

Items	2
Specialists	5
Swordman	5
[PvE] Crusader	5
[PvE] Berserker	6
[PvE] Battle Monk	6
[PvE] Dragon Knight	6
Archer	7
[PvE] Destroyer	7
[PvE] Wild Keeper	7
[PvE] Fire Cannonner	8
[PvP] Fire Cannonner	8
[PvE] Demon Hunter	9
[PvE] Sunchaser	9
[PvE] Fog Hunter	10
Magician	11
[PvE] Holy Mage	11
[PvE] Tide Lord	11
[PvP] Gravity	12
[PvE] Fire Storm	12
Martial Artist	13
[PvE] Mystic Arts	13

Items

Name	Old	New
 [PvE] Twilight Seraphim Wings	— There's a 20% chance to reset the cooldown of the skill used — Upon healing an ally, there's 100% chance of receive [ Seraphim Breath] — Upon causing a debuff, there's 100% chance of receive [ Twilight Breath] Side effect: after 0.1 seconds — Skills cooldown -10% (max 90%) — [PvE] Movement Speed +2	
 Seraphim Breath	Duration: 5 seconds Cooldown: 6 seconds — [Extreme] All resistance drain +2 Every 2 seconds: Around 8 fields apply [ Seraphim Breath Aura] on allies	Duration: 6 seconds
 Seraphim Breath Aura	Duration: 3 seconds [Extreme] All resistance drain +2 [PvE] All resistance drain +1 Every 2 seconds: Recovers 1% MP	— [Extreme] All resistance drain +2 — [PvE] All resistance drain +1 [NEW] — [PvE] Attack power +5% Every 2 seconds: Recovers 1% MP [NEW] — Receives [ Boosted Seraphim Breath Aura] if receives another [ Seraphim Breath Aura]
 Boosted Seraphim Breath Aura		Duration: 6 seconds — [Extreme] All resistance drain +4 — [PvE] All resistance drain +2 — [PvE] Attack power +10% — Every 2 seconds: Recovers 1% MP The duration will be decreased to half of the previous buff's duration prior to boosting.
 Twilight Breath	Duration: 5 seconds Cooldown: 6 seconds [Extreme] Damage caused +2% Every 2 seconds: Around 8 fields apply [ Twilight Breathe Aura] on allies	Duration: 6 seconds

 Twilight Breath Aura	Duration: 3 seconds [Extreme] Damage caused +2% [PvE] Damage caused +1%	— [Extreme] Damage caused +3% — [PvE] Damage caused +2% [NEW] — Receives  Boosted Twilight Breath Aura] if receives another [ Twilight Breath Aura]
 Boosted Twilight Breath Aura		Duration: 8 seconds — [PvE] Damage caused +3% — [Extreme] Damage caused +6% The duration will be decreased to half of the previous buff's duration prior to boosting.
 Cursed Totem IV	— [PvE] Healing skill effectiveness applied +50% — Total damage caused -16% — [PvE] Skill cooldown -10% (max. 20%) — The duration of caused debuffs +20% — Upon healing an ally, there's 100% chance of receive [ Totem's Redemption (Level 2)] — Upon causing a debuff, there's 100% chance of receive [ Totem's Soul Rapture (Level 2)]	
 Totem's Redemption (Level 2)	Every 2 seconds: Around 8 fields apply [ Holy Trophy (Level 2)] on allies	
 Holy Trophy (Level 2)	Duration: 4 seconds Cooldown: 6 seconds — [PvE] All resistance drain +4 — [Extreme] All resistance drain +6 — [Extreme] All elemental damage +5%	Duration 6 seconds — [PvE] All resistance drain +4 — [Extreme] All resistance drain +6 — [Extreme] All elemental damage +5% [NEW] — Receives [ Boosted Holy Trophy (Level 2)] if receives another [ Holy Trophy (Level 2)]
 Boosted Holy Trophy (Level 2)		Duration 12 seconds Cooldown: 12 seconds — [PvE] All resistance drain +5 — [Extreme] All resistance drain +7 — [Extreme] All elemental damage +8% The duration will be decreased to half of the previous buff's duration prior to boosting.

 Totem's Soul Rapture (Level 2)	— Every 2 seconds: Around 4 fields apply [ Totem's Party Soul (Level 2)] on allies	— Every 2 seconds: Around 8 fields apply [ Totem's Party Soul (Level 2)] on allies
 Totem's Party Soul (Level 2)	Duration: 4 seconds Cooldown: 6 seconds — [PvE] Damage caused +4% — [Extreme] Damage caused +6% Side effect: after 0.1 seconds [REMOVED] — Disappears upon landing 2 hits	Duration: 6 seconds — [PvE] Damage caused +3% — [Extreme] Damage caused +7% [NEW] — Receives [ Boosted Totem's Party Soul (Level 2)] if receives another [ Totem's Party Soul (Level 2)]
 Boosted Totem's Party Soul (Level 2)		Duration: 12 seconds Cooldown: 12 seconds — [PvE] Damage caused +5% — [Extreme] Damage caused +10% The duration will be decreased to half of the previous buff's duration prior to boosting.
 Fruit Force Aura	Cooldown: 16s	Cooldown: 8s
 Scuba Force Aura	— [PvE] Attack power +5%	— [PvE] Attack power +10%
 Scuba Heal Aura	Cooldown: 5s	Cooldown: 3s

Specialists

Swordman

 [PvE] Crusader

Name	Old	New
 Sacred Support	[REMOVED] — Damage caused -50%	[NEW] — Total damage caused -50%
 Crusader's Kind Weapon		[NEW] — Attack power +5%
 High holy breath	— Enemy's critical damage +30%	— Enemy's critical damage +40%
 Power Boost Echoes	— [PvE] Attack power +20% — All elemental damage +6%	— [PvE] Attack power +25% — All elemental damage +10%



[PvE] Berserker

Name	Old	New
 Berserker Curse	[REMOVED] — Damage caused -40%	[NEW] — Total damage caused -40%



[PvE] Battle Monk

Name	Old	New
 Spirit of Enlightenment		[NEW] — Element scaling +5%
 Restart	— Water element scaling: 135%	— Water element scaling: 130%



[PvE] Dragon Knight

Name	Old	New
 Light of Destruction		[NEW] — Element scaling +5%
 Piercing Dragon	— Light element scaling: 145%	— Light element scaling: 140%

Archer

 [PvE] Destroyer

Name	Old	New
 Blast Debuffer	[REMOVED] — Damage caused -40%	[NEW] — Total damage caused -40%
 Strong Poison Gas	Duration: 8s	Duration: 12s
 Shrapnel Weakening	Duration: 8s	Duration: 12s
 Strong Atomic Residue	Duration: 8s	Duration: 12s

 [PvE] Wild Keeper

Name	Old	New
 Eagle Spirit	Cooldown: 30s	Cooldown: 25s [NEW] — Receives  Blessed Shield if  Shining Amplifier is Active
 Blessed Shield		Duration: 0.1s — Around 8 fields apply  Blessed Shield Aura on the user and all allies.
 Blessed Shield Aura		Duration: 2.5s — Parries the fernon’s ultimate skill.
 Shining Amplifier	[REMOVED] — Damage caused -40%	[NEW] — Total damage caused -40%

 Forest Power		[NEW] — Receives [👁️ Forest Power Boost] if [🌟 Shining Amplifier] is Active
 Forest Power Boost		— Attack power +10% Every 2 seconds: Around 5 fields apply [🌿 Forest Power Echoes] on allies
 Forest Power Echoes		— [PvE] Attack power +20% — All Elemental damage +6%

 [PvE] Fire Cannonner

Name	Old	New
 Cannon Force	[REMOVED] — [PvE] Fire energies +198 (Player level *2)	[NEW] — Element scaling: +10%

 [PvP] Fire Cannonner

Name	Old	New
 [PvP] Explosion Weapon	Duration: 6s — [PvP] Has a 100% chance to increase damage caused by 10% Side Effect: after 0.1 seconds — Cannot be evaded — Disappears upon landing a hit	Duration: 6s — [PvP] Has a 100% chance to increase damage caused by 10% [NEW] — PvP Reduces by 50% the cooldown of [🔥 [PvP] Ultimate Cannon] Side Effect: after 0.1 seconds — Cannot be evaded — Disappears upon landing a hit
 [PvP] Ultimate Cannon	— Has a 100% chance of causing [💣 Great Explosive Shockwave] (ignores debuff protection) — Cannot be evaded	— Has a 100% chance of causing [💣 Great Explosive Shockwave] (ignores debuff protection) [NEW] ---If [👤 [PvP] Explosion weapon] is active, has 100% chance of causing [💣 Great Explosive Shockwave] (ignores debuff protection) [REMOVED] — Cannot be evaded [NEW] --- This skill cannot be evaded if [👤 [PvP] Explosion weapon]n is active



[PvE] Demon Hunter

Name	Old	New
 Vengeful Spirit Pendulum 1	— Attack power scaling: 70% — Melee attack power +600	— Attack power scaling: 65% — Melee attack power +625
 Vengeful Spirit Pendulum 2	— Attack power scaling: 75% — Melee attack power +650	— Attack power scaling: 70% — Melee attack power +675
 Vengeful Spirit Pendulum 3	— Attack power scaling: 75% — Melee attack power +700	— Attack power scaling: 70% — Melee attack power +725



[PvE] Sunchaser

Name	Old	New
 Call of the wild		[NEW] — Element scaling +10%
 Solar Eruption	— Light element scaling: 120%	— Light element scaling: 110%
 Judgement of the sun	— Light element scaling: 130%	— Light element scaling: 120%



[PvE] Fog Hunter

Name	Old	New
 Curse Fog	[REMOVED] — Damage caused -30%	[NEW] — Total damage caused -40%
 Improved Nerve Gas	Duration: 8s — Overall resistances -5 — [PvE] All enemy's elemental damage +10% — [PvE] Enemy's critical damage +20%	Duration: 10s — Overall resistances -15 — [PvE] All enemy's elemental damage +10% — [PvE] Enemy's critical damage +30%
 Gas Fog		[NEW] — Element scaling +5%
 Armour Piercing Round	— Shadow element scaling: 155%	— Shadow element scaling: 150%

Magician

 [PvE] Holy Mage

Name	Old	New
 Mana support	[REMOVED] — Damage caused -40%	[NEW] — Total damage caused -40%
 Holy Weapon	Cooldown: 30s	Cooldown: 25s [NEW] — Receives  Blessed Shield] if [ Mana Support] is Active
 Blessed Shield		Duration: 0.1s — Around 8 fields apply [ Blessed Shield Aura] on the user and all allies.
 Blessed Shield Aura		Duration: 2.5s — Parries the fernon’s ultimate skill.

 [PvE] Tide Lord

Name	Old	New
 Water Bubble		[NEW] — Element scaling +10%
 Lightning Storm	— Water element scaling: 125%	— Water element scaling: 115%
 Head’s Up, Blue Whale!	— Water element scaling: 130%	— Water element scaling: 120%



[PvP] Gravity

Name	Old	New
 [PvP] Severe Gravitational Consequences	General Buff — Skill cooldown -30%	General Debuff — Skill cooldown +30%



[PvE] Fire Storm

“Due to an enhancement on the animations of the basic attack and Fire Tornado, we’ve balanced the autoattack range”

Name	Old	New
 Inferno	Target: Around Enemy in 1 cell	Target: Around Enemy in 0 cell

Martial Artist

 [PvE] Mystic Arts

Name	Old	New
 Meditation Support	[REMOVED] — Damage caused -40%	[NEW] — Total damage caused -30%
 Gathering Petals	Cooldown: 30s	Cooldown: 25s [NEW] — Receives  Blessed Shield] if  Meditation Support] is Active
 Blessed Shield		Duration: 0.1s — Around 8 fields apply  Blessed Shield Aura] on the user and all allies.
 Blessed Shield Aura		Duration: 2.5s — Parries the fernon’s ultimate skill.
 Bathed in Moonlight	— [PvE] Attack Power +99 (Player Level *1)	— [PvE] Attack Power +297 (Player Level *3)