judgement of the Sun skill                                                                                                                | Buff (Level 6) Duration: 6.0 seconds  [NEW] — Light resistance drain +10  [NEW]— Inflict critical hit with 100% chance by using Judgement of the Sun  [NEW]— There's a 100% chance for this effect disappears with Judgement of the Sun                                                 |
| Back Kick                  | Cooldown: 35.0s Target: Select one Range: 10 cell Area: Around enemies in 1 field Mana: 80 mp  [REMOVED] — Ranged attack power +400 [REMOVED] — Light energies are increased by 600  [REMOVED] — Has a 60% chance of causing [REMOVED] — Push your opponent back 4 cell                   | Cooldown: 20.0s Target: Select one Range: 10 cell Area: Around enemies in 1 field Mana: 80 mp  [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power +450 [NEW] — Light element scaling 115% [NEW] — Light Energies +700                                                       |
| Spear of Binding           | Cooldown: 30.0s Target: Select one Range: 9 cell Area: Around enemies in 1 field Mana: 120 mp  [REMOVED] — Ranged attack power +500 [REMOVED] — Light energies are increased by 500 [REMOVED] — Has a 80% chance of causing Slight Paralysis — Has a 80% chance of invoke combo Wolf Pack | Cooldown: 50.0s Target: Select one Range: 9 cell Area: Around enemies in 1 field Mana: 120 mp  [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power +500 [NEW] — Light element scaling 110% [NEW] — Light Energies +700 — Has a 100% chance of invoking the combo [Wolf Pack] |
| Wolf Pack                  | Cooldown: 30.0s Target: Select one Range: 10 cell Area: Around enemies in 4 cell Mana: 80 mp  [REMOVED] — Has a 80% chance of causing Wounding Light [REMOVED] — Ranged attack power +800 [REMOVED] — Light energies are increased by 600                                                 | Cooldown: 1.0s Target: Select one Range: 10 cell Area: Around enemies in 4 cell Mana: 80 mp  [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power +550 [NEW] — Light element scaling 115% [NEW] — Light Energies +750                                                         |
| Solar Eruption             | Cooldown: 45.0s Attack Range: Itself Target: Around enemies in 5 cell Mana: 200 mp  — Ranged attack power +800 — Light energies are increased by 700                                                                                                                                      | Cooldown: 30.0s Attack Range: Itself Target: Around enemies in 5 cell Mana: 200 mp  [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power +600                                                                                                                                 |

|                      | [REMOVED] — Has a 20% chance of causing Expose Weaknesses                                                                                                                                                                                                             | [NEW] — Light element scaling 120% [NEW] — Light Energies +800                                                                                                                                                                                               |
|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Call of the Wild     | Cooldown: 60.0s Target: Itself Range: None Mana: 100 mp                                                                                                                                                                                                               | Cooldown: 60.0s Target: Itself Range: None Mana: 100 mp                                                                                                                                                                                                      |
|                      | Has a 100% chance of causing A Call of the Wild Has a 100% chance of causing Restored Lifeforce                                                                                                                                                                       | — The Sun Wolf and caster have a 100% chance to receive [ Call of the Wild]  — The Sun Wolf and caster have a 100% chance to receive [ Restored Lifeforce]                                                                                                   |
| Call of the Wild     | Buff (Level 4) Duration: 600.0 seconds                                                                                                                                                                                                                                | Buff (Level 4) Duration: 600.0 seconds                                                                                                                                                                                                                       |
|                      | — Enemy's Attack Power -10%                                                                                                                                                                                                                                           | — Enemy's Attack Power -10%  [NEW] — All elemental damage +10%  [NEW] — Light Energies+792(Player Level*8)                                                                                                                                                   |
| Restored Lifeforce   | Buff<br>(Level 2)<br>Duration: 600.0 seconds                                                                                                                                                                                                                          | Buff (Level 2) Duration: 600.0 seconds                                                                                                                                                                                                                       |
|                      | — Movement speed +2  [REMOVED] — Attack Power +5%  — Critical chance +10%                                                                                                                                                                                             | Movement speed +2     [NEW] — [PvE] Light elemental damage +5%     — Critical chance +10%                                                                                                                                                                    |
| Light Net            | Cooldown: 40.0s Target: Select one Range: 9 cell Area: Around enemies in 4 cell Mana: 100 mp                                                                                                                                                                          | Cooldown: 60.0s Target: Select one Range: 9 cell Area: Around enemies in 4 cell Mana: 100 mp                                                                                                                                                                 |
|                      | [REMOVED] — Ranged attack power +600 [REMOVED] — Light energies are increased by 500  [REMOVED] — Has a 70% chance of causing ☐ Interrupt Move [REMOVED] — There's a 100% chance that every attacks hits.  — Has a 100% chance of invoke combo ☐ Judgement of the Sun | <ul> <li>[NEW] — Attack power scaling: 110%</li> <li>[NEW] — Ranged attack power +700</li> <li>[NEW] — Light element scaling 120%</li> <li>[NEW] — Light Energies +900</li> <li>— Has a 100% chance of invoke combo</li> <li>Judgement of the Sun</li> </ul> |
| Judgement of the Sun | Cooldown: 100.0s Target: Select one Range: 10 cell Area: Around enemies in 4 cell Mana: 400 mp                                                                                                                                                                        | Cooldown: 1s Target: Select one Range: 10 cell Area: Around enemies in 4 cell Mana: 400 mp                                                                                                                                                                   |
|                      | [REMOVED] — Ranged attack power +1300 [REMOVED] — Light energies are increased by 1000 [REMOVED] — Has a 80% chance of causing Deadly Blackout — Has a 100% chance of causing Power of the Sun                                                                        | <ul> <li>[NEW] — Attack power scaling: 110%</li> <li>[NEW] — Ranged attack power +750</li> <li>[NEW] — Light element scaling 130%</li> <li>[NEW] — Light Energies +1000</li> <li>— Has a 100% chance of causing [ Power of the Sun]</li> </ul>               |

| Power of the Sun | Buff<br>(Level 4)<br>Duration: 20.0 seconds | Buff<br>(Level 4)<br>Duration: 20.0 seconds                            |
|------------------|---------------------------------------------|------------------------------------------------------------------------|
|                  | [REMOVED] — Hit rate +198(Player Level*2)   | — Light Energies+792(Player Level*8) — [Sun Wolf] Damage received +20% |
|                  |                                             | Side effect: after 0.1 seconds  — Movement speed +2                    |



Role: Autos / Attack power y elemental Main: DPS

Main: DPS
Secondary: Bruiser

| Name                        | Original                                                                                                                                                                                                                                                                                              | New                                                                                                                                                                                                                                                       |
|-----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Launching<br>Grenades       | Cooldown: 0.9s Target: Select one Range: 9 cell Area: Around enemies in 1 cell Mana: 0 mp  [REMOVED] — Ranged attack power +150 [REMOVED] — Fire energies +170 — You receive 2 Heat Points.                                                                                                           | Cooldown: 0.9s Target: Select one Range: 9 cell Area: Around enemies in 1 cell Mana: 0 mp  [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 300 [NEW] — Fire element scaling 95% [NEW] — Fire Energies +180 — You receive 2 Heat Points.   |
| Shock Grenade  Basic attack | Cooldown: 6.0s Target: Select one Range: 8 cell Area: Around enemies in 1 cell Mana: 60 mp  [REMOVED] — Ranged attack power +500 [REMOVED] — Fire energies +400 [REMOVED] — Push your opponent back 4 cell(s)  [REMOVED] — Has a 70% chance of causing [Short Paralysis] — You receive 5 Heat Points. | Cooldown: 5.0s Target: Select one Range: 8 cell Area: Around enemies in 1 cell Mana: 60 mp  [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 400 [NEW] — Fire element scaling 100% [NEW] — Fire Energies +250 — You receive 5 Heat Points. |
| Steep Shot Basic attack     | Cooldown: 10.0s Target: Select one Range: 10 cell Area: Around enemies in 1 cell Mana: 60 mp                                                                                                                                                                                                          | Cooldown: 8.0s Target: Select one Range: 10 cell Area: Around enemies in 1 cell Mana: 60 mp                                                                                                                                                               |

|                             | <ul> <li>Ranged attack power +500</li> <li>Fire energies +400</li> <li>You receive 20 Heat Points</li> <li>Pulls enemies from 2 spaces around the target together in one place If High Heating is active</li> </ul> | [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 500 [NEW] — Fire element scaling 100% [NEW] — Fire Energies +300 — You receive 20 Heat Points — Pulls enemies from 2 spaces around the target together in one place If [ High Heating] is active |
|-----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Napalm Grenade Basic attack | Cooldown: 12s Target: Around Enemy in 2 cell Attack Range: 9 cell Mana: 130 mp  — Ranged attack power +700 — Fire energies +600 — You receive 20 Heat Points.  — There is a 50% chance of causing Fatal Burn        | — Cooldown: 10s Target: Around Enemy in 2 cell Attack Range: 9 cell Mana: 130 mp  [NEW] — Attack power scaling: 110% [NEW] — Ranged attack power: 600 [NEW] — Fire element scaling 105% [NEW] — Fire Energies +500                                               |
|                             | — Depending on your Heat Points, your attack power is increased from 3% to 15%                                                                                                                                      | — You receive 20 Heat Points.  — Has a 50% chance of causing [ Fatal Burn]  — Depending on your Heat Points, your attack power is increased from 3% to 15%                                                                                                       |
| Reload                      | Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 200 mp  — Can only be used with a buff of Heating or higher. — You lose 40 Heat Points. — There is a 100% chance of causing Reload                      | Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 200 mp  — Can only be used with a buff of [ Heating] or higher. — You lose 40 Heat Points. — Has a 100% chance of causing [ Reload]                                                                  |
| Reload                      |                                                                                                                                                                                                                     | Buff (Level 4) Duration: 80.0 seconds  — Ranged damage caused +25%                                                                                                                                                                                               |
| Draconium Energy<br>Shield  | Cooldown: 15s Attack Range: 0 cell Target: Select One Mana: 200 mp  — There is a 100% chance of causing Draconium Energy Shield — There is a 100% chance of causing Draconium Reflection Shield                     | Cooldown: 15s Attack Range: 0 cell Target: Select One Mana: 200 mp  — Has a 100% chance of causing [ Draconium Energy Shield] — Has a 100% chance of causing [ Draconium Reflection Shield]                                                                      |
| Gravity Grenade             | Cooldown: 25s Attack Range: 10 cell Target: Select One Mana: 200 mp  — You receive 30 Heat Points.  [REMOVED] — There's a 100% chance that [Gravity Grenade] will be caused at the                                  | Cooldown: 20s Attack Range: 10 cell Target: Around enemies in 4 cell Mana: 200 mp  [NEW] — Attack power scaling: 110% [NEW] — Ranged attack power: 900                                                                                                           |

|                        | set location                                                                                                                                                                                                                                                                | <ul> <li>[NEW] — Fire element scaling 105%</li> <li>[NEW] — Fire Energies +800</li> <li>[NEW] — Pulls enemies from 1 spaces around the target together in one place</li> <li>[NEW] — Has a 100% chance of causing [ High Pressure]</li> <li>— You receive 30 Heat Points.</li> </ul> |
|------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Increased<br>Firepower | Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 250 mp                                                                                                                                                                                                          | Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 250 mp                                                                                                                                                                                                                   |
|                        | <ul> <li>There is a 100% chance of causing Increased Firepower</li> <li>You lose 40 Heat Points.</li> <li>Can only be used with a buff of Heating or higher.</li> </ul>                                                                                                     | — Has a 100% chance of causing [ Increased Firepower] — You lose 40 Heat Points. — Can only be used with a buff of [ Heating] or higher.                                                                                                                                             |
| Increased<br>Firepower |                                                                                                                                                                                                                                                                             | Buff (Level 4) Duration: 70.0 seconds                                                                                                                                                                                                                                                |
|                        |                                                                                                                                                                                                                                                                             | <ul> <li>Depending on your Heat Points, your attack range is increased from 1 to 5</li> <li>[NEW] — Depending on your Heat Points, critical chance is increased from 3% to 15%</li> </ul>                                                                                            |
| HEAT Shot Basic attack | Cooldown: 24s Attack Range: 11 cell Target: Select One Mana: 200 mp                                                                                                                                                                                                         | Cooldown: 24s Attack Range: 11 cell Target: Select One Mana: 200 mp                                                                                                                                                                                                                  |
|                        | <ul> <li>Depending on your Heat Points, your attack power is increased from 4% to 20%</li> <li>Ranged attack power +1000</li> <li>Fire energies +1000</li> <li>There's a 100% chance to ignore 30% of the target's defence.</li> <li>You receive 30 Heat Points.</li> </ul> | <ul> <li>[NEW] — Attack power scaling: 120%</li> <li>[NEW] — Ranged attack power: 1200</li> <li>[NEW] — Fire element scaling 110%</li> <li>[NEW] — Fire Energies +1000</li> </ul>                                                                                                    |
|                        |                                                                                                                                                                                                                                                                             | <ul> <li>— Depending on your Heat Points, your attack power is increased from 4% to 20%</li> <li>— There's a 100% chance to ignore 30% of the target's defence.</li> <li>— You receive 30 Heat Points.</li> </ul>                                                                    |
| Energy Conversion      | Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp                                                                                                                                                                                                          | Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp                                                                                                                                                                                                                   |
|                        | <ul> <li>Can only be used with a buff of Heating or higher.</li> <li>You lose 50 Heat Points.</li> <li>There is a 100% chance of causing Energy Conversion</li> </ul>                                                                                                       | <ul> <li>— Can only be used with a buff of [ Heating] or higher.</li> <li>— You lose 50 Heat Points.</li> <li>— Has a 100% chance of causing [ Energy Conversion]</li> </ul>                                                                                                         |
| Energy<br>Conversion   |                                                                                                                                                                                                                                                                             | Buff (Level 4) Duration: 60.0 seconds                                                                                                                                                                                                                                                |
|                        |                                                                                                                                                                                                                                                                             | — Critical damage +15%  — Movement speed +1                                                                                                                                                                                                                                          |

|                           |                                                                                                                                                                                                                                                                                                  | — Depending on your Heat Points, your attack power is increased from 3% to 15%                                                                                                                                                                                                                                                          |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Dragon's Breath           | Cooldown: 70s Attack Range: 13 cell Target: Special Area Mana: 400 mp  — Ranged attack power +1300 — Fire energies +1500  [REMOVED] — All Heat Points are consumed and the damage is increased by 50% of the consumed Heat Points  — There is a 100% chance of causing Burned by Dragon's Breath | Cooldown: 70s Attack Range: 13 cell Target: Special Area Mana: 400 mp  [NEW] — Attack power scaling: 130% [NEW] — Ranged attack power: 1500 [NEW] — Fire element scaling 120% [NEW] — Fire Energies +1300 [NEW] — Increase damage by (current number of Heat Points) * 100% — Has a 100% chance of causing [ Burned by Dragon's Breath] |
| Burned by Dragon's Breath | Debuff (Level 4)  [REMOVED] — HP -10% of damage given                                                                                                                                                                                                                                            | Debuff (Level 4) Duration: 8.0 seconds — Enemy's critical chance +30%                                                                                                                                                                                                                                                                   |
| Preheating                | Buff (Level 10) Duration: 3000.0 seconds  [REMOVED] — Fairy's Element +5                                                                                                                                                                                                                         | Buff (Level 10) Duration: 3000.0 seconds  [NEW] — Basic attack damage caused 3%                                                                                                                                                                                                                                                         |
| Heating                   | Buff (Level 11) Duration: 3000.0 seconds  [REMOVED] — Fairy's Element +10                                                                                                                                                                                                                        | Buff (Level 11) Duration: 3000.0 seconds  [NEW] — Basic attack damage caused 6%  [NEW] — On attack, has a 5% chance to cause [ Burn] (ignores debuff protection)                                                                                                                                                                        |
| High Heating              | Buff (Level 12) Duration: 3000.0 seconds  [REMOVED] — Fairy's Element +15 [REMOVED] — No penalty for ranged attacks at close range                                                                                                                                                               | Buff (Level 12) Duration: 3000.0 seconds  [NEW] — Basic attack damage caused 10%  [NEW] — On attack, has a 5% chance to cause [Slightly Critical Burn](ignores debuff protection)                                                                                                                                                       |
| Ultra High Heating        | Buff (Level 13) Duration: 8.0 seconds  [REMOVED] — Fairy's Element +20                                                                                                                                                                                                                           | Buff (Level 13) Duration: 8.0 seconds  [NEW] — Basic attack damage caused 15%  [NEW] — On attack, has a 10% chance to cause [ Fatal Burn] (ignores debuff protection) — Only basic attacks are possible  Side effect: after 7.8 seconds — You lose 90 Heat Points.                                                                      |

## Magician



Red Magician

Role:

Main: Assassin

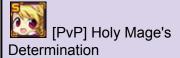


[NEW] — [PvP] Attack power scaling +(enemy's total HP/13000)% (min. 190000 Max Enemy's HP)



Role:

Main: Assassin



Determination

[NEW] — [PvP] Attack power scaling +(enemy's total HP/13000)% (min. 190000 Max Enemy's HP)



Blue Magician

Role: Main: DPS

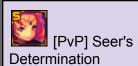


[PvP] Blue Magician's Determination

[New] — Soft damage -40% [New] — Soft chance +15%



Role: Main: DPS

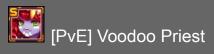


[NEW] — Soft damage -40%[NEW] — Soft chance +15%



Role: Main: Skill / Elemental

| Holy Prism    | [REMOVED] — Has a 100% chance of causing [ [PvE] Slight Horror]                                                                                                                                                                          |                                                                                                                                                                      |
|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Sacred Mist   | [REMOVED] — Has a 100% chance of causing [ [PvE] Horror]                                                                                                                                                                                 |                                                                                                                                                                      |
| Meteor Shower | — Attack power scaling: 105%  — Magic attack power: 650  — Light element scaling 115%  — Light energies +1300                                                                                                                            | <ul> <li>— Attack power scaling: 100%</li> <li>— Magic attack power: 500</li> <li>— Light element scaling 110%</li> <li>— Light energies +1000</li> </ul>            |
| Meteor Storm  | Target: Select One  [REMOVED] — Causes 10 (+19 (Player Level / 5)) meteorites to rain down in 6 cells.  [REMOVED] — There's a 50% chance the summons cast Meteor Strike  [REMOVED] — There's a 50% chance the summons cast Meteor Strike | Target: Around Enemies in 4 cell  [NEW] — Attack power scaling: 100% [NEW] — Magic attack power: 500 [NEW] — Light element scaling 110% [NEW] — Light energies +1000 |



Role: Skill / Elemental Main: Debuffer

| Name         | Original                                                                                                                                                                                                               | New                                                                                                                                                                                                                                                                 |
|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Deadly Skull | Cooldown: 0.8s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 50 mp  [REMOVED] — Magic attack power +150 [REMOVED] — Shadow energies are increased by 200 — Has a 2% chance of causing Voodoo Priest Curse | Cooldown: 1s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 50 mp  [NEW] — Attack power scaling: 80% [NEW] — Magic attack power +150 [NEW] — Shadow element scaling 90% [NEW] — Shadow Energies +300 — Has a 2% chance of causing [Woodoo Priest Curse] |
| Toxin Cloud  | Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 100 mp                                                                                                                                         | Cooldown: 10s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 100 mp                                                                                                                                                                                     |

|                         | [REMOVED] — Magic attack power +300 [REMOVED] — Shadow energies are increased by 500 — Has a 60% chance of causing ☑ Venomous Snake Curse — Has a 15% chance of causing ☑ Voodoo Priest Curse                                                                                     | [NEW] — Attack power scaling: 100% [NEW] — Magic attack power +200 [NEW] — Shadow element scaling 105% [NEW] — Shadow Energies +600 — Has a 100% chance of causing [₩ Venomous Snake Curse] — Has a 15% chance of causing [₩ Voodoo Priest Curse]                                                                                                                                    |
|-------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Venomous Snake<br>Curse | General Debuff (Level 2) Duration: 15 seconds  [REMOVED] — Every 2 seconds: Decreases 198 (Player Level * 2) HP [REMOVED] — Shadow resistance is decreased by 3% of the user's total [REMOVED] Once the effect's duration is over, Mental Poison is received with a chance of 50% | General Debuff (Level 6) Duration: 10 seconds  [NEW] — Shadow resistance -5 [NEW] — Skill damage caused +5%                                                                                                                                                                                                                                                                          |
| Soul Spider             | Cooldown: 25s Attack Range: 10 cell Target: Select One Mana: 120 mp Casting time: 1.0 seconds  — Summons 3 x [Soul Spider]                                                                                                                                                        | Cooldown: 20s Attack Range: 10 cell Target: Select One Mana: 120 mp Casting time: 0.2 seconds  — Summons 3 x [Soul Spider]  [NEW] — There's a 100% chance the summons cast [ Spider Attack]  If the user steps into the Spider Attack:  Target: Around enemies in 2 cell  — Has is a 100% chance of causing [ Spider Curse]  — Has is a 10% chance of causing [ Voodoo Priest Curse] |
| Spider Curse            |                                                                                                                                                                                                                                                                                   | Magic Debuff (Level 6) Duration: 10 seconds  [NEW] — Skill damage caused +5% [NEW] — Shadow resistance -5                                                                                                                                                                                                                                                                            |
| Soulwalk                | Cooldown: 40s Attack Range: 0 cell Target: Around Allies in 2 cell Mana: 180 mp  — Has a 100% chance of causing Soulwalk                                                                                                                                                          | Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 180 mp  — Has a 100% chance of causing [Soulwalk]                                                                                                                                                                                                                                                                        |
| Limbo Soul              | Cooldown: 25s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 200 mp                                                                                                                                                                                                   | Cooldown: 20s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 200 mp                                                                                                                                                                                                                                                                                                      |

|                  | [REMOVED] — Magic attack power +900 [REMOVED] — Shadow energies are increased by 900 — Has a 80% chance of causing ☑ Stiff Body — Has a 20% chance of causing ☑ Voodoo Priest Curse                                                                                                        | [NEW] — Attack power scaling: 100% [NEW] — Magic attack power +300 [NEW] — Shadow element scaling 110% [NEW] — Shadow Energies +700 — Has a 80% chance of causing [ Stiff Body] — Has a 20% chance of causing [ Voodoo Priest Curse]                                                                                           |
|------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Stiff Body       | Magic Debuff (Level 3) Duration: 4 seconds  [REMOVED] — No attack possible [REMOVED] — Movement impossible                                                                                                                                                                                 | Magic Debuff (Level 6) Duration: 5 seconds  [NEW] — Damage received from skills +10%                                                                                                                                                                                                                                           |
| Locust Swarm     | Cooldown: 20s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 700 mp  [REMOVED] — Magic attack power +500 [REMOVED] — Shadow energies are increased by 1200 — Has a 40% chance of causing Locust infection — There's a 90% chance of leeching PlayerLevel*12 HP from the enemy. | Cooldown: 20s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 700 mp  [NEW] — Attack power scaling: 100% [NEW] — Magic attack power +300 [NEW] — Shadow element scaling 110% [NEW] — Shadow Energies +700 — Has a 50% chance of causing [ Locust infection] [NEW] — Has a 100% chance of causing [ Weak Dark Power] |
| Locust infection | Disease Debuff (Level 4) Duration: 10 seconds  — Decreases Player Level * 2 HP [REMOVED] — Movement speed is decreased by 2                                                                                                                                                                | Disease Debuff (Level 5) Duration: 10 seconds  — Decreases Player Level * 2 HP                                                                                                                                                                                                                                                 |
| Weak Dark Power  |                                                                                                                                                                                                                                                                                            | Magic buff (Level 4) Duration: 10s  — Shadow resistance drain +5                                                                                                                                                                                                                                                               |
| Vengeful Soul    | Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 700 mp  — Has a 100% chance of causing Vengeful Soul — Has a 100% chance of causing Soul Shield                                                                                                                                | Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 700 mp  — Has a 100% chance of causing [ Vengeful Soul] — Has a 100% chance of causing [ Soul Shield]                                                                                                                                                              |
| Vengeful Soul    | General Buff<br>(Level 4)<br>Duration: 8 seconds                                                                                                                                                                                                                                           | General Buff (Level 4) Duration: 8 seconds                                                                                                                                                                                                                                                                                     |

|                       | [REMOVED] — Movement speed is increased by 2                                                                                                                                    | [NEW] — Skill cooldown-20% (max. 30%) [NEW] — Shadow elemental damage +10% [NEW] — Movement speed +1                                                    |
|-----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| Voodoo Doll           | Cooldown: 55s Attack Range: 10 cell Target: Around Enemy in 5 cell Mana: 700 mp                                                                                                 | Cooldown: 60s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 700 mp                                                                         |
|                       | <ul> <li>— Has a 100% chance of causing Woodoo Doll</li> <li>— Has a 5% chance of causing Voodoo Priest Curse</li> </ul>                                                        | Has a 100% chance of causing [ Voodoo Doll] Has a 5% chance of causing [ Voodoo Priest Curse]                                                           |
| Voodoo Doll           | General Debuff<br>(Level 5)<br>Duration: 12 seconds                                                                                                                             | General Debuff (Level 6) Duration: 10 seconds                                                                                                           |
|                       | — Every 4 seconds: Decreases Player Level * 8 HP  [REMOVED] — Shadow resistance is decreased by 20% of the user's total                                                         | — Every 4 seconds: Decreases Player Level * 8 HP [NEW] — Shadow resistance -10                                                                          |
|                       | Once the effect's duration is over, Voodoo Doll's Rage is received with a chance of 50%                                                                                         | Once the effect's duration is over, Woodoo Doll's Rage is received with a chance of 50%                                                                 |
| Voodoo Doll's<br>Rage | General Debuff<br>(Level 5 )<br>Duration: 1 seconds                                                                                                                             | General Debuff (Level 6) Duration: 1 seconds                                                                                                            |
|                       | — Decreases (Player level*80) HP — Decreases (Player level*40) MP  [REMOVED] — Has a 100% chance of causing [ Deadly Blackout]                                                  | — Decreases (Player level*80) HP<br>— Decreases (Player level*40) MP                                                                                    |
| M-M-Moth!             | Cooldown: 70s Attack Range: 10 cell Target: Around Enemy in 5 cell Mana: 250 mp                                                                                                 | Cooldown: 70s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 250 mp                                                                         |
|                       | — Has a 100% chance of causing [ Moth Curse]  — Has a 20% chance of causing Voodoo Priest Curse                                                                                 | — Has a 100% chance of causing [ Moth Curse]  — Has a 20% chance of causing [ Voodoo Priest Curse]                                                      |
| Moth Curse            | General Debuff (Level 10) Duration: 8 seconds                                                                                                                                   | General Debuff (Level 10) Duration: 8 seconds                                                                                                           |
|                       | [REMOVED] — If the target is a monster, the attack power received is increased by 20%. Otherwise the player is forced to transform into the Moth [REMOVED] — No attack possible | [NEW] — Shadow resistance -5 [NEW] — Damage received from skills +10% — Upon receiving 10 attacks, [ Moth Curse] disappears (excludes attack over time) |
|                       | — If you take attack 2 times, Moth Curse disappears (excludes attack over time)                                                                                                 |                                                                                                                                                         |
|                       | Side Effect: after 0.1 seconds  [REMOVED] — Movement speed is decreased by 2                                                                                                    |                                                                                                                                                         |

| Soulripper          | Cooldown: 100s Attack Range: Itself Target: Around Enemy in 7 cell Mana: 200 mp  [REMOVED] — Magic attack power +1000 [REMOVED] — Shadow energies are increased by 1200 [REMOVED] — Has a 100% chance of causing Concentrated Soul Force — Has a 20% chance of causing Voodoo Priest Curse                                              | Cooldown: 100s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 200 mp  [NEW] — Attack power scaling: 100% [NEW] — Magic attack power +400 [NEW] — Shadow element scaling 115% [NEW] — Shadow Energies +800 — Has a 20% chance of causing [ Voodoo Priest Curse]                                                                                                             |
|---------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Electrostatic Curse | Cooldown: 100s Attack Range: Itself Target: Around Enemy in 6 cell Mana: 200 mp  [REMOVED] — Magic attack power +1500 [REMOVED] — Shadow energies are increased by 1000 — Increases attack power by 1500 per debuff stack (max. 6000) — Has a 100% chance of causing Deathly Curse — Only applies to enemies with debuffs above level 1 | Cooldown: 120s Attack Range: Itself Target: Around Enemy in 6 cell Mana: 200 mp  [NEW] — Attack power scaling: 105% [NEW] — Magic attack power +500 [NEW] — Shadow element scaling 125% [NEW] — Shadow Energies +1300 — Increases attack power by 1500 per debuff stack (max. 6000) — Only applies to enemies with debuffs above level 1 — Has a 100% chance of causing Deathly Curse |
| Deathly Curse       | General Debuff (Level 4) Duration: 20 seconds  [REMOVED] — If you are attacked with the shadow element, there's a 100% chance the damage will be increased by 20%. — Every 2 seconds: Decreases 495 (Player Level * 5) HP                                                                                                               | General Debuff (Level 6) Duration: 6 seconds  — Enemy's shadow elemental damage +20% — Every 2 seconds: Decreases 495 (Player Level * 5) HP                                                                                                                                                                                                                                           |



Role: Main: Burst Mage (Assassin) Secondary: DPS

| [PvP] Gravity's Determination       |                                                                                                                                                                                                                                                                                                                                        | [NEW] — [PvP] Attack power scaling +(enemy's total HP/13000)% (min. 190000 Max Enemy's HP)                                                                                                                                                                                                                                            |
|-------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [PvP]<br>Anti-Gravitation Field     | Reduces 30% of damage received by consuming MP                                                                                                                                                                                                                                                                                         | Reduces 20% of damage received by consuming MP                                                                                                                                                                                                                                                                                        |
| [PvP] Anti-Gravitational Reflection | Cooldown 18s                                                                                                                                                                                                                                                                                                                           | Cooldown 22s                                                                                                                                                                                                                                                                                                                          |
| [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 together in one place Has a 100% chance of causing [Severe Gravitational Consequences] Increases damage by (current number of Grav and Anti-Grav Points) *20%. All Grav and Anti-Grav Points are consumed |



Role: Skill / Elemental en forma gravedad (Skills naranjas) Ataque forma (Skills azules)

Main: Secondary:

| Name        | Original                                                                                                                                                                                                                                                                                                                | New                                                                                                                                                                                                                                                                        |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Telekinesis | Cooldown: 0.8s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 50 mp  [REMOVED] — Magic attack power +200 [REMOVED] — Water energies +190                                                                                                                                                                    | Cooldown: 0.8s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 50 mp  [NEW] — Attack power scaling: 70% [NEW] — Magic attack power 80 [NEW] — Water element scaling: 75% [NEW] — Water energies +160                                                            |
| Pull        | Cooldown: 9s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 100 mp  [REMOVED] — Magic attack power +300 [REMOVED] — Water energies +500 [REMOVED] — Attracts enemies to 1 cells from you [REMOVED] — Has a 60% chance of causing [Short Paralysis] — You receive 10 Grav Points and lose 0 Antigrav Points. | Cooldown: 9s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 100 mp  [NEW] — Attack power scaling: 90% [NEW] — Magic attack power +180 [NEW] — Water element scaling:100% [NEW] — Water energies +300 — You receive 10 Grav Points and lose 0 Antigrav Points.  |
| Push        | Cooldown: 9s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 60 mp  [REMOVED] — Magic attack power +400 [REMOVED] — Water energies +600  [REMOVED] — Has a 60% chance of causing [** Short Paralysis] [REMOVED] — Push your opponent back 8 cell(s) — You receive 10 Anti-Grav Points and lose 0 Grav Points. | Cooldown: 9s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 60 mp  [NEW] — Attack power scaling: 90% [NEW] — Magic attack power +180 [NEW] — Water element scaling: 100% [NEW] — Water energies +300 — You receive 10 Anti-Grav Points and lose 0 Grav Points. |
| Squash      | Cooldown: 20s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 150 mp  [REMOVED] — Magic attack power +800 [REMOVED] — Water energies +800 [REMOVED] — If you attack while [Gravitational Equilibrium] is active, there is a 100% chance of causing [Deadly Blackout]                                         | Cooldown: 20s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 150 mp  [NEW] — Attack power scaling: 95% [NEW] — Magic attack power +220 [NEW] — Water element scaling: 105% [NEW] — Water energies +400                                                         |

| Pek Squash            | [REMOVED] — Has a 35% chance of causing [ Deadly Blackout] — You receive 25 Grav Points and lose 15 Antigrav Points.                                                                                                                                                                                                                                                                   | [NEW] — If [ Gravitational Equilibrium] is active receives [ Pek Squash]  — Has a 100% chance of causing [ Zero Squash]  — You receive 25 Grav Points and lose 15 Antigrav Points.  Magic Buff (Level 3) Duration: 15.0 seconds                                                                                                                                        |
|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                       |                                                                                                                                                                                                                                                                                                                                                                                        | — Water resistance drain +10                                                                                                                                                                                                                                                                                                                                           |
| Zero Squash           |                                                                                                                                                                                                                                                                                                                                                                                        | Magic Buff (Level 3) Duration: 10.0 seconds  — Water energies +10%                                                                                                                                                                                                                                                                                                     |
| Anti-Gravitation cell | Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 150 mp  — There is a 100% chance of causing Anti-Gravitation cell — You receive 30 Anti-Grav Points and lose 10 Grav Points.                                                                                                                                                                                               | Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 150 mp  — There is a 100% chance of causing [ Anti-Gravitation cell] — You receive 30 Anti-Grav Points and lose 10 Grav Points.                                                                                                                                                                            |
| Rapid Escape          | Cooldown: 20s Attack Range: 6 cell Target: Select One Mana: 200 mp  [REMOVED] — Magic attack power +700 [REMOVED] — Water energies +900 — There is a 100% chance of moving back 4 cell(s)  [REMOVED] — If you attack while Gravitational Equilibrium is active, there is a 100% chance of causing Gravitational Consequences — You receive 20 Anti-Grav Points and lose 5 Grav Points. | Cooldown: 20s Attack Range: 10 cell Target: Select One Mana: 200 mp  [NEW] — Attack power scaling: 100% [NEW] — Magic attack power +250 [NEW] — Water element scaling: 110% [NEW] — Water energies +600 — There is a 100% chance of moving back 2 cell(s) — You receive 20 Anti-Grav Points and lose 5 Grav Points.                                                    |
| Gravitation cell      | Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 300 mp  [REMOVED] — Magic attack power +700 [REMOVED] — Water energies +900 — Attracts enemies to 1 cells from you — There is a 100% chance of causing Gravitation cell — You receive 35 Grav Points and lose 15 Antigrav Points.                                                                              | Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 300 mp  [NEW] — Attack power scaling: 100% [NEW] — Magic attack power +300 [NEW] — Water element scaling: 115% [NEW] — Water energies +650 — Attracts enemies to 1 cells from you — Has a 100% chance of causing [ Gravitation cell] — You receive 35 Grav Points and lose 15 Antigrav Points. |
| Gravitation cell      | Buff                                                                                                                                                                                                                                                                                                                                                                                   | (Level 4)                                                                                                                                                                                                                                                                                                                                                              |

|                                  | (Level 4) Duration: 10 seconds  — Movement speed +1  [REMOVED] — All opponents within 3 cell(s) are cursed with [ Gravitational Consequences]  — Magic damage caused +10%                                                                                                                         | Duration: 10 seconds — Movement speed +1 — Magic damage caused +10%                                                                                                                                                                                                                                                                                |
|----------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Hyper-Gravity                    | Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 150 mp  — There is a 100% chance of causing Hyper-Gravity  — MP consumption of skills (including magic) is reduced by 100% if Gravitational Equilibrium is active  — You receive 40 Grav Points and lose 10 Antigrav Points.          | Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 150 mp  — Has a 100% chance of causing [ Hyper-Gravity]  — MP consumption of skills (including magic) is reduced by 100% if [ Gravitational Equilibrium] is active  — You receive 40 Grav Points and lose 10 Antigrav Points.                                                          |
| Hyper-Gravity Buff               |                                                                                                                                                                                                                                                                                                   | Buff (Level 4) Duration: 600s  — Fairy's element +20 — Fairy's element +10 if [Gravitational Equilibrium] is active — Magic Attack Power +198 (Player Level*2)  Side effect: after 15.0 seconds — MP consumption +10%                                                                                                                              |
| Anti-Gravitational<br>Reflection | Cooldown: 15s Attack Range: Itself Target: Select One Mana: 300 mp  — If Gravitational Equilibrium is already active, Reactive Anti-Gravitation cell is triggered.  — There is a 100% chance of causing Anti-Gravitational Reflection  — You receive 25 Anti-Grav Points and lose 10 Grav Points. | Cooldown: 18s Attack Range: Itself Target: Select One Mana: 300 mp  — If Gravitational Equilibrium is already active, Reactive Anti-Gravitation cell is triggered.  — Has a 100% chance of causing Anti-Gravitational Reflection  [NEW] — Has a 100% chance of causing Weak Water Power — You receive 25 Anti-Grav Points and lose 10 Grav Points. |
| Weak Water Power                 |                                                                                                                                                                                                                                                                                                   | Buff (Level 3) Duration: 10s  — Water resistance drain +5                                                                                                                                                                                                                                                                                          |
| Zero Gravity                     | Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 250 mp                                                                                                                                                                                                                    | Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 250 mp                                                                                                                                                                                                                                                                     |

|                                    | [REMOVED] — Magic attack power +800 [REMOVED] — Water energies +1000  — There is a 100% chance of causing    Zero Gravity  [REMOVED] — There is a 100% chance of causing    Floundering — You receive 30 Anti-Grav Points and lose 10 Grav Points.                                                                                                                                                                         | [NEW] — Attack power scaling: 105% [NEW] — Magic attack power +500 [NEW] — Water element scaling: 115% [NEW] — Water energies +800 — Has a 100% chance of causing [♣ Zero Gravity] — You receive 30 Anti-Grav Points and lose 10 Grav Points.                                                                                                                                                                                                                                                |
|------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Zero Gravity                       |                                                                                                                                                                                                                                                                                                                                                                                                                            | Buff (Level 4) Duration: 30s  — The attack range +2 — Movement speed +1                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Black Hole                         | Cooldown: 60s Attack Range: 10 cell Target: Around Enemy in 5 cell Mana: 1300 mp  [REMOVED] — Magic attack power +1100 [REMOVED] — Water energies +1500 — Pulls enemies from 5 spaces around the target together in one place — There is a 100% chance of causing Severe Gravitational Consequences — Increases damage by (current number of Grav and Anti-Grav Points) * 40%. All Grav and Anti-Grav Points are consumed. | Cooldown: 120s Attack Range: 10 cell Target: Around Enemy in 5 cell Mana: 1300 mp  [NEW] — Attack power scaling: 115% [NEW] — Magic attack power +800 [NEW] — Water element scaling: 130% [NEW] — Water energies +1300 — Pulls enemies from 5 spaces around the target together in one place — Has a 100% chance of causing [Severe Gravitational Consequences] [NEW] — Increases damage by (current number of Grav and Anti-Grav Points) * 50%. All Grav and Anti-Grav Points are consumed. |
| Excessive<br>Gravitation cell      | General Buff (Level 10) Duration: 3000 seconds  [REMOVED] — Damage caused from magic attacks is increased by 15% [REMOVED] — MP consumption for using skills is reduced by 20% (max. 80%) — Your Grav Points reduce by 2 each time you perform a basic attack                                                                                                                                                              | General Buff (Level 10) Duration: 3000 seconds  — Magic damage caused 15% [NEW] — Fairy's element +10 — Your Grav Points reduce by 5 each time you perform a basic attack                                                                                                                                                                                                                                                                                                                    |
| Excessive<br>Anti-Gravitation cell | General Buff (Level 10) Duration: 3000 seconds  [REMOVED] — Cooldown of skills is decreased by 20% (max. 90%) — Movement speed is increased by 2 — Your Anti-Grav Points reduce by 2 each time you perform a basic attack                                                                                                                                                                                                  | General Buff (Level 10) Duration: 3000 seconds  [NEW] — The radius of all area attacks +1 [NEW] — Skill cooldown -20% (max. 20%) [NEW] — Your Anti-Grav Points reduce by 5 each time you perform a basic attack. — Movement speed +2                                                                                                                                                                                                                                                         |
| Overloaded<br>Gravitational cell   | General Buff (Level 12) Duration: 6 seconds  — Magic damage caused +20% [REMOVED] — Attack Power +10% [REMOVED] — All your gravitation skills are unavailable                                                                                                                                                                                                                                                              | General Buff (Level 12) Duration: 6 seconds  — Magic damage caused +20% [NEW] — Fairy element +15 [NEW] — Water elemental damage +10%                                                                                                                                                                                                                                                                                                                                                        |

|                                       |                                                                                                                                                                                                                             | Side effect: after 5.8 seconds — Grav Points are reduced by 60 — Anti-Grav Points are reduced by 30                                                                                                                                                                         |
|---------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Overloaded<br>Anti-Gravitational cell | General Buff (Level 12) Duration: 6 seconds  [REMOVED] — Attack Power +10% [REMOVED] — All your anti-gravitation skills are unavailable                                                                                     | General Buff (Level 12) Duration: 6 seconds  [NEW] — The attack range +2 [NEW] — Cooldown of skills is decreased by 30% (max. 90%) [NEW] — Water elemental damage +10%  Side effect: after 5.8 seconds — Anti-Grav Points are reduced by 60 — Grav Points are reduced by 30 |
| Gravitational<br>Equilibrium          | Buff (Level 11) Duration: 3000 seconds  [REMOVED] — MP consumption for using skills is reduced by 50% (max. 80%) [REMOVED] — Magic damage is increased by 20% [REMOVED] — Cooldown of skills is decreased by 25% (max. 90%) | Buff (Level 11) Duration: 4 seconds  [NEW] — Magic damage is increased by 30% [NEW] — The attack range +3 [NEW] — Fairy element +20  Side effect: after 3.8 seconds — Anti-Grav Points are reduced by 100 — Grav Points are reduced by 100                                  |

## Martial Artist



Role:

Main: DPS/Assassin

| [PvP] Transformation (Assassin Form) |                      | [NEW] — [PvP] Attack power scaling +(enemy's total HP/13000)% (min. 190000 Max Enemy's HP) |
|--------------------------------------|----------------------|--------------------------------------------------------------------------------------------|
| [PvP] Jab                            | Attack Range: 1 cell | Attack Range: 2 cell                                                                       |



## Hydraulic Fist

| Main: Assassin                          |                                                                              |                                                                                            |
|-----------------------------------------|------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|
| Name                                    | Original                                                                     | New                                                                                        |
| [PvP] Hydraulic<br>Fist's Determination |                                                                              | [NEW] — [PvP] Attack power scaling +(enemy's total HP/13000)% (min. 190000 Max Enemy's HP) |
| [PvP] Leap Attack Count as skill        | Cooldown: 15s                                                                | Cooldown: 10s                                                                              |
| [PvP] Hammer<br>Attack                  | Attack power scaling: 75% Melee attack power +400 [PvP] Shadow energies +600 | Attack power scaling: 80% Melee attack power +500 [PvP] Shadow energies +600               |
| [PvP] Crumple                           | Attack power scaling: 75% Melee attack power +600 [PvP] Shadow energies +400 | Attack power scaling: 80% Melee attack power +600 [PvP] Shadow energies +400               |
| [PvP] Ground<br>Destruction             | Attack Range: Itself                                                         | Attack Range: 2 cell                                                                       |

| [PvP] Strong Leap<br>Attack   | Cooldown: 20s                                                                                                                    | Cooldown: 18s                                                                                                                    |
|-------------------------------|----------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|
| Charging Punch Count as skill |                                                                                                                                  |                                                                                                                                  |
| [PvP] Draconic<br>Punch       | Attack power scaling: 105%  You consume 25 Fuel Points to increase damage caused by 30% if [PvP] Improved Excess Fuel] is active | Attack power scaling: 100%  You consume 25 Fuel Points to increase damage caused by 20% if [PvP] Improved Excess Fuel] is active |
| [PvP] Improved Excess Fuel    | [REMOVED] — Has a 100% chance of ignoring 750 defence from the enemy                                                             |                                                                                                                                  |

## Items

| Light Sword Skin  Light Bow Skin  Light Wand Skin  Light Glove Skin | — Every 4 basic attacks, [ Novice Freezing Blast] is received  — Attack Power +30  Novice Freezing Blast General Buff (Level 5) Duration: 3 seconds                                                                                                                   | — Every 10 basic attacks, [ Novice Freezing Blast] is received  — Attack Power +30  Novice Freezing Blast General Buff (Level 5) Duration: 3 seconds                                                                                                                  |
|---------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Light Glove Skin                                                    | When attacking, there's a 100% chance to cast a freezing blast that deals 7% of the original basic attack's damage     Recovers user's critical chance * 5 HP for each basic attack landed  Side Effect: after 0.1 seconds     Disappears upon landing a basic attack | When attacking, there's a 100% chance to cast a freezing blast that deals 5% of the original basic attack's damage     Recovers user's critical chance * 5 HP for each basic attack landed  Side Effect: after 0.1 seconds     Disappears upon landing a basic attack |
| Winter Sword                                                        | — Every 4 basic attacks, [ Freezing Blast] is received — Attack Power +80                                                                                                                                                                                             | — Every 8 basic attacks, [ Freezing Blast] is received — Attack Power +80                                                                                                                                                                                             |
| Winter Bow Winter Wand Winter Gauntlets                             | Freezing Blast General Buff (Level 5) Duration: 3 seconds                                                                                                                                                                                                             | Freezing Blast General Buff (Level 5) Duration: 3 seconds                                                                                                                                                                                                             |
|                                                                     | When attacking, there's a 100% chance to cast a freezing blast that deals 10% of the original basic attack's damage     Recovers user's critical chance * 7 HP for each basic attack landed                                                                           | When attacking, there's a 100% chance to cast a freezing blast that deals 10% of the original basic attack's damage     Recovers user's critical chance * 7 HP for each basic attack landed                                                                           |
|                                                                     | Side Effect: after 0.1 seconds  — Disappears upon landing a basic attack                                                                                                                                                                                              | Side Effect: after 0.1 seconds  — Disappears upon landing a basic attack                                                                                                                                                                                              |
| Laser Sword                                                         | — Every 4 basic attacks, [ Energy Prism] is received — Attack Power +100                                                                                                                                                                                              | — Every 6 basic attacks, [ Energy Prism] is received — Attack Power +100                                                                                                                                                                                              |
| Laser Bow                                                           | Energy Prism General Buff (Level 2) Duration: 3 seconds                                                                                                                                                                                                               | Energy Prism General Buff (Level 2) Duration: 3 seconds                                                                                                                                                                                                               |
|                                                                     | When attacking, there's a 100% chance to cast a freezing blast that deals 20% of the original basic attack's damage     Recovers user's critical chance * 13 HP for each basic attack landed                                                                          | When attacking, there's a 100% chance to cast a freezing blast that deals 15% of the original basic attack's damage     Recovers user's critical chance * 13 HP for each basic attack landed                                                                          |
|                                                                     | Side Effect: after 0.1 seconds  — Disappears upon landing a basic attack                                                                                                                                                                                              | Side Effect: after 0.1 seconds  — Disappears upon landing a basic attack                                                                                                                                                                                              |

