





















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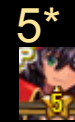
Laurena:

Skill	Stats		
<div></div> <div>Aquatic Alchemy</div>	<div>Attack Range: Itself Casting time: 0.2s Cooldown: 22.0 MP Cost: 0</div> <div>— Has a 100% chance of causing [ Aquatic Alchemy] to all Souls — [SSS] Recovers 1410 MP</div> <div></div> <div> Aquatic Alchemy</div> <div>Magic Buff (Level 1) Duration: 14.0 seconds</div> <div>— Water energies +250 — Water resistance drain +5 — Every 4 6 seconds: Recovers HP by 12 80% of the caster's water elemental energies</div>		
<div></div> <div>Thorn Bush</div>	<div>Cooldown: 10 12s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 0 mp</div> <div>— Elemental energy scaling: 375 390% Magic Attack Power +900 — Water element scaling: 105% Water Energies +750</div> <div>— Has a 100% chance of causing [ Thorn Bush] — [SSS] Recovers 1175 MP [ Water Element] is applied (ignores debuff protection)</div> <div></div> <div> Thorn Bush</div> <div>Magic Debuff (Level 5) Duration: 8 10.0 seconds</div> <div>— Movement speed -3 — Every 2 seconds: Decreases HP by 20 25% of the caster's water elemental energies — Water Resistance -5</div>		
<div></div> <div>Storm cloud</div>	<div>Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 18 800 mp</div> <div>— Elemental energy scaling: 445 475% Magic Attack Power +900 1350 — Water element scaling: 105% Water Energies +750 — This ability will be triggered every 40 deciseconds over 120 deciseconds around 2 cell</div> <div>— Has a 100% chance of causing [ Water Element] (ignores debuff protection)</div>		
Connection Level			
Laurena's Connection (Level 1)	— Water resistance drain +5	Laurena's Connection (Level 4)	— Water resistance drain +5 — Increases in 1 cell the area of the skill  Storm Cloud and its retriggering — Elemental energy power scaling: + 85 100% of  Storm Cloud  Side Effect: after 0.1 seconds — Changes the retriggering interval to 30 deciseconds for the  Storm Cloud skill
Laurena's Connection (Level 2)	— Water resistance drain +5 — Increases in 1 cell the area of the skill  Storm Cloud and its retriggering	Laurena's Connection (Level 5)	— Water resistance drain +5 — Increases in 1 cell the area of the skill  Storm Cloud and its retriggering — Elemental energy power scaling: + 85 100% of  Storm Cloud  Side Effect: after 0.1 seconds — Changes the retriggering interval to 30 deciseconds for the  Storm Cloud skill — Elemental energy power scaling: +40 80% of  Thorn Bush
Laurena's Connection (Level 3)	— Water resistance drain +5 — Increases in 1 cell the area of the skill  Storm Cloud and its retriggering — Elemental energy power scaling: + 85 100% of  Storm Cloud	Laurena's Connection (Level 6)	— Changes the retriggering skill duration to 180 deciseconds for the  Storm Cloud skill — Water resistance drain +5 10 — Damage of skills increases +20% of the user's elemental energies


























Orkani:



Skill	Stats
 Shadow Storm	<p>Cooldown: 8.5s Attack Range: 9 cell Target: Around Enemies in 3 cell Mana: 0 mp</p> <p>— Health power scaling: 45% Magic Attack Power +750 — Shadow element scaling: 85% Shadow Energies +500 — This ability will be triggered every 50 deciseconds for 105 deciseconds around 3 cell</p> <p>— Has a 100% chance of causing [ Shadow Storm] (ignores debuff protection) — [SSS] Recovers <span>705</span> <span>235</span> MP [Shadow Element] is applied (ignores debuff protection)</p>



Daniel Ducats:

Skill	Stats
 Dark Shotgun	<p>Cooldown: 0.6s Attack Range: 9 cell Target: Around Enemies in 0 cell Mana: 0 mp</p> <p>— Attack power scaling: 55% Range attack power +175 — Shadow element scaling: 55% Shadow Energies +200 — Every 3 attacks, recovers 470 MP</p>
 Flashing Slice	<p>Cooldown: 6.5s Attack Range: 14 cell Target: Around Enemy in 3 cell Mana: 0 mp</p> <p>— Elemental energy scaling: 250% 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 [Shadow Element] is applied (ignores debuff protection)</p> <hr/> <p> Vicious Wound</p> <p>General Debuff (Level 2) Duration: 10.0 seconds</p> <p>— Movement speed -2 — Every 2 seconds: Decreases HP by 30% of the caster's shadow elemental energies — Shadow Resistance -10</p> <p>Side Effect: after 0.1 seconds — [PvE] Healing bonus -15%</p>
 Ghost Ship	<p>Cooldown: 20s Attack Range: 12 cell Target: Around Enemy in 4 cell Mana: 0 mp</p> <p>— Elemental energy scaling: 450% Range Attack Power +1150 — Shadow element scaling: 105% Shadow Energies +750</p> <p>— Has a 100% chance of causing [ Plunder] to all Souls — <span>Has a 100% chance of causing [ Fast Plunder] to all Souls</span> — [SSS] Recovers 1410 MP [Shadow Element] is applied (ignores debuff protection)</p> <hr/> <p> Plunder</p> <p>General Buff (Level 2) Duration: 16.0 seconds</p> <p>— Gold Gain +15% (max. 100%) — Shadow energies +<span>450</span>   <span>300</span> — Shadow resistance drain +5 Side Effect: after 0.1 seconds — <span>Every 4 seconds: Recovers HP by 15% of the caster's shadow elemental energies   <span>Healing and leeching efficacy</span> +35%</span> — Every 4 seconds: [SSS] Mana recovery +<span>235</span>   <span>350</span></p> <hr/> <p> Fast Plunder</p> <p>General Buff (Level 2) Duration: 7.0 seconds</p> <p>— Shadow energies +150 — Shadow resistance drain +5 — Every 2 seconds: Recovers HP by 35% of the caster's shadow elemental energies — Healing and leeching efficacy +25%</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: 500% Range Attack Power +<span>1250</span>   <span>1750</span> — Shadow element scaling: 110% Shadow Energies + <span>600</span>   <span>800</span> — This ability will be triggered every 35 deciseconds over 140 deciseconds around 4 cell — Cannot be evaded There's a 100% chance of causing [Shadow Element] (ignores debuff protection) — <span>Never inflicts critical hits</span>   <span>Has a 100% chance of causing [ Artillery support]</span></p> <hr/>

	<div> Artillery support</div> <div>General Buff (Level 2) Duration: 2.0 seconds</div> <div>— Shadow resistance drain +10 — Recovers HP by 65% of the caster's shadow elemental energies</div> <div>— 100% to resistance to the effect:  Artillery support</div>		
Connection Level			
Daniel Ducats's Connection (Level 1)	— Shadow resistance drain +10	Daniel Ducats's Connection (Level 4)	— Shadow resistance drain +10 — Increases in <span>1</span> <span>2</span> cell the area of the skill  Thundering Dark Cannon Shots and its retriggering — Elemental energy power scaling: +100% of Thundering Dark Cannon Shots Side Effect: after 0.1 seconds — Changes the retriggering interval to 25 deciseconds for the Thundering Dark Cannon Shots skill
Daniel Ducats's Connection (Level 2)	— Shadow resistance drain +10 — Increases in <span>1</span> <span>2</span> cell the area of the skill  Thundering Dark Cannon Shots and its retriggering	Daniel Ducats's Connection (Level 5)	— Shadow resistance drain +10 — Increases in <span>1</span> <span>2</span> cell the area of the skill  Thundering Dark Cannon Shots and its retriggering — Elemental energy power scaling: +100% of Thundering Dark Cannon Shots Side Effect: after 0.1 seconds — Changes the retriggering interval to 25 deciseconds for the  Thundering Dark Cannon Shots skill — Elemental energy power scaling: +90% of  Ghost Ship
Daniel Ducats's Connection (Level 3)	— Shadow resistance drain +10 — Increases in <span>1</span> <span>2</span> cell the area of the skill  Thundering Dark Cannon Shots and its retriggering — Elemental energy power scaling: +100% of  Thundering Dark Cannon Shots	Daniel Ducats's Connection (Level 6)	— Changes the retriggering skill duration to 180 deciseconds for the  Thundering Dark Cannon Shots skill — Shadow resistance drain +5 — Increases by 50% the duration of  Vicious Wound] — Increases by 20% the duration of  Plunder]

<div> Dark Elder's Wand</div>	<div>Min Damage: 1440 Max Damage: 1655 Concentration: 100</div> <div>— All resistance drain +60 All Elemental Energies +425 — Has a 25% chance to increase damage caused by 40% (does half damage on PvP) — [Weapon] Mana Recovery + (13% + RangeLevel * 8%) — [Weapon] Elemental Damage + (10% + ReforgeLevel *5%) — [Weapon] Damage of skills increases (6% + ReforgeLevel * 2%) of Elemental Energies</div> <div></div> <div>If this weapon is equipped with Yertiran, it will grant an additional buff</div> <div> Yertiran's weapon of choice</div> <div>General Buff (Level 5) Duration: 300 seconds</div> <div>— [Weapon] Damage of skills increases (<span>4</span><span>2</span>% + ReforgeLevel * <span>2</span><span>4</span>%) of Elemental Energies — [Weapon] Elemental damage +(1+ReforgeLevel * 2)% — <span>[SSS] Mana Recovery +10%</span>   <span>[Weapon] Mana Recovery + (8+ReforgeLevel*2)%</span></div>
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