


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











SPECIALISTS

SWORDMAN

Warrior

Role: Tank

Name	Original	New
 Two-Handed Sword Attack	Cooldown: 0.5s Attack Range: 2 cell Target: Select One Mana: 0 mp  — Attack power scaling: 80% — Melee attack power +80 — Fire element scaling: 90% — Fire energies +180	Cooldown: 0.7s Attack Range: 2 cell Target: Select One Mana: 0 mp  — Attack power scaling: 60% — [PvE] Melee attack power +80 — Fire element scaling: 80% — Fire energies +180
 Triple Slash	Cooldown: 5s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 20 mp  — Attack power scaling: 105% — Melee attack power +900 — Fire element scaling: 115% — Fire energies +600  — There is a 30% chance of causing  Weaken Defence Power — There is a 100% chance that every attack hits	Cooldown: 4s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 20 mp  — Attack power scaling: 110% — Melee attack power +1200 — Fire element scaling: 130% — Fire energies +1500  — There is a 100% chance to invoking the combo [  Triple Smash] — There is a 100% chance that every attack hits
 Triple Smash	Cooldown: 5s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 20 mp  — Attack power scaling: 105% — Melee attack power +900 — Fire element scaling: 115% — Fire energies +600  — There is a 30% chance of causing  Weaken Defence Power — There is a 100% chance that every attack hits	Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 20 mp  — Attack power scaling: 110% — Melee attack power +1200 — Fire element scaling: 130% — Fire energies +1500  — There is a 30% chance of causing  Weaken Defence Power — There is a 100% chance that every attack hits
 Finishing Blow	Cooldown: 15s Attack Range: 4 cell Target: Special Area Mana: 65 mp	Cooldown: 8s Attack Range: 4 cell Target: NEW Special Area Mana: 65 mp

	<ul style="list-style-type: none"> <li>— Attack power scaling: 120%</li> <li>— Melee attack power +850</li> <li>— Fire element scaling: 130%</li> <li>— Fire energies +550</li> <li>— Critical chance +24 (player Level/4) %</li> </ul>	<ul style="list-style-type: none"> <li>— Attack power scaling: 120%</li> <li>— Melee attack power +850</li> <li>— Fire element scaling: 130%</li> <li>— Fire energies +1200</li> <li>— Critical chance +24 (player Level/4) %</li> </ul>
 Whirlwind	Cooldown: 0.1s Casting time: 0.0 seconds Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 58 mp <ul style="list-style-type: none"> <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>	Cooldown: 0.8s Casting time: 0.0 seconds Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 58 mp <ul style="list-style-type: none"> <li>— Attack power scaling: 1%</li> <li>— Melee attack power +20</li> <li>— Fire element scaling: 5%</li> <li>— Fire energies +50</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 <ul style="list-style-type: none"> <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 [ Swift Whirlwind]</li> </ul>	Cooldown: 0.1s Casting time: 0.2 seconds Target: Around Enemy in 4 cell Mana: 58 mp <ul style="list-style-type: none"> <li>— Attack power scaling: 1%</li> <li>— Melee attack power +20</li> <li>— Fire element scaling: 5%</li> <li>— Fire energies +50</li> <li>— Has a 100% chance of invoking the combo [ Strong Whirlwind]</li> </ul>
 Swift Whirlwind	Cooldown: 0.1s Casting time: 0.0 seconds Target: Around Enemy in 4 cell Mana: 58 mp <ul style="list-style-type: none"> <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> </ul>	Cooldown: 0.1s Casting time: 0.2 seconds Target: Around Enemy in 4 cell Mana: 58 mp <ul style="list-style-type: none"> <li>— Attack power scaling: 1%</li> <li>— Melee attack power +20</li> <li>— Fire element scaling: 5%</li> <li>— Fire energies +50</li> <li>— Has a 100% chance of invoking the combo [ Strong Whirlwind]</li> </ul>
 Shoulder Charge	Cooldown: 8s Attack Range: 10 cell Target: Select One Mana: 100 mp <ul style="list-style-type: none"> <li>— Attack power scaling: 110%</li> <li>— Melee attack power +350</li> <li>— Fire element scaling: 115%</li> <li>— Fire energies +250</li> <li>— Has a 60% chance of causing [ Blackout]</li> </ul>	Cooldown: 8s Attack Range: 10 cell Target: Around Enemies in 2 cell Mana: 100 mp <ul style="list-style-type: none"> <li>— Attack power scaling: 110%</li> <li>— Melee attack power +350</li> <li>— Fire element scaling: 115%</li> <li>— Fire energies +250</li> <li>— Has a 60% chance of causing [ Blackout]</li> </ul>

 Earth Shock	<p>           Cooldown: 20s            CastTime: 0.3 sec            Attack Range: 0 cell            Target: Around Enemy in 5 cell            Mana: 140 mp         </p> <ul style="list-style-type: none"> <li>— Attack power scaling: 105%</li> <li>— Melee attack power +1000</li> <li>— Fire element scaling: 140%</li> <li>— Fire energies +1400</li> <li>— Always inflicts critical hits.</li> <li>— There is a 100% chance of receiving [🔥 Flame sword]</li> <li>— Has a 100% chance of invoking the combo [🔥 Earth Mega-Shock]</li> </ul> <hr/> <p>           🔥 Flame sword            Buff            (Level 2)            Duration: 5 seconds         </p> <ul style="list-style-type: none"> <li>— [PvE] Fire energies +500</li> </ul>	<p>           Cooldown: 15s            CastTime: 0.3 sec            Attack Range: 0 cell            Target: Around Enemy in 5 cell            Mana: 140 mp         </p> <ul style="list-style-type: none"> <li>— Attack power scaling: 105%</li> <li>— Melee attack power +1000</li> <li>— Fire element scaling: 140%</li> <li>— Fire energies +1400</li> <li>— Always inflicts critical hits.</li> <li>— There is a 100% chance of receiving [🔥 Flame sword]</li> <li>— Has a 100% chance of invoking the combo [🔥 Earth Mega-Shock]</li> </ul> <hr/> <p>           🔥 Flame sword            Buff            (Level 2)            Duration: 5 seconds         </p> <ul style="list-style-type: none"> <li>— [PvE] Fire energies +500</li> <li>[NEW] — [PvE] Skill damage caused 5%</li> <li>[NEW] — Disappears upon landing 2 hits</li> </ul>
 Earth Mega-Shock	<p>           Cooldown: 1s            CastTime: 0.3 sec            Attack Range: 0 cell            Target: Around Enemy in 5 cell            Mana: 140 mp         </p> <ul style="list-style-type: none"> <li>— Attack power scaling: 120%</li> <li>— Melee attack power +1100</li> <li>— Fire element scaling: 145%</li> <li>— Fire energies +1500</li> <li>— Always inflicts critical hits.</li> <li>— There is a 70% chance of causing [⚡ Shock]</li> </ul>	<p>           Cooldown: 1s            CastTime: 0.3 sec            Attack Range: 0 cell            Target: Around Enemy in 5 cell            Mana: 140 mp         </p> <ul style="list-style-type: none"> <li>— Attack power scaling: 120%</li> <li>— Melee attack power +1100</li> <li>— Fire element scaling: 145%</li> <li>— Fire energies +1500</li> <li>— Always inflicts critical hits.</li> <li>— There is a 70% chance of causing [⚡ Shock]</li> </ul>
 Rising Dragon	<p>           Cooldown: 100s            Attack Range: 3 cell            Target: Around Enemy in 2 cell            Mana: 180 mp         </p> <ul style="list-style-type: none"> <li>— Attack power scaling: 90%</li> <li>— [PvE] Melee attack power +900</li> <li>— Fire element scaling: 110%</li> <li>— Fire energies +1500</li> <li>— Damage is increased by 1% of the enemy's missing HP</li> <li>— Cannot be evaded</li> <li>— Has a 100% chance of causing [🛡 Destroy Shield]</li> </ul>	<p>           Cooldown: 100s            Attack Range: 3 cell            Target: Around Enemy in 2 cell            Mana: 180 mp         </p> <ul style="list-style-type: none"> <li>— Attack power scaling: 125%</li> <li>— Melee attack power +1500</li> <li>— Fire element scaling: 135%</li> <li>— Fire energies +2000</li> <li>— Damage is increased by 1% of the enemy's missing HP</li> <li>— Cannot be evaded</li> <li>— Has a 100% chance of causing [🛡 Destroy Shield]</li> </ul>















Samurai

Role: Raids

Main: Bruiser











Secondary: DPS



Name	Original	New
 Chain Reaction	<p>Cooldown: 20s Attack Range: 2 cell Target: Special Area Mana: 27 mp</p> <p>— Attack power scaling: 110% — Melee attack power +900 — Water element scaling: 95% — Water Energies +150 — You receive 15 Edge points — Has a 50% chance of causing[ Battle Wound]</p> <hr/> <p> Battle Wound Debuff Duration: 4 seconds [REMOVED] — Damage received from the user that caused the debuff 20% [REMOVED] — Disappears upon receiving a hit from the user that caused the debuff</p>	<p>Cooldown: 20s Attack Range: 2 cell Target: Special Area Mana: 27 mp</p> <p>— Attack power scaling: 110% — Melee attack power +900 — Water element scaling: 95% — Water Energies +150 — You receive 15 Edge points — Has a 50% chance of causing [ Battle Wound]</p> <hr/> <p> Battle Wound <b>Buff</b> Duration: 4 seconds <b>[NEW]</b> — Damage caused 20% <b>[NEW]</b> — Disappears upon lading a hit</p>
 Lethal Blow	<p>Cooldown: 60s Attack Range: 2 cell Target: Special Area Mana: 180 mp</p> <p>— Attack power scaling: 110% — Melee attack power: +1000 — Water element scaling: 95% — Water energies +200 — You received 40 Edge points — There is a 60% chance of causing [ Cut]</p> <hr/> <p> Cut Duration: 13 seconds Debuff  [REMOVED] — Reduces remaining MP by 40% [REMOVED] — Defence -50%</p>	<p>Cooldown: 60s Attack Range: 2 cell Target: Special Area Mana: 180 mp</p> <p>— Attack power scaling: 110% — Melee attack power: +1000 — Water element scaling: 95% — Water energies +200 — You received 40 Edge points — There is a 60% chance of causing [ Sharpening]</p> <hr/> <p> Sharpening Duration: <b>10</b> seconds <b>Buff</b>  <b>[NEW]</b> — Enemy's defence -20%</p>
 Dancing Sword	<p>Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 200 mp</p>	<p>Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 200 mp</p> <p>— Attack power scaling: 115%</p>

	<div>— Attack power scaling: 115%</div> <div>— Melee attack power: +1800</div> <div>— Water element scaling: 100%</div> <div>— Water energies +500</div> <div>— Increases damage by (current number of Edge points) * 100%. All Edge points are consumed.</div> <div>[REMOVED] — There is a 70% chance of causing  Shock</div> <div>— Cannot be evaded.</div>	<div>— Melee attack power: +1800</div> <div>— Water element scaling: 100%</div> <div>— Water energies +500</div> <div>— Increases damage by (current number of Edge points) * 100%. All Edge points are consumed.</div> <div>— Cannot be evaded.</div>
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 Crusader


Role:  
Main: DPS  
Secondary: Bruiser




















Name	Original	New
 Holy Bolt	<div>Cooldown: 6s</div> <div>Attack Range: 11 cell</div> <div>Target: Around Enemy in 1 cell</div> <div>Mana: 60 mp</div> <div>— Attack power scaling: +80%</div> <div>— Ranged attack power: +200</div> <div>— Light elemental scaling: 60%</div> <div>— Light energies +250</div> <div>[REMOVED] — Has a 10% chance of causing [ Magic Light]</div> <div>— There's a 100% chance of invoking the combo [ Second Bolt]</div> <div>— No penalty for ranged attacks at close range</div> <hr/> <div> Magic Light</div> <div>Duration: 16 seconds</div> <div>Debuff</div> <div>— Light Resistances -10</div> <div>— Every 4 seconds: Decreases 495 (Player level * 5 HP)</div>	<div>Cooldown: 6s</div> <div>Attack Range: 11 cell</div> <div>Target: Around Enemy in 1 cell</div> <div>Mana: 60 mp</div> <div>— Attack power scaling: +80%</div> <div>— Ranged attack power: +200</div> <div>— Light elemental scaling: 60%</div> <div>— Light energies +250</div> <div>[NEW] — Has a 10% chance of causing [ Light Power]</div> <div>— There's a 100% chance of invoking the combo [ Second Bolt]</div> <div>— No penalty for ranged attacks at close range</div> <hr/> <div> Magic Light</div> <div>Duration: 15 seconds</div> <div>Buff</div> <div>— Light resistance drain +10</div>
 Second Bolt	<div>Cooldown: 1s</div> <div>Attack Range: 11 cell</div> <div>Target: Around Enemy in 1 cell</div> <div>Mana: 60 mp</div> <div>— Attack power scaling: +80%</div> <div>— Ranged attack power: +250</div> <div>— Light elemental scaling: 60%</div> <div>— Light energies +300</div> <div>[REMOVED] — Has a 10% chance of causing [ Magic Light]</div>	<div>Cooldown: 1s</div> <div>Attack Range: 11 cell</div> <div>Target: Around Enemy in 1 cell</div> <div>Mana: 60 mp</div> <div>— Attack power scaling: +80%</div> <div>— Ranged attack power: +250</div> <div>— Light elemental scaling: 60%</div> <div>— Light energies +300</div> <div>[NEW] — Has a 10% chance of causing [ Light Power]</div>

	<ul style="list-style-type: none"><li>— There's a 100% chance of invoking the combo [🌿 Third Bolt]</li><li>— No penalty for ranged attacks at close range</li></ul>	<ul style="list-style-type: none"><li>— Has a 100% chance of invoking the combo [🌿 Third Bolt]</li></ul>
 Third Bolt	<p>Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: +80%</li><li>— Ranged attack power: +350</li><li>— Light elemental scaling: 60%</li><li>— Light energies +400</li></ul> <ul style="list-style-type: none"><li>— There's a 100% chance of invoking the combo [🌸 Fourth Bolt]</li><li>— No penalty for ranged attacks at close range</li></ul>	<p>Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: +80%</li><li>— Ranged attack power: +350</li><li>— Light elemental scaling: 60%</li><li>— Light energies +400</li></ul> <p>[NEW] — Has a 10% chance of causing [🌞 Light Power]</p> <ul style="list-style-type: none"><li>— There's a 100% chance of invoking the combo [🌸 Fourth Bolt]</li><li>— No penalty for ranged attacks at close range</li></ul>
 Fourth Bolt	<p>Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: +80%</li><li>— Ranged attack power: +350</li><li>— Light elemental scaling: 60%</li><li>— Light energies +400</li><li>— No penalty for ranged attacks at close range</li></ul>	<p>Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: +80%</li><li>— Ranged attack power: +350</li><li>— Light elemental scaling: 60%</li><li>— Light energies +400</li></ul> <p>[NEW] — Has a 10% chance of causing [🌞 Light Power]</p> <ul style="list-style-type: none"><li>— No penalty for ranged attacks at close range</li></ul>

 Gladiator

Role: Basic / Attack power / Boss Killer


















Name	Original	New
 Hunting Horn	<ul style="list-style-type: none"><li>— Attack power scaling: 110%</li><li>— Melee attack power +750</li><li>— Fire element scaling: 95%</li><li>— Fire energies +100</li></ul> <p>[REMOVED] — If the enemy is afflicted by [👤 Mark of the Gladiator], there's a 100% chance of causing [🔥 [PvE] Gladiator Rage]</p> <p>[REMOVED] — If the enemy isn't afflicted by [👤 Mark of the Gladiator], there's a 25% chance of causing [🔥 [PvE] Gladiator Rage]</p>	<ul style="list-style-type: none"><li>— Attack power scaling: 110%</li><li>— Melee attack power +750</li><li>— Fire element scaling: 95%</li><li>— Fire energies +100</li></ul> <p>[NEW] — If the enemy is afflicted by [👤 Mark of the Gladiator], you receives [🔥 [PvE] Gladiator Rage]</p> <p>[NEW] — If the enemy isn't afflicted by [👤 Mark of the Gladiator], there's a 25% chance of receives [🔥 [PvE] Gladiator Rage]</p>

 Taunt	<ul style="list-style-type: none"><li>— Attack power scaling: 100%</li><li>— Melee attack power +500</li><li>— Fire element scaling: 90%</li><li>— Fire energies +90</li></ul> <p>— Has a 100% chance of causing [ Mark of the Gladiator] (ignores debuff protection)</p> <p>[REMOVED] — If you taunt an opponent while [Gladiator Rage] is active, has 100% chance of causing [ Enormously Shaky Status]</p> <p>[REMOVED] — If you taunt an opponent in a normal status, has 100% chance of causing [ Shaky Status]</p>	<ul style="list-style-type: none"><li>— Attack power scaling: 100%</li><li>— Melee attack power +500</li><li>— Fire element scaling: 90%</li><li>— Fire energies +90</li></ul> <p>— Has a 100% chance of causing [ Mark of the Gladiator] (ignores debuff protection)</p> <p>[NEW] — If you taunt an opponent while [Gladiator Rage] is active, you receive [ Enormously Shaky Status], otherwise you receive [ Shaky Status]</p>
 Enormously Focus Status	Debuff	<b>Buff</b> (Level 5) Duration: 10s
	[REMOVED] — Hit rate -396 (Player Level*4) [REMOVED] — Has 100% chance that damage from melee attacks is increased by 20% [REMOVED] — Dodging of melee attacks -396 (Player Level * 4)	[NEW] — Hit rate +792 (Player Level*8) — [PvE] Melee damage caused +20%
 Focus Status	Debuff	<b>Buff</b> (Level 4) Duration: 10s
	[REMOVED] — Hit rate -198 (Player Level*2) [REMOVED] — Dodging of melee attacks -198 (Player Level*2)	[NEW] — Hit rate +198 (Player Level*4)
 Declaration of Warr	<ul style="list-style-type: none"><li>— Attack power scaling: 110%</li><li>— Melee attack power: 1000</li><li>— Fire element scaling 95%</li><li>— Fire Energies +200</li></ul> <p>[REMOVED] — If the enemy is afflicted by [ Mark of the Gladiator], there is a 100% chance of causing [ Loser's Sigh] (ignores debuff protection)</p> <p>[REMOVED] — If the enemy isn't afflicted by [ Mark of the Gladiator], there is a 100% chance of causing [ Loser's Sigh]</p>	<ul style="list-style-type: none"><li>— Attack power scaling: 110%</li><li>— Melee attack power: 1000</li><li>— Fire element scaling 95%</li><li>— Fire Energies +200</li></ul> <p>[NEW] — If the enemy is afflicted by [ Mark of the Gladiator], you receives [ Warr Declaration]</p>
 Warr Declaration		Buff (Level 4) Duration: 4s
		— Final damage caused +20% with [  Execution] — There's a 100% chance for this effect disappear with [  Execution]



Death Reaper









Role: Skill / Elemental  
Main: Assassin











Name	Original	New
 Reaper's Scythe	<div><div>— Attack power scaling: 110%</div><div>— Melee attack power: 700</div><div>— Shadow element scaling 115%</div><div>— Shadow Energies +1000</div><div>— There is a 100% chance of causing Mark of Perishing</div></div> <div><div>Mark of Perishing</div><div>Debuff</div><div>(Level 6)</div><div>Duration: 5 Seconds</div><div><div>[REMOVED]</div> — Shadow Resistance -5</div><div><div>[REMOVED]</div> — Final damage received +50% if the enemy attacks with [Spirit Splitter]</div><div>Side effect: after 0.1 seconds</div><div><div>[REMOVED]</div> — There's a 100% chance for this effect to disappear if the user is attacked with [Spirit Splitter]</div></div>	<div><div>— Attack power scaling: 110%</div><div>— Melee attack power: 700</div><div>— Shadow element scaling 115%</div><div>— Shadow Energies +1000</div><div>— There is a 100% chance of causing Mark of Perishing</div></div> <div><div>Mark of Perishing</div><div>Buff</div><div>(Level 6)</div><div>Duration: 5 Seconds</div><div><div>[NEW]</div> — Shadow resistance drain +5</div><div><div>[NEW]</div> — Final damage caused +50% with [Spirit Splitter]</div><div>Side effect: after 0.1 seconds</div><div><div>[NEW]</div> — There's a 100% chance for this effect to disappear with [Spirit Splitter]</div></div>
 Shadow of Death	<div><div>— Attack power scaling: 105%</div><div>— Melee attack power: 550</div><div>— Shadow element scaling 110%</div><div>— Shadow Energies +700</div><div>— There is a 100% chance of receiving Mark of Death</div></div> <div><div>Mark of Death</div><div>Debuff</div><div>(Level 6)</div><div>Duration: 3.0 seconds</div><div><div>[REMOVED]</div> — Shadow Resistance -10</div><div><div>[REMOVED]</div> — Final damage received +80% if the enemy attacks with [Spirit Splitter]</div><div>Side effect: after 0.1 seconds</div><div><div>[REMOVED]</div> — There's a 100% chance for this effect to disappear if the</div></div>	<div><div>— Attack power scaling: 105%</div><div>— Melee attack power: 550</div><div>— Shadow element scaling 110%</div><div>— Shadow Energies +700</div><div>— There is a 100% chance of receiving Mark of Death</div></div> <div><div>Mark of Death</div><div>Buff</div><div>(Level 6)</div><div>Duration: 3.0 seconds</div><div><div>[NEW]</div> — Shadow resistance drain +10</div><div><div>[NEW]</div> — Final damage caused +80% with [Spirit Splitter]</div><div>Side effect: after 0.1 seconds</div><div><div>[NEW]</div> — There's a 100% chance for this effect to disappear with [Spirit Splitter]</div></div>




Waterfall Berserker

Role: Skills / Elemental













Name	Original	New
 Storm Charge	Cooldown: 12s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 80 mp  — Attack power scaling: 100% — Melee attack power +200 — Water element scaling: 110% — Water energies +350 — The Rage bar +10%	Cooldown: 8s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 80 mp  — Attack power scaling: 100% — Melee attack power +200 — Water element scaling: 110% — Water energies +350 — The Rage bar +10%
 Axe of Fury	Cooldown: 12s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 130 mp  — Attack power scaling: 100% — Melee attack power +500 — Water element scaling 115% — Water Energies +650 — Has a 80% chance of causing  Serious Injury — The Rage bar +10%	Cooldown: 5s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 130 mp  — Attack power scaling: 110% — Melee attack power +500 — Water element scaling 115% — Water Energies +800 — Has a 80% chance of causing  Serious Injury — The Rage bar +4%
 Rampage	Cooldown: 10s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp  — Attack power scaling: 85% — Melee attack power +150 — Water element scaling 100% — Water Energies +300 — Has a 100% chance of invoking the combo  Berserker Rampage — The Rage bar +5%	Cooldown: 6s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp  — Attack power scaling: 85% — Melee attack power +150 — Water element scaling 100% — Water Energies +300 — Has a 100% chance of invoking the combo  Berserker Rampage — The Rage bar +5%
 Whirlpool	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 120 mp  — Attack power scaling: 100% — Melee attack power +800 — Water element scaling 120% — Water Energies +1500	Cooldown: 18s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 120 mp  — Attack power scaling: 100% — Melee attack power +800 — Water element scaling 120% — Water Energies +1500










	<div><div></div><div>— Has a 20% chance of causing  Serious Injury</div><div>— The Rage bar +14%</div><div>— Elemental damage +50% of the current Rage bar while this in turn dropsif  Waterfall Frenzy is active</div></div>	<div><div></div><div>— Has a 20% chance of causing  Serious Injury</div><div>— The Rage bar +14%</div><div>— Elemental damage +50% of the current Rage bar while this in turn dropsif  Waterfall Frenzy is active</div></div>
<div><div></div><div>Raging Waterfall</div></div>	<div><div></div><div>Cooldown: 80s</div><div>Attack Range: 2 cell</div><div>Target: Around Enemy in 4 cell</div><div>Mana: 150 mp</div><div>— Attack power scaling: 100%</div><div>— Melee attack power +900</div><div>— Water element scaling: 130%</div><div>— Water energies +1800</div><div>— Has a 100% chance of causing  Waterfall Strike</div><div>— Elemental damage +60% of the current Rage bar while this in turn dropsif  Waterfall Frenzy is active</div></div>	<div><div></div><div>Cooldown: 80s</div><div>Attack Range: 2 cell</div><div>Target: Around Enemy in 4 cell</div><div>Mana: 150 mp</div><div>— Attack power scaling: 100%</div><div>— Melee attack power +900</div><div>— Water element scaling: 130%</div><div>— Water energies +1800</div><div>— Has a 100% chance of causing  Waterfall Strike</div><div>— Elemental damage +60% of the current Rage bar while this in turn dropsif  Waterfall Frenzy is active</div><div>[NEW] — Has a 100% chance of inflicting critical hits if [ Waterfall Frenzy] is active</div></div>






ARCHER

 Ranger

Role: Damage Dealer










Name	Original	New
 Head Shot	<p>Cooldown: 8s Attack Range: 11 cell Target: Around enemy 2 Mana: 45 mp Casting time: 0.2 seconds</p> <p>— Attack power scaling: 100% — [PvE] Ranged attack power +180 — Water element scaling: 105% — Water energies +250 — Always inflicts critical hits — Has a 100% chance to cause [ Expose Weaknesses]</p> <hr/> <p> Expose Weaknesses <b>Debuff</b> (Level 3) Duration: 5 seconds</p> <p><b>[REMOVED]</b> — Enemy's Critical chance +40% <b>[REMOVED]</b> — Enemy's Critical damage +20%</p>	<p>Cooldown: 8s Attack Range: 11 cell Target: Around enemy 2 Mana: 45 mp Casting time: 0.2 seconds</p> <p>— Attack power scaling: 100% — [PvE] Ranged attack power +180 — Water element scaling: 105% — Water energies +250 — Always inflicts critical hits — Has a 100% chance to cause [ Expose Weaknesses]</p> <hr/> <p> Expose Weaknesses <b>Buff</b> (Level 3) Duration: 5 seconds</p> <p><b>[NEW]</b> — [PvE] Critical chance +40% <b>[NEW]</b> — [PvE] Critical damage +20%</p>
 Flashbang	<p>Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 4 cell Mana: 150 mp Casting time: 1.0 seconds</p> <p>— Attack power scaling: 100% — [PvE] Ranged attack power +150 — Water element scaling: 110% — Water energies +250 — There is a 100% chance of causing [ Flashbang]</p> <hr/> <p> Flashbang <b>Debuff</b> (Level 3) Duration: 4 seconds</p> <p>— Always receives critical hits <b>[REMOVED]</b> — Enemy's crit. Damage +20%</p> <p><b>[REMOVED]</b>  Expose Weaknesses occurs, in releasing at the probability of 100%</p>	<p>Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 4 cell Mana: 150 mp Casting time: 0.2 seconds</p> <p>— Attack power scaling: 100% — [PvE] Ranged attack power +150 — Water element scaling: 110% Water energies +250 — There is a 100% chance of causing [ Flashbang]</p> <hr/> <p> Flashbang <b>Buff</b> (Level 3) Duration: 4 seconds</p> <p>— Always inflicts critical hits <b>[NEW]</b> — [PvE] Critical damage +20%</p> <p><b>[NEW]</b>  Expose Weaknesses occurs, in releasing at the probability of 100%</p>









 There aren't two without three	<p>Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 80 mp</p> <p>— Attack power scaling: 105% — [PvE] Ranged attack power +450 — Water element scaling: 110% — Water energies +600</p> <p>[REMOVED] — There is a 50% chance of causing  Frozen Bleeding</p>	<p>Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 80 mp</p> <p>— Attack power scaling: 105% — [PvE] Ranged attack power +450 — Water element scaling: 110% — Water energies +600</p>
 Range Boost	<p>Cooldown: 28s Attack Range: 16 cell Target: Select One Mana: 120 mp Casting time: 0.4 seconds</p> <p>— Attack power scaling: 105% [PvE] Ranged attack power +500 — Water element scaling: 115% Water energies +1000 — Chance of inflicting critical hits is increased by (Player Level / 4)%</p> <p>[REMOVED] — There is a 50% chance of causing  Dismount</p> <hr/> <p> Dismount Debuff (Level 2) Duration: 10 seconds</p> <p>— Movement speed -1 — The duration of received buffs +20% (max. 50%)</p>	<p>Cooldown: 28s Attack Range: 16 cell Target: Select One Mana: 120 mp Casting time: 0.2 seconds</p> <p>— Attack power scaling: 105% — [PvE] Ranged attack power +500 — Water element scaling: 115% — Water energies +1000 — Chance of inflicting critical hits is increased by (Player Level / 4)%</p> <p>[NEW] — Elemental damage +2% (Relative to distance)</p>
 Screw Bolt	<p>Cooldown: 16s Attack Range: 11 cell Target: Around enemies in 3 fields Mana: 100 mp Casting time: 0.4 seconds</p> <p>— Attack power scaling: 100% [PvE] Ranged attack power +550 — Water element scaling: 110% Water energies +1000</p> <p>[REMOVED] — Has a 25% chance of causing [ Frozen]</p>	<p>Cooldown: 16s Attack Range: 11 cell Target: Around enemies in 3 fields Mana: 100 mp Casting time: 0.2 seconds</p> <p>— Attack power scaling: 100% [PvE] Ranged attack power +550 — Water element scaling: 110% Water energies +1000</p> <p>[NEW] — Has a 25% chance of causing [ Weak Water Power]</p> <hr/> <p> Weak Water Power Buff (Level 3) Duration: 10 seconds</p> <p>— Water resistance drain +5</p>

 Thunderstorm	<p>Cooldown: 120s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 350 mp</p> <p>— Attack power scaling: 105% [PvE] Ranged attack power +1000 — Water element scaling: 120% Water energies +1500 — No penalty for ranged attacks at close range — Has a 100% chance of causing [ Skill Fragility]</p> <hr/> <p> Skill Fragility <b>Magic Debuff</b> (Level 4) Duration: 8 seconds</p> <p><b>[REMOVED]</b> — Damage received from skills +5%</p>	<p>Cooldown: 120s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 350 mp</p> <p>— Attack power scaling: 105% [PvE] Ranged attack power +1000 — Water element scaling: 120% Water energies +1500 — No penalty for ranged attacks at close range — Has a 100% chance of causing [ Skill Fragility]</p> <hr/> <p> Skill Fragility <b>Buff</b> (Level 4) Duration: 8 seconds</p> <p><b>[NEW]</b> — [PvE] Skill damage caused +5%</p>
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



Assassin

Role: Skills / Elemental / Boss Killer

Name	Original	New
 Critical Hit  <b>The reset mechanic works even if the next skill misses</b>	<p>Attack Range: Itself Target: Select One Casting time: 0s Cooldown: 32s MP Cost: 100</p> <p>— Has a 100% chance of causing [ Critical hit] — Has a 100% chance of causing [ Assassin's Technique]</p> <hr/> <p> Assassin's Technique Buff (Level 3) Duration: 600 seconds</p> <p>— Movement speed +1 — Final damage from critical hits +10% of the user element — A shadowy figure appears.</p> <hr/> <p> Critical hit</p>	<p>Attack Range: Itself Target: Select One Casting time: 0s Cooldown: <b>45s</b> MP Cost: 100</p> <p>— Has a 100% chance of causing [ Critical hit] — Has a 100% chance of causing [ Assassin's Technique] <b>[NEW]</b> — Has a 100% chance of causing [ Assassin Agility]</p> <hr/> <p> Assassin's Technique Buff (Level 3) Duration: 600 seconds</p> <p>— Movement speed +1 — Final damage from critical hits +10% of the user element — A shadowy figure appears. <b>[NEW]</b> — Skill cooldown -20% (max. 20%)</p> <hr/>

	<p>Buff (Level 3) Duration: 4 seconds</p> <p>— Always inflicts critical hits — Shadow resistance drain +15 — On skill usage, there's a 100% chance of summoning a shadow clone to carry an additional attack and deal 5% of the damage you have already inflicted</p> <p>Side Effect: after 0.1 seconds</p> <p>— Disappears upon landing a hit</p>	<p> Critical hit Buff (Level 3) Duration: 3 seconds</p> <p>— Always inflicts critical hits — Shadow resistance drain +15 — On skill usage, there's a 100% chance of summoning a shadow clone to carry an additional attack and deal 50% of the damage you have already inflicted</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a hit</p> <hr/> <p> Assassin Agility Buff (Level 3) Duration: 3 seconds</p> <p>— Movement speed +2 — Skill cooldown -30% (max. 30%)</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a hit</p>
 Slash	<p>Attack Range: 6 cell Target: Select One Casting time: 0s Cooldown: 3s MP Cost: 15</p> <p>— Attack power scaling: 75% — Melee attack power +40 — Shadow element scaling: 100% — Shadow energies +50 — Ambush attacks cause 270 additional attack power — Has a 100% chance of invoking the combo [ Shadow Slash]</p>	<p>Attack Range: 6 cell Target: Select One Casting time: 0s Cooldown: 3s MP Cost: 15</p> <p>— Attack power scaling: 40% — Melee attack power +40 — Shadow element scaling: 50% — Shadow energies +50 — Ambush attacks cause 100 additional attack power — Has a 100% chance of invoking the combo [ Shadow Slash]</p>
 Shadow Slash	<p>Attack Range: 6 cell Target: Select One Casting time: 0s Cooldown: 1s MP Cost: 15</p> <p>— Attack power scaling: 80% — Melee attack power +60 — Shadow element scaling: 100% — Shadow energies +100 — On skill usage, there's a 100% chance of summoning a shadow clone to carry an additional attack and deal 15% of the damage you have already inflicted — Ambush attacks cause 270 additional attack power — There's a 25% chance to reset the cooldown of [ Tomahawk]</p>	<p>Attack Range: 6 cell Target: Select One Casting time: 0s Cooldown: 1s MP Cost: 15</p> <p>— Attack power scaling: 50% — Melee attack power +60 — Shadow element scaling: 70% — Shadow energies +80 — On skill usage, there's a 100% chance of summoning a shadow clone to carry an additional attack and deal 4% of the damage you have already inflicted — Ambush attacks cause 120 additional attack power — There's a 25% chance to reset the cooldown of [ Tomahawk]</p>

 Thick Smog		[NEW] — Has a 100% chance of causing [Shady Favor]
 Chain Hook Throw Now this skill is a dash	Attack Range: 10 cell Target: Select One Casting time: 0.1s Cooldown: 20s MP Cost: 150  — Has a 100% chance of causing [Assassin's Mark] [REMOVED] — Attracts enemies to 1 fields from you <hr/>  Assassin's Mark Debuff (Level 6) Duration: 5 seconds  [REMOVED] — Damage received from the user that caused the debuff +20% [REMOVED] — Disappears upon receiving a hit from the user that caused the debuff	Attack Range: 10 cell Target: Select One Casting time: 0.2s Cooldown: 35s MP Cost: 150  — Has a 100% chance of causing [Assassin's Boost] <hr/>  Assassin's Boost Buff (Level 6) Duration: 8 seconds  [NEW] — Damage caused +20% [NEW] — Shadow clone damage +5% [NEW] — Disappears upon landing 2 hits
 Tomahawk	Attack Range: 5 cell Target: Around Enemy in 2 cell Casting time: 0s Cooldown: 18s MP Cost: 120  — Attack power scaling: 80% — Melee attack power +200 — Shadow element scaling: 105% — Shadow energies +450 — Ambush attacks cause 1500 additional attack power. — There's a 35% chance to reset the cooldown of  Storm Slash	Attack Range: 5 cell Target: Around Enemy in 2 cell Casting time: 0s Cooldown: 18s MP Cost: 120  — Attack power scaling: 90% — Melee attack power +200 — Shadow element scaling: 115% — Shadow energies +450 — Ambush attacks cause 1500 additional attack power. — There's a 35% chance to reset the cooldown of  Storm Slash
 Shadow	Attack Range: Itself  — Has a 100% chance of causing [Hideout] — Has a 100% chance of causing [Pact of Darkness] [REMOVED] — Has a 100% chance of invoking the combo [Absolute Darkness] <hr/>  Pact of Darkness  Buff (Level 3) Duration: 8 seconds  — Critical chance +20% — Movement speed +1 [REMOVED] — Critical damage +20%  Side Effect: after 0.1 seconds	Attack Range: 7 cell  — Has a 100% chance of causing [Hideout] — Has a 100% chance of causing [Pact of Darkness] [NEW] — Teleports you to a selected location <hr/>  Pact of Darkness  Buff (Level 3) Duration: 10 seconds  — Critical chance +20% — Movement speed +1 [NEW] — Damage caused on critical hits +15%  Side Effect: after 0.1 seconds








	— Shadow clone damage +20%	— Shadow clone damage +20%
 Storm Slash	<ul style="list-style-type: none"><li>— Attack power scaling: 80%</li><li>— Melee attack power +300</li><li>— Shadow element scaling: 120%</li><li>— Shadow energies +550</li><li>— Ambush attacks cause 1900 additional attack power</li></ul> <p>[REMOVED] — There's a 100% chance to reset the cooldown of [ Tomahawk]</p>	<ul style="list-style-type: none"><li>— Attack power scaling: 90%</li><li>— Melee attack power +300</li><li>— Shadow element scaling: 130%</li><li>— Shadow energies +550</li><li>— Ambush attacks cause 1900 additional attack power</li></ul> <p>[NEW] — There's a 100% chance to reset the cooldown of [ Critical hit]</p>
 Deadly Strike	<p>Attack Range: 1 cell Target: Select One Casting time: 0s Cooldown: 50s MP Cost: 90</p> <ul style="list-style-type: none"><li>— Attack power scaling: 90%</li><li>— Melee attack power +300</li><li>— Shadow element scaling: 130%</li><li>— Shadow energies +500</li></ul> <p>— Ambush attacks cause 3000 additional attack power.</p> <p>— There's a 100% chance to reset the cooldown of [ Critical hit]</p>	<p>Attack Range: 1 cell Target: Select One Casting time: 0s Cooldown: 50s MP Cost: 90</p> <ul style="list-style-type: none"><li>— Attack power scaling: 100%</li><li>— Melee attack power +500</li><li>— Shadow element scaling: 155%</li><li>— Shadow energies +1200</li></ul> <p>— Ambush attacks cause 2000 additional attack power.</p> <p>— There's a 100% chance to reset the cooldown of [ Critical hit]</p>
 Bomb	<p>Attack Range: Itself Target: Around Enemy in 4 cell Casting time: 0.2s Cooldown: 60s MP Cost: 80</p> <ul style="list-style-type: none"><li>— Attack power scaling: 90%</li><li>— Melee attack power +400</li><li>— Shadow element scaling: 140%</li><li>— Shadow energies +1200</li></ul> <p>— Ambush attacks cause 800 additional attack power.</p> <p>— There's a 100% chance to reset the cooldown of [ Critical Hit]</p> <p>— Cannot be evaded</p>	<p>Attack Range: Itself Target: Around Enemy in 4 cell Casting time: 0.2s Cooldown: 60s MP Cost: 80</p> <ul style="list-style-type: none"><li>— Attack power scaling: 100%</li><li>— Melee attack power +400</li><li>— Shadow element scaling: 150%</li><li>— Shadow energies +1200</li></ul> <p>— Ambush attacks cause 800 additional attack power.</p> <p>— There's a 100% chance to reset the cooldown of [ Critical Hit]</p> <p>— Cannot be evaded</p>



# Destroyer

Role: Basic / Attack power / DPS Debuffer






Name	Original	New
Strengthened		[NEW] — Has a 100% chance of causing [ Blast Precision]
Strengthened	Buff (Level 4) Duration: 600s  — Attack power +20% to enemies in 3 or less fields — No penalty for ranged attacks at close range — Damage received -15% — Attack power +10%	Buff (Level 4) Duration: 600s  — Attack power +15% to enemies in 3 or less fields — Damage received -15% — Attack power +15% [REMOVED] — No penalty for ranged attacks at close range
Blast Precision		Buff (Level 4) Duration: 600s  [NEW] — Critical chance +5% [NEW] — No penalty for ranged attacks at close range [NEW] — There's a 90% chance that every attack hits in 3 or less fields
Boom Shot  Skill → Basic Attack	Attack Range: 10 cell Target: Around Enemy in 2 cell Cooldown: 25s MP Cost: 150  — Attack power scaling: 100% — Ranged attack power +1100 — Fire element scaling: 125% — Fire energies +1350	Attack Range: 10 cell Target: Around Enemy in 2 cell Cooldown: 30s MP Cost: 150  — Attack power scaling: 100% — Ranged attack power +1100 — Fire element scaling: 125% — Fire energies +1350 [NEW] — Has a 100% chance of causing [ Demolition Fury]
Demolition Fury		Duration: 10 seconds  — [PvE] Critical basic's attack damage +10%
Lucky Wideshot	— Attack power scaling: 95% — Ranged attack power +600 — Fire element scaling: 90% — Fire energies +500 — Has a 100% chance to invoking the combo [ Delayed Shot]	— Attack power scaling: 105% — Ranged attack power +600 — Fire element scaling: 95% — Fire energies +500 [NEW] — Critical chance +20% — Has a 100% chance to invoking the combo [ Delayed Shot]
Delayed Shot	— Attack power scaling: 100% — Ranged attack power +700 — Fire element scaling: 95% — Fire energies +600	— Attack power scaling: 110% — Ranged attack power +600 — Fire element scaling: 100% — Fire energies +500

	[REMOVED] — Always inflicts critical hits	[NEW] — Critical chance +20%
 Shrapnel	<ul style="list-style-type: none"><li>— Enemy's Attack Power +5%</li><li>— Dodge -200</li><li>— Defence -5%</li></ul> Side Effect: after 0.1 seconds [REMOVED] — Final damage received +5% if the enemy attacks with [  Boom Shot] — Final damage received +5% if the enemy attach with [  Hell Drop]	<ul style="list-style-type: none"><li>— Enemy's Attack Power +5%</li><li>— Dodge -200</li><li>— Defence -5%</li></ul> Side Effect: after 0.1 seconds — Final damage received +5% if the enemy attach with [  Hell Drop]
 Atomic Residue	<ul style="list-style-type: none"><li>— Enemy's fire energies +300</li><li>— Dodge -200</li><li>— Defence -5%</li></ul> Side Effect: after 0.1 seconds [REMOVED] — Final damage received +5% if the enemy attacks with [  Boom Shot] — Final damage received +5% if the enemy attach with [  Hell Drop]	<ul style="list-style-type: none"><li>— Enemy's fire energies +300</li><li>— Dodge -200</li><li>— Defence -5%</li></ul> Side Effect: after 0.1 seconds — Final damage received +5% if the enemy attach with [  Hell Drop]



Fire Cannoneer












Role: Skills / Elemental  
Main: DPS Skills




Name	Original	New
 Staggered Fire	<p>Cooldown: 4s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 120 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 100%</li><li>— Ranged attack power: 250</li><li>— Fire element scaling 110%</li><li>— Fire Energies +400</li></ul> <p>[REMOVED] — Has a 20% chance of causing [ Burn]</p> <hr/> <p> Burn Debuff (Level 1) Duration: 20 seconds</p> <ul style="list-style-type: none"><li>— Fire resistance -10</li><li>— Every 2 seconds: Decreases 198 (Player Level * 2) HP</li></ul>	<p>Cooldown: 4s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 120 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 100%</li><li>— Ranged attack power: 250</li><li>— Fire element scaling 110%</li><li>— Fire Energies +400</li></ul> <p>[NEW] — Has a 20% chance of causing [ Weak fire power]</p> <hr/> <p> Weak fire power Buff (Level 4) Duration: 10 seconds</p> <ul style="list-style-type: none"><li>— Fire Resistance Drain -5</li></ul>



Demon Hunter

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

Name	Original	New
 Devil Shot	<p>Cooldown: 0.8s Attack Range: 10 cell Target: Select One Mana: 0 mp</p> <p>— Attack power scaling: 105% — Ranged attack power: 250 — Shadow element scaling 80% — Shadow Energies +60</p> <p>— There is a 3% chance of causing  Gunshot Wound</p> <hr/> <p> Gunshot Wound <b>Debuff</b> (Level 6) Duration: 5.0 seconds</p> <p><b>[REMOVED]</b> — Ranged damage received +5% <b>[REMOVED]</b> — Enemy's critical chance +15%</p>	<p>Cooldown: 0.8s Attack Range: 10 cell Target: Select One Mana: 0 mp</p> <p>— Attack power scaling: 105% — Ranged attack power: 250 — Shadow element scaling 80% — Shadow Energies +60</p> <p>— There is a 3% chance of causing  Gunshot Wound</p> <hr/> <p> Gunshot Wound <b>Buff</b> (Level 6) Duration: 5.0 seconds</p> <p><b>[NEW]</b> — Ranged damage caused +5% <b>[NEW]</b> — [PvE] Critical chance +15%</p>
 Vengeful Spirit Rain	<p>Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 100 mp</p> <p>— Attack power scaling: 115% — Ranged attack power: 800 — Shadow element scaling 90% — Shadow Energies +500</p> <p><b>[REMOVED]</b> — There is a 40% chance of causing  Weak Infernal Horror</p> <hr/> <p> Weak Infernal Horror <b>Debuff</b> (Level 2) Duration: 8 seconds</p> <p><b>[REMOVED]</b> — Shadow resistance -10 <b>[REMOVED]</b> — Enemy's critical damage +10%</p>	<p>Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 100 mp</p> <p>— Attack power scaling: 115% — Ranged attack power: 800 — Shadow element scaling 90% — Shadow Energies +500</p> <p><b>[NEW]</b> — There is a 40% chance of causing  Infernal wasteland</p> <hr/> <p> Infernal wasteland <b>Buff</b> (Level 2) Duration: 8 seconds</p> <p><b>[NEW]</b> — Shadow resistance drain +5 <b>[NEW]</b> — [PvE] Critical damage +10%</p>
 Soul Sword	<p>Cooldown: 75s Attack Range: 0 cell Target: Around Enemy in 8 cell Mana: 999 mp</p>	<p>Cooldown: 75s Attack Range: 0 cell Target: Around Enemy in 8 cell Mana: 999 mp</p>












	<div><div><div>— Attack power scaling: 110%</div><div>— Melee attack power: 1800</div><div>— Shadow element scaling 100%</div><div>— Shadow Energies +270</div></div><div><div>[REMOVED]</div> — There is a 100% chance of causing  Infernal Horror</div><div>— Critical Damage +15%</div></div>	<div><div><div>— Attack power scaling: 110%</div><div>— Melee attack power: 1800</div><div>— Shadow element scaling 100%</div><div>— Shadow Energies +270</div><div>— Critical Damage +15%</div><div>— Always inflicts critical hit</div></div><div><div>[NEW]</div> — There is a 100% chance of causing  Infernal Horror</div></div> <hr/> <div><div> Infernal Horror</div><div>Buff</div><div>(Level 2)</div><div>Duration: 10 seconds</div></div> <div><div>[NEW]</div> — Shadow resistance drain +10</div> <div><div>[NEW]</div> — [PvE] Critical damage +15%</div>
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Avenging Angel

Role: Basic / Attack power y Elemental

Main: DPS

Name	Original	New
 Lightning Blade	<p>Cooldown: 13s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 150 mp</p> <p>— Attack power scaling: 105% — Melee attack power: 300 — Light element scaling 95% — Light Energies +200</p> <p>— Has a 60% chance of causing [ Small Dazzled]</p> <p>— There is a 100% chance of causing  Evade</p> <p>— There is a 100% chance of causing  Halo</p> <hr/> <p> Small Dazzled <b>Debuff</b> (Level 4) Duration: 5.0 seconds</p> <p>— No dodge possible</p> <hr/> <p> Halo General Buff (Level 2) Duration: 13 seconds</p> <p>— Critical damage +50%</p>	<p>Cooldown: 13s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 150 mp</p> <p>— Attack power scaling: 105% — Melee attack power: 300 — Light element scaling 95% — Light Energies +200</p> <p>— Has a 60% chance of causing [ Small Dazzled]</p> <p>— There is a 100% chance of causing  Evade</p> <p>— There is a 100% chance of causing  Halo</p> <hr/> <p> Small Dazzled <b>Buff</b> (Level 4) Duration: 5.0 seconds</p> <p><b>[NEW]</b> — Cannot be evaded <b>[NEW]</b> — Disappears upon landing 1 hits</p> <hr/> <p> Halo General Buff (Level 2) Duration: 13 seconds</p> <p>— Critical damage +50%</p>
 Cut and Run	<p>Cooldown: 25s Attack Range: 15 cell Target: Select One Mana: 100 mp</p> <p>— Attack power scaling: 115% — Melee attack power: 800 — Light element scaling 110% — Light Energies +600 — Always inflicts critical hits</p> <p><b>[REMOVE]</b> — Has a 100% chance of causing  Cut and Run</p>	<p>Cooldown: 25s Attack Range: 15 cell Target: Select One Mana: 100 mp</p> <p>— Attack power scaling: 115% — Melee attack power: 800 — Light element scaling 110% — Light Energies +600 — Always inflicts critical hits</p> <p><b>[NEW]</b> — Attack power +2% (Relative to distance)</p>
 Divine Blade	<p>Cooldown: 45s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp</p>	<p>Cooldown: 45s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp</p>





	<div><div><div>— Attack power scaling: 120%</div><div>— Melee attack power: 1200</div><div>— Light element scaling 110%</div><div>— Light Energies +900</div><div>— Has a 100% probability of causing  Dazzled</div></div><div><div> Dazzled</div><div>General Debuff</div><div>(Level 5)</div><div>Duration: 5 seconds</div><div>— No dodge possible</div></div></div>	<div><div><div>— Attack power scaling: 120%</div><div>— Melee attack power: 1200</div><div>— Light element scaling 110%</div><div>— Light Energies +900</div><div>— Has a 100% probability of causing  Dazzled</div></div><div><div> Dazzled</div><div>Buff</div><div>(Level 5)</div><div>Duration: 5 seconds</div><div>[NEW] — Cannot be evaded</div><div>[NEW] — Disappears upon landing 2 hits</div></div></div>
<div> Spirit Lance</div>	<div><div>Cooldown: 80s</div><div>Attack Range: 6 cell</div><div>Target: Around Enemy in 3 cell</div><div>Mana: 400 mp</div><div><div>— Attack power scaling: 130%</div><div>— Melee attack power: 1500</div><div>— Light element scaling 120%</div><div>— Light Energies +1200</div><div>— Damage caused on critical hits is increased by 10%.</div></div><div>[REMOVED] — Has a 100% chance of causing  Critical Bleeding</div><div><div> Critical Bleeding</div><div>Debuff</div><div>(Level 4)</div><div>Duration: 8.0 seconds</div><div>— Damage received from critical hits is increased by 20%</div></div></div>	<div><div>Cooldown: 80s</div><div>Attack Range: 6 cell</div><div>Target: Around Enemy in 3 cell</div><div>Mana: 400 mp</div><div><div>— Attack power scaling: 130%</div><div>— Melee attack power: 1500</div><div>— Light element scaling 120%</div><div>— Light Energies +1200</div><div>— Damage caused on critical hits is increased by 10%.</div></div><div>[NEW] — Has a 100% chance of causing  Critical Lance</div><div><div> Critical Lance</div><div>Buff</div><div>(Level 4)</div><div>Duration: 8.0 seconds</div><div>— [PvE] Critical damage +10%</div></div></div>



Sunchaser

Role: Skills / Elemental  
Main: DPS

Name	Original	New
 Lightning Fury	<p>Cooldown: 25.0s Range: 10 cell Area: Around enemies in 2 cell Mana: 50 mp</p> <p>— Attack power scaling: 105% — Ranged attack power +300 — Light element scaling 110% — Light Energies +450 — Has a 100% chance of invoking the combo [ Rapid Retreat]</p>	<p>Cooldown: 18.0s Range: 10 cell Area: Around enemies in 2 cell Mana: 50 mp</p> <p>— Attack power scaling: 105% — Ranged attack power +300 — Light element scaling 110% — Light Energies +450 — Has a 100% chance of invoking the combo [ Rapid Retreat]</p>
 Solar Spear	<p>Cooldown: 18.0s Target: Select one Range: 16 cell Area: Special area Mana: 100 mp</p> <p>— Attack power scaling: 105% — Ranged attack power +500 — Light element scaling 105% — Light Energies +500 — Has a 100% chance of causing [ Light Power] — Elemental damage +2% (Relative to distance)</p>	<p>Cooldown: 16.0s Target: Select one Range: 16 cell Area: Special area Mana: 100 mp</p> <p>— Attack power scaling: 105% — Ranged attack power +500 — Light element scaling 105% — Light Energies +500 — Has a 100% chance of causing [ Light Power] — Elemental damage +2% (Relative to distance)</p>
 Solar Shower	<p>Cooldown: 15.0s Target: Select one Range: 9 cell Area: Around enemies in 3 cell Mana: 150 mp</p> <p>— Attack power scaling: 105% — Ranged attack power +300 — Light element scaling 110% — Light Energies +450 — Has a 100% chance of invoking the combo [ Sunspot Explosion]</p>	<p>Cooldown: 12.0s Target: Select one Range: 9 cell Area: Around enemies in 3 cell Mana: 150 mp</p> <p>— Attack power scaling: 105% — Ranged attack power +300 — Light element scaling 110% — Light Energies +450 — Has a 100% chance of invoking the combo [ Sunspot Explosion]</p>
 Back Kick	<p>Cooldown: 20.0s Target: Select one Range: 10 cell Area: Around enemies in 1 field Mana: 80 mp</p> <p>— Attack power scaling: 105% — Ranged attack power +450</p>	<p>Cooldown: 15.0s Target: Select one Range: 10 cell Area: Around enemies in 1 field Mana: 80 mp</p> <p>— Attack power scaling: 105% — Ranged attack power +450</p>













	<ul style="list-style-type: none"><li>— Light element scaling 115%</li><li>— Light Energies +700</li></ul>	<ul style="list-style-type: none"><li>— Light element scaling 115%</li><li>— Light Energies +700</li></ul>
 Spear of Binding	<p>Cooldown: 50.0s Target: Select one Range: 9 cell Area: Around enemies in 1 field Mana: 120 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 105%</li><li>— Ranged attack power +500</li><li>— Light element scaling 110%</li><li>— Light Energies +700</li><li>— Has a 100% chance of invoking the combo [ Wolf Pack]</li></ul>	<p>Cooldown: 40.0s Target: Select one Range: 9 cell Area: Around enemies in 1 field Mana: 120 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 105%</li><li>— Ranged attack power +500</li><li>— Light element scaling 110%</li><li>— Light Energies +700</li><li>— Has a 100% chance of invoking the combo [ Wolf Pack]</li></ul>
 Solar Eruption	<p>Cooldown: 30.0s Attack Range: Itself Target: Around enemies in 5 cell Mana: 200 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 105%</li><li>— Ranged attack power +600</li><li>— Light element scaling 120%</li><li>— Light Energies +800</li></ul>	<p>Cooldown: 15.0s Attack Range: Itself Target: Around enemies in 5 cell Mana: 200 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 105%</li><li>— Ranged attack power +600</li><li>— Light element scaling 120%</li><li>— Light Energies +800</li></ul>




MAGICIAN



[PvP] Tide Lord

 TEMPORAL CHANGES 








 [PvP] Typhoon	<div>— Attack power scaling: 65%</div> <div>— Magic attack power +100</div> <div>— [PvP] Water energies +300</div>	<div>— Attack power scaling: 55%</div> <div>— Magic attack power +100</div> <div>— [PvP] Water energies +300</div>
 [PvP] The Large Trident	<div>— Attack power scaling: 70%</div> <div>— Magic attack power +150</div> <div>— [PvP] Water energies +450</div>	<div>— Attack power scaling: 60%</div> <div>— Magic attack power +125</div> <div>— [PvP] Water energies +450</div>
 [PvP] Small Electric Shock	Duration: 2s	Duration: 1s
 [PvP] Lightning Strike	<div>— Attack power scaling: 80%</div> <div>— Magic attack power +350</div> <div>— [PvP] Water energies +600</div>	<div>— Attack power scaling: 70%</div> <div>— Magic attack power +300</div> <div>— [PvP] Water energies +600</div>
 [PvP] Electric Shock	Duration: 3s	Duration: 2s
 [PvP] Double Lightning	<div>— Attack power scaling: 85%</div> <div>— Magic attack power +400</div> <div>— [PvP] Water energies +650</div>	<div>— Attack power scaling: 75%</div> <div>— Magic attack power +350</div> <div>— [PvP] Water energies +650</div>
 [PvP] Lightning Storm	<div>— Attack power scaling: 95%</div> <div>— Magic attack power +600</div> <div>— [PvP] Water energies +1500</div>	<div>— Attack power scaling: 85%</div> <div>— Magic attack power +500</div> <div>— [PvP] Water energies +1500</div>
 [PvP] Big Electric Shock	Duration: 4s	Duration: 2.5s
 [PvP] Feeding Time	<div>— Attack power scaling: 105%</div> <div>— Magic attack power +800</div> <div>— [PvP] Water energies +950</div> <div>— Has a 60% chance of causing [ [PvP] Shark Bite]</div>	<div>— Attack power scaling: 90%</div> <div>— Magic attack power +600</div> <div>— [PvP] Water energies +950</div> <div>— Has a 100% chance of causing [ [PvP] Shark Bite]</div>
 [PvP] Shark Bite	Duration: 12s	Duration: 6s








 [PvP] Tsunami	<ul style="list-style-type: none"> <li>— Attack power scaling: 85%</li> <li>— Magic attack power +400</li> <li>— [PvP] Water energies +2000</li> </ul>	<ul style="list-style-type: none"> <li>— Attack power scaling: <b>80%</b></li> <li>— Magic attack power <b>+300</b></li> <li>— [PvP] Water energies +2000</li> </ul>
 [PvP] Head's Up, Blue Whale!	<ul style="list-style-type: none"> <li>— Attack power scaling: 110%</li> <li>— Magic attack power +1750</li> <li>— [PvP] Water energies +1850</li> </ul>	<ul style="list-style-type: none"> <li>— Attack power scaling: <b>95%</b></li> <li>— Magic attack power <b>+1350</b></li> <li>— [PvP] Water energies +1850</li> </ul>
 [PvP] Water Pressure	Duration: 3s	Duration: <b>2.5s</b>



Seer

Role: Skills / Elemental / DPS Debuffer

Name	Original	New
 Blade Changer	Attack Range: 12 cell Target: Select One Cooldown: 15s MP Cost: 230  <ul style="list-style-type: none"> <li>— Attack power scaling: 75%</li> <li>— Magic attack power +150</li> <li>— Shadow element scaling: 80%</li> <li>— Shadow energies +220</li> </ul> — Has a 100% chance of invoking the combo [  Blade Changer]	Attack Range: 12 cell Target: Select One Cooldown: 15s MP Cost: 230  <ul style="list-style-type: none"> <li>— Attack power scaling: <b>60%</b></li> <li>— Magic attack power +150</li> <li>— Shadow element scaling: <b>70%</b></li> <li>— Shadow energies +220</li> </ul> — Has a 100% chance of invoking the combo [  Blade Changer]
 Blade Changer	Attack Range: 14 cell Target: Around Enemy in 1 cell Cooldown: 1s MP Cost: 350  <ul style="list-style-type: none"> <li>— Attack power scaling: 75%</li> <li>— Magic attack power +150</li> <li>— Shadow element scaling: 80%</li> <li>— Shadow energies +220</li> </ul> — Has a 100% chance of invoking the combo [  Blade Changer]	Attack Range: 14 cell Target: Around Enemy in 1 cell Cooldown: 0.3s MP Cost: 350  <ul style="list-style-type: none"> <li>— Attack power scaling: <b>60%</b></li> <li>— Magic attack power +150</li> <li>— Shadow element scaling: <b>70%</b></li> <li>— Shadow energies +220</li> </ul> — Has a 100% chance of invoking the combo [  Blade Changer]
 Blade Changer	Attack Range: 15 cell Target: Around Enemy in 1 cell Cooldown: 1s MP Cost: 350  <ul style="list-style-type: none"> <li>— Attack power scaling: 75%</li> <li>— Magic attack power +150</li> <li>— Shadow element scaling: 80%</li> </ul>	Attack Range: 15 cell Target: Around Enemy in 1 cell Cooldown: 0.3s MP Cost: 350  <ul style="list-style-type: none"> <li>— Attack power scaling: <b>60%</b></li> <li>— Magic attack power +150</li> <li>— Shadow element scaling: <b>70%</b></li> </ul>



	<div>— Shadow energies +220</div> <div>— Has a 10% chance of causing [ Weak Dark Energy]</div> <div>— Has a 100% chance of invoking the combo [ Blade Changer]</div>	<div>— Shadow energies +220</div> <div>— Has a 10% chance of causing [ Weak Dark Energy]</div> <div>— Has a 100% chance of invoking the combo [ Blade Changer]</div>
 Weak Dark Energy	<div>[REMOVED] — There's a 50% chance that damage from shadow element +25% while a shadow fairy is accompanying you</div>	<div>[NEW] — Enemy's shadow elemental damage +5%</div>
 Dark Energy	<div>[REMOVED] — There's a 50% chance that damage from shadow element +50% while a shadow fairy is accompanying you</div>	<div>[NEW] — Enemy's shadow elemental damage +10%</div>
 Strong Dark Energy	<div>[REMOVED] — There's a 100% chance that damage from shadow element +40% while a shadow fairy is accompanying you</div>	<div>[NEW] — Enemy's shadow elemental damage +15%</div>






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








[PvP] Demon Warrior






Role:  
Main: Bruiser  
Secondary: Debuffer

 [PvP] Nosedive	Cooldown: 12s Attack power scaling: 75% Melee attack power +400	Cooldown: 10s Attack power scaling: 75% Melee attack power +200
 [PvP] Demonical Blood-Sucking	[REMOVED] — Every 4 seconds: HP is reduced by 1287 ( Player Level* 13) and given to the effect's caster [REMOVED] — Every 4 seconds [PvP] Decreases 1%HP [REMOVED] — Shadow resistance -10	[NEW] — Every 4 seconds: HP is decreased by 80% of the caster's plain attack and given to the effect's caster [NEW] — HP consumed by debuffs +5% per debuff active (max 100)
 [PvP] Shadow Storm	[REMOVED] — Has a 100% chance of causing  [[PvP] Darkness of DOOM] [REMOVED] — Has a 40% chance of causing  [PvP] Demonical Blood-Sucking]	[NEW] — Has a 100% chance of causing  [PvP] Bat Infection]
 [PvP] Bat storm infection]		Debuff Nv 5 CD: 10 s  Every 4 seconds: Pvp] Decreases 1% HP
 [PvP] Demon Fire	Melee attack power +1000 Has a 30% chance of causing  [PvP] Night Terror]	Melee attack power +300 Has a 80% chance of causing  [PvP] Night Terror]
 [PvP] Double Spinning Kick	Melee attack power +900 [REMOVED] — Has a 20% chance of causing  [PvP] Shackle] Has a 25% chance of causing  Short Blackout]	Melee attack power +300 Has a 50% chance of causing  Short Blackout]
 [PvP] Demonic Powers	[PvP] Attack power +15% of the user's base attack stat [PvP] Damage received -5% [REMOVED] — Attack and defence powers +2% per debuff active on the user	[PvP] Attack power +8% of the user's base attack stat [PvP] Damage received -10% [NEW] — The duration of caused debuffs +5%
 [PvP] Blood Chains	— Attack power scaling: 90% — Melee attack power +550 — [PvP] Damage +4% of the enemy's total HP Has a 50% chance of causing  [PvP] Shackle]	— Attack power scaling: 30% — Melee attack power +250 — [PvP] Damage +2% of the enemy's total HP Has a 100% chance of causing  [PvP] Shackle] ( ignore debuff protection) [NEW] — Cannot be evaded
 [PvP] Shackle]	Duration: 6s [REMOVED] — [PvP] Damage caused -5% [REMOVED] — Movement speed -10%	Duration: 10s [NEW] — Every 4 seconds: [Pvp] Decreases 1% HP

 [PvP] Lucifer's Judgement	Cooldown: 90s [PvP] Damage +8% of the enemy's total HP	Cooldown: 75s [PvP] Damage +5% of the enemy's total HP
 [PvP] This judgement causes worlds to perish	[REMOVED] — [PvP] Shadow resistance -25	[NEW] — Every 4 seconds: [PvP] Decreases 1% HP [NEW] — [PvP]  Demonic Judgment occurs in releasing at the probability of 100%
 [PvP] Demonic Judgment		General Debuff (Level 5) Duration 1s  [PvP] Decreases 5% HP [PvP] Decreases 5% MP  [PvP] Has a 100% chance of causing [  Deadly Blackout]

ITEMS

 [PvP] Forgotten Hero's Arrowhead I	Every 7 basic attacks, [  Hunter's Sharp Eye I] is received [PvP] Critical chance +2% [PvP] Hit rate +30   Hunter's Sharp Eye I General Buff (Level 4) Duration: 3 seconds  [PvP] Damage +1% of the enemy's current HP [PvP] Final damage of basic attacks is increased by user's critical chance *2  Side Effect: after 0.1 seconds — Disappears upon landing a basic attack	Every 10 basic attacks, [  Hunter's Sharp Eye I] is received [PvP] Critical chance +2% [PvP] Hit rate +30   Hunter's Sharp Eye I General Buff (Level 4) Duration: 3 seconds  [PvP] Damage +1% of the enemy's current HP [PvP] Final damage of basic attacks is increased by user's critical chance *1  Side Effect: after 0.1 seconds — Disappears upon landing a basic attack
 [PvP] Forgotten Hero's Arrowhead II	Every 5 basic attacks, [  Hunter's Sharp Eye II] is received [PvP] Critical chance +4% [PvP] Hit rate +80   Hunter's Sharp Eye II General Buff (Level 4) Duration: 3 seconds	Every 8 basic attacks, [  Hunter's Sharp Eye II] is received [PvP] Critical chance +4% [PvP] Hit rate +80   Hunter's Sharp Eye II General Buff (Level 4)

	<p>[PvP] Damage +2% of the enemy's current HP [PvP] Final damage of basic attacks is increased by user's critical chance *4</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a basic attack</p>	<p>Duration: 3 seconds</p> <p>[PvP] Damage +1% of the enemy's current HP [PvP] Final damage of basic attacks is increased by user's critical chance *3</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a basic attack</p>
 <p>[PvP] Forgotten Hero's Arrowhead III</p>	<p>Every 3 basic attacks, [ Hunter's Sharp Eye III] is received [PvP] Critical chance +8% [PvP] Hit rate +150</p> <hr/> <p> Hunter's Sharp Eye III General Buff (Level 4) Duration: 3 seconds</p> <p>[PvP] Damage +3% of the enemy's current HP [PvP] Final damage of basic attacks is increased by user's critical chance *8</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a basic attack</p>	<p>Every 5 basic attacks, [ Hunter's Sharp Eye III] is received [PvP] Critical chance +8% [PvP] Hit rate +150</p> <hr/> <p> Hunter's Sharp Eye III General Buff (Level 4) Duration: 3 seconds</p> <p>[PvP] Damage +2% of the enemy's current HP [PvP] Final damage of basic attacks is increased by user's critical chance *6</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a basic attack</p>