









SOUL CHANGES







Overseer Amon:

Skill	Stats
 Claw Strike	Cooldown: 0.8s Attack Range: 1 cell Target: Around Enemies in 0 cell Mana: 0 mp — Attack power scaling: 55% Melee attack power +350 — Shadow element scaling: 50% Shadow Energies +250 — Every 3 attacks, recovers 705 / 470 MP
 Searing Bolt	Cooldown: 6s Attack Range: 7 cell Target: Around Enemies in 1 cell Mana: 0 mp — Defense power scaling: 225% Melee Attack Power +275 — Shadow element scaling: 75% Shadow Energies +500 — [SSS] Recovers 705 / 585 MP
 Colossal Quake	Cooldown: 20s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 0 mp — Defense power scaling: 475% Melee Attack Power +500 — Shadow element scaling: 85% Shadow Energies +750 — [SSS] Recovers 1410 MP — Has a 100% chance of causing [ Flames of Hell] — Has a 100% chance of causing [ Demon Shield] to all Souls
 Provocation	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 18800 mp — Attracts enemies to 2 fields from you — Has a 50% chance of causing [ Spell Tinder] — Has a 100% chance of causing [ Atrocity] — This ability will be triggered every 15 deciseconds for 30 deciseconds around 4 cell











Witch Laurena:

Skill	Stats
 Mist Shot	Cooldown: 0.7s Attack Range: 8 cell Target: Around Enemies in 0 cell Mana: 0 mp — Attack power scaling: 50% Magic attack power +100 — Water element scaling: 50% Water Energies +100 — Every 3 attacks, recovers 705 / 470 MP




 Thorn Bush	Cooldown: 10s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 0 mp — Elemental energy scaling: 215% Magic Attack Power +900 — Water element scaling: 105% Water Energies +750 — Has a 100% chance of causing [ Thorn Bush] — [SSS] Recovers 1410 / 1175 MP
 Storm cloud	Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 18 800 mp — Elemental energy scaling: 375% Magic Attack Power +900 — Water element scaling: 90% Water Energies +250 — This ability will be triggered every 40 deciseconds over 120 deciseconds around 2 cell

 **Archangel Lucifer:**


Skill	Stats
 Light Flicker	Cooldown: 0.6s Attack Range: 10 cell Target: Around Enemies in 0 cell Mana: 0 mp — Attack power scaling: 90% Ranged attack power +150 — Light element scaling: 50% Light Energies +50 — Every 3 attacks, recovers 705 / 470 MP
 Light of Judgement	Cooldown: 5s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 105% Ranged attack power +215 — Light element scaling: 55% Light Energies +65 — Has a 50% chance of causing [ Light of Judgement] — [SSS] Recovers 705 / 585 MP
 Name of God	Cooldown: 22s Attack Range: Itself Target: Select One Mana: 200 mp — Has a 100% chance of causing [ Name of God] — [SSS] Recovers 705 / 1175 MP <hr/> <div> Name of God</div> <div>General Debuff (Level 5) Duration: 12/14.5 seconds. — Basic attack damage +8% — The radius of all area attacks +1 — Movement speed +1</div>





 Mark of Light	Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 150 mp — Attack power scaling: 350% Ranged attack power +150 — Light element scaling: 60% Light Energies +50 — Has a 100% chance of causing [ Mark of Light]
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



 **Magic Student Yuna:**

Skill	Stats
 Magic Energy	Cooldown: 0.7s Attack Range: 8 cell Target: Around Enemies in 1 cell Mana: 0 mp — Attack power scaling: 55% Magic attack power +350 — Light element scaling: 55% Light Energies +300 — Every 3 attacks, recovers 705 / 470 MP
 Cat Paws	Cooldown: 8.5s Attack Range: 10 cell Target: Around Enemies in 3 cell Mana: 0 mp — Health power scaling: 60% Magic Attack Power +800 — Light element scaling: 95% Light Energies +550 — Has a 100% chance of causing [ Slight Paralysis] (ignores debuff protection) — Has a 100% chance of causing [ Claw Wound] (ignores debuff protection) — [SSS] Recovers 705
 Magic Light Circle	Cooldown: 20s Attack Range: 12 cell Target: Around Allies in 3 cell Mana: 14100 mp — HP power scaling: 70% Magic Attack Power +900 — Light element scaling: 105% Light Energies +750 — Has a 100% chance of causing [ Warm light] — [SSS] Recovers 235 — This ability will be triggered every 40 deciseconds over 120 deciseconds around 3 cell


 **Daniel Ducats:**



Skill	Stats
 Dark Shotgun	Cooldown: 0.6s Attack Range: 9 cell Target: Around Enemies in 0 cell Mana: 0 mp — Attack power scaling: 55% Range attack power +175 — Shadow element scaling: 55% Shadow Energies +200 — Every 3 attacks, recovers 705 / 470 MP





 Flashing Slice	<p>Cooldown: 6.5s Attack Range: 14 cell Target: Around Enemy in 2 cell Mana: 0 mp</p> <p>— Elemental energy scaling: 160% Range Attack Power +900 — Shadow element scaling: 105% Shadow Energies +750</p> <p>— Has a 100% chance of causing [ Vicious Wound] — [SSS] Recovers 705 MP</p>
 Ghost Ship	<p>Cooldown: 20s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 0 mp</p> <p>— Elemental energy scaling: 230% Range Attack Power +1150 — Shadow element scaling: 105% Shadow Energies +750</p> <p>— Has a 100% chance of causing [ Plunder] to all Souls — Critical Damage -25% — [SSS] Recovers 1410 MP</p>
 Thundering dark cannon shots	<p>Cooldown: 23s Attack Range: 13 cell Target: Around Enemy in 4 cell Mana: 16 450 mp</p> <p>— Elemental energy scaling: 410% Range Attack Power +1250 — Shadow element scaling: 100% Shadow Energies +600 — This ability will be triggered every 35 deciseconds over 140 deciseconds around 4 cell — Never inflicts critical hits — Cannot be evaded</p>




Skill		Stats
 One-Winged Perti:	 Fiery Sword Attack	<p>Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemies in 1 cell Mana: 0 mp</p> <p>— Attack power scaling: 85% Melee Attack Power +700 — Fire element scaling: 75% Fire Energies +400 — Every 3 attacks, recovers 705 / 470 MP</p>
	 Flame Attack	<p>Cooldown: 3s Attack Range: 2 cell Target: Around Enemies in 1 cell Mana: 0 mp</p> <p>— Defense power scaling: 250% Melee Attack Power +750 — Fire element scaling: 80% Fire Energies +500</p> <p>— Has a 100% chance of causing [ Cursed Flame] — [SSS] Recovers 705 / 470 MP</p>

	<div><div></div><div>Cursed Flame</div></div> <p>General Debuff (Level 5) Duration: 10 seconds</p> <p>— Every 4 seconds: Decreases 800 HP / Decreases -5% of the caster's Defense as HP — Melee damage received +5% — Attack power -20%</p>
<div><div></div><div>Fiery Breath</div></div>	<p>Cooldown: 20s Attack Range: 3 cell Target: Around Enemies in 1 cell Mana: 14100 mp</p> <p>— Defense power scaling: 500% Melee Attack Power +1850 — Fire element scaling: 95% Fire Energies +1400</p> <p>— Has a 100% chance of causing [Blazing Armour]</p> <p>— This skill cannot be evaded if the opponent is afflicted by [Cursed Flame]</p> <hr/> <div><div></div><div>Blazing Armour</div></div> <p>Magic Buff (Level 3) Duration: 12 seconds</p> <p>— Movement speed +4 — With a 50% probability fire attack damage +5% — There's 100% chance of causing [Strong Weapon imbued with fire] — Damage to HP conversion +15% / Damage to HP conversion +35% (Max 1 Enemy/s) — Every 4 seconds: Recovers +75% of the defense as HP — Damage of basic attacks increases 50% of user defense</p> <hr/> <p>Strong Weapon imbued with fire</p> <p>Magic Buff (Level 3) Duration: 12 seconds</p> <p>— With a 50% probability fire attack damage +5%</p>
<div><div></div><div>Flaming attraction</div></div>	<p>Cooldown: 10s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 0mp</p> <p>— Defense power scaling: 85% Melee Attack Power +950 — Fire element scaling: 75% Fire Energies +600 — Attracts enemies to 2 fields from you</p> <p>— Has a 100% chance of causing [Heat stroke] (ignores debuff protection) — This ability will be triggered every 10 deciseconds for 40 deciseconds around 5 cell</p> <hr/> <div><div></div><div>Heat stroke</div></div>

 **Wood Elf Archer**
Forga:

	<div>General Buff (Level 4) Duration: 4.5 seconds</div> <div>— Has a 100% chance of causing [Light element] (ignores debuff protection) after 0.1s — Disappears upon landing a hit</div> <div></div> <div> Basic upgrade</div> <div>General Buff (Level 5) Duration: 14 seconds</div> <div>— Basic attack damage +8 / 3% — Basic Attack Power +10 / 6% — Movement speed +1</div>
 A shot into the heavens	<div>Cooldown: 24s Attack Range: 13 cell Target: Around Enemy in 3 cell Mana: 16 450 mp</div> <div>— Attack power scaling: 375% Ranged attack power +550 — Light element scaling: 100% Light Energies +450 — Has a 100% chance of causing [Snare]</div>

Skill	Stats
 Archery Shot	<div>Cooldown: 0.6s Attack Range: 12 cell Target: Around Enemies in 1 cell Mana: 0 mp</div> <div>— Attack power scaling: 100% Ranged attack power +175 — Water element scaling: 70% Water Energies +125 — Every 3 attacks, recovers 705 / 470 MP</div>
 Poisoned Arrow	<div>Cooldown: 15 seconds Attack Range: 12 cell Target: Around Enemies in 1 cell Mana: 0 mp</div> <div>— Attack power scaling: 105% Ranged attack power +150 — Water element scaling: 80% Water Energies +100</div> <div>— Has a 100% probability of causing [ Special Poison] — Has 100% chance of invoking the combo [1fst Fast arrow] — [SSS] Recovers 1060 / 705 MP</div>
 Vine Arrow	<div>Cooldown: 5 seconds Attack Range: 12 cell Target: Around Enemies in 2 cell Mana: 0 mp</div> <div>— Attack power scaling: 125% Ranged attack power +450 — Water element scaling: 80% Water Energies +350</div>

	<div>— Has a 100% probability of causing [ Binding Vines] (ignores debuff protection)</div> <div>— [SSS] Recovers 705 / 585 MP</div>
<div> Deadly Seeds</div>	<div>Cooldown: 23 seconds</div> <div>Attack Range: 12 cell</div> <div>Target: Around Enemies in 4 cell</div> <div>Mana: 14100 mp</div> <div>— Attack power scaling: 415%</div> <div>Ranged attack power +750</div> <div>— Water element scaling: 115%</div> <div>Water Energies +600</div> <div>— Has a 100% probability of causing [Deadly Seeds] (ignores debuff protection)</div>
<div> 2nd Fast arrow</div>	<div>Cooldown: 0.3s</div> <div>Attack Range: 13 cell</div> <div>Target: Around Enemies in 2 cell</div> <div>Mana: 0 mp</div> <div>— Attack power scaling: 105%</div> <div>Ranged attack power +225</div> <div>— Water element scaling: 75%</div> <div>Water Energies +150</div> <div>— Has 100% chance of invoking the combo [1fst Fast arrow]</div> <div>— [SSS] Recovers 355 / 235 MP</div>

ARTIFACTS

OLD STATS

Option	E (+0)	D (+1)	C (+2)	B (+3)	A (+4)	S (+5)
1- Attack power	15-30	30-60 (+15/30)	45-90 (+15/30)	60-120 (+15/30)	75-150 (+15/30)	90-180 (+15/30)
2- Attack power %	0.75 - 1.5%	1.5-3% (+0.75/1.5%)	2.25 - 4.5% (+0.75/1.5%)	3 - 6% (+0.75/1.5%)	3.75 -7.5% (+0.75/1.5%)	4.5 - 9% (+0.75/1.5%)
3- Maximum HP	93 -186	186 - 372 (+93/186)	279 - 558 (+93/186)	372 - 744 (+93/186)	465 - 930 (+93/186)	558 - 1116 (+93/186)
4- Maximum HP %	0.4 - 0.8%	0.77-1.54% (+0.37/0.74%)	1.14 - 2.28% (+0.37/0.74%)	1.51 - 3.02% (+0.37/0.74%)	1.88 -3.76% (+0.37/0.74%)	2.25 - 4.5% (+0.37/0.74%)
5- Defence	11.25-22.5	22.5-45 (+11.25/22.5)	33.75-67.5 (+6.25/12.5)	45-90 (+6.25/12.5)	56.25-112.5 (+6.25/12.5)	67.5-135 (+6.25/12.5)
6- Defence %	0.75 - 1.5%	1.5-3% (+0.75/1.5%)	2.25 - 4.5% (+0.75/1.5%)	3 - 6% (+0.75/1.5%)	3.75 -7.5% (+0.75/1.5%)	4.5 - 9% (+0.75/1.5%)
11- MP Recovery %	3.25 - 6.5%	6.5 - 13% (+3.25/6.5%)	9.25 - 19.5% (+3.25/6.5%)	13 - 26% (+3.25/6.5%)	16.25 - 32.5% (+3.25/6.5%)	19.5 - 39% (+3.25/6.5%)
12- All Elemental energies	25 - 50	50 - 100 (+25/50)	75 - 150 (+25/50)	100 - 200 (+25/50)	125 - 250 (+25/50)	150 - 300 (+25/50)
13- All Elemental energies + %	0.65 - 1.3%	1.27 - 2.54% (+0.62/1.24%)	1.89 - 3.78% (+0.62/1.24%)	2.51 - 5.02% (+0.62/1.24%)	3.13 - 6.26% (+0.62/1.24%)	3,75 - 7.5% (+0.62/1.24%)
14- Critical chance +%	0.75 - 1.25%	1.5 - 3% (+0.75/1.5%)	2.25 - 4.5% (+0.75/1.5%)	3 - 6% (+0.75/1.5%)	3.75 - 7.5% (+0.75/1.5%)	4.5 - 9% (+0.75/1.5%)
15- Critical damage +%	1.5 - 3%	3 - 6% (+1.5/3%)	4.5 - 9% (+1.5/3%)	6 - 12% (+1.5/3%)	7.5 - 15% (+1.5/3%)	9 - 18% (+1.5/3%)
16- Magic attack power	15-30	30-60 (+15/30)	45-90 (+15/30)	60-120 (+15/30)	75-150 (+15/30)	90-180 (+15/)

NEW STATS

Option	E (+0)	D (+1)	C (+2)	B (+3)	A (+4)	S (+5)
1- Attack power	15 ~ 30	30 ~ 60	53 ~ 90	83 ~ 120	106 ~ 150	136 ~ 180
2- Attack power %	0.75 ~ 1.5%	1.5 ~ 3%	2.65 ~ 4.5%	4.15 ~ 6%	5.3 ~ 7.5%	6.8 ~ 9%
3- Maximum HP	93 ~ 186	186 ~ 372	329 ~ 558	515 ~ 744	658 ~ 930	844 ~ 1116
4- Maximum HP %	0.4 ~ 0.8%	0.77 ~ 1.54%	1.36 ~ 2.28%	2.07 ~ 3.02%	2.66 ~ 3.76%	3.4 ~ 4.5%
5- Defence	11.25 ~ 22.5	22.5 ~ 45	39.9 ~ 67.5	62.4 ~ 90	79.8 ~ 112.5	102.3 ~ 135
6- Defence %	0.75 ~ 1.5%	1.5 ~ 3%	2.65 ~ 4.5%	4.15 ~ 6%	5.3 ~ 7.5%	6.8 ~ 9%
11- MP Recovery %	3.25 ~ 6.5%	6.5 ~ 13%	11.5 ~ 19.5%	18 ~ 26%	23 ~ 32.5%	29.5 ~ 39%
12- All Elemental energies	25 ~ 50	50 ~ 100	88.5 ~ 150	138.5 ~ 200	177 ~ 250	227 ~ 300
13- All Elemental energies + %	0.65 ~ 1.3%	1.27 ~ 2.54%	2.25 ~ 3.78%	3.49 ~ 5.02%	4.44 ~ 6.26%	5,68 ~ 7.5%
14- Critical chance +%	0.75 ~ 1.5%	1.5 ~ 3%	2.65 ~ 4.5%	4.15 ~ 6%	5.3 ~ 7.5%	6.8 ~ 9%
15- Critical damage +%	1.5 ~ 3%	3 ~ 6%	5.31 ~ 9%	8.31 ~ 12%	10.62 ~ 15%	13.62 ~ 18%
16- Magic attack power	15 ~ 30	30 ~ 60	53.1~ 90	83.1 ~ 120	106.2 ~ 150	136.2 ~ 180