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Swordman

Warrior

Name	Old	New
 Iron Force	— [PvE] Fire elemental damage +10%	— [PvE] Fire elemental damage +20%

[PvP] Crusader

Name	Old	New
 [PvP] Growth Shield		[REMOVED] — Disappears upon receiving a hit

Battle Monk

Name	Old	New
 Spirit of Enlightenment	[PvE] Water elemental damage +10%	[PvE] Water elemental damage +15%



Stone Breaker

Name	Old	New
 Fireblast	Attack Range: 12 cell Target: Special Area Casting time: 0.1 sec Cooldown: 25s — Attack power scaling: 145% — Melee attack power +1400 — Fire element scaling: 95% — Fire energies +150 — Gives 1 tokens at once — If you spend 1 tokens, damage caused +30% — Has 100% chance of causing [ Rocket Blast]	Attack Range: 12 cell Target: Special Area Casting time: 0.1 sec Cooldown: 25s — Attack power scaling: 145% — Melee attack power +1000 — Fire element scaling: 95% — Fire energies +150 — Gives 1 tokens at once — If you spend 1 tokens, damage caused +30% — Has 100% chance of causing [ Rocket Blast]
 Rubble Trouble	Attack Range: 3 cell Target: Around Enemies in 5 cell Casting time: 0.3 sec Cooldown: 10s — Attack power scaling: 170% — Melee attack power +2200 — Fire element scaling: 85% — Fire energies +175 — Has 100% chance of causing [ Shrapnel Blast] — Token gauge increased by 40 — Can only be cast if you have 1 tokens  Shrapnel Blast Buff (Level 4) Duration: 5.0 seconds — Basic attack damage 40%	Attack Range: 3 cell Target: Around Enemies in 5 cell Casting time: 0.3 sec Cooldown: 10s — Attack power scaling: 135% — Melee attack power +1200 — Fire element scaling: 85% — Fire energies +175 — Has 100% chance of causing [ Shrapnel Blast] — Token gauge increased by 40 — Can only be cast if you have 1 tokens  Shrapnel Blast Buff (Level 4) Duration: 5.0 seconds — Basic attack damage +30%
 Blast Mining	Attack Range: 3 cell Target: Around Enemies in 6 cell Casting time: 0.4 sec Cooldown: 80s — Attack power scaling: 200% — Melee attack power +3500 — Fire element scaling: 95% — Fire energies +250 — If you spend 2 tokens, damage caused +50% — Token gauge increased by 80 — Can only be cast if you have 2 tokens	Attack Range: 3 cell Target: Around Enemies in 6 cell Casting time: 0.4 sec Cooldown: 80s — Attack power scaling: 165% — Melee attack power +2200 — Fire element scaling: 95% — Fire energies +250 — If you spend 2 tokens, damage caused +30% — Token gauge increased by 80 — Can only be cast if you have 2 tokens



[PvP] Stone Breaker

Name	Old	New
 [PvP] Rocket Fire	Debuff (Level 6) [REMOVED] — [PvP] Enemy's critical damage +10% [REMOVED] — [PvP] Melee damage received +10% [REMOVED] —Has 100% of receiving a critical hit if the enemy attacks with [ [PvP] Blast Mining]	Buff (Level 6) [NEW] — [PvP] Critical damage +10% [NEW] — [PvP] Melee damage caused +10% [NEW] — Has 100% of causing a critical hit if [ [PvP] Blast Mining]
 [PvP] Blast Mining	[REMOVED] — This skill cannot be evaded if the opponent is afflicted by [ [PvP] Rocket Fire]	[NEW] — The skill cannot be evaded if [ [PvP] Rocket Fire] is active
 [PvP] Overdrive	— Hit rate +297 (Player level *3)	— Hit rate +396 (Player level *4)

Archer



Assassin

Name	Old	New
 Assassin's Technique		[NEW] — [PvE] Shadow elemental damage +10%



[PvP] Fire Cannoneer

Name	Old	New
 [PvP] Cannon Burst	— Duration: 6s	— Duration: 3s



Fire Cannonner

Name	Old	New
Cannon Force	— [PvE] Fire elemental damage +10%	— [PvE] Fire elemental damage +20%



Scout

Name	Old	New
Falcon Nosedive	Cooldown: 7s — Attack power scaling: 105% — Ranged attack power +300 — Water element scaling: 80% — Water energies +70 — Has a 100% chance of invoking the combo [Rotating Arrow – Highest Level]	Cooldown: 8s — Attack power scaling: 100% — Ranged attack power +250 — Water element scaling: 80% — Water energies +70 — Has a 100% chance of invoking the combo [Rotating Arrow – Highest Level]
Rotating Arrow – Highest Level	— Attack power scaling: 105% — Ranged attack power +350 — Water element scaling: 85% — Water energies +70	— Attack power scaling: 100% — Ranged attack power +300 — Water element scaling: 85% — Water energies +70
Lightning Reload	— Attack power scaling: 115% — Ranged attack power +200 — Water element scaling: 75% — Water energies +50 — Has a 100% chance of invoking the combo [Rotating Arrow – Level 1]	— Attack power scaling: 105% — Ranged attack power +150 — Water element scaling: 75% — Water energies +50 — Has a 100% chance of invoking the combo [Rotating Arrow – Level 1]
Rotating Arrow – Level 1	— Attack power scaling: 115% — Ranged attack power +300 — Water element scaling: 75% — Water energies +80 — Has a 100% chance of invoking the combo [Rotating Arrow – Level 2]	— Attack power scaling: 110% — Ranged attack power +250 — Water element scaling: 75% — Water energies +80 — Has a 100% chance of invoking the combo [Rotating Arrow – Level 2]
Rotating Arrow – Level 2	— Attack power scaling: 120% — Ranged attack power +400 — Water element scaling: 75% — Water energies +100	— Attack power scaling: 115% — Ranged attack power +350 — Water element scaling: 75% — Water energies +100



Sunchaser

Name	Old	New
Call of the Wild	[REMOVED] — All elemental damage +10%	[NEW] — [PvE] Light elemental damage +20%



Blaster

Name	Old	New
Reload	— [PvE] Ranged Damage caused +25%	— [PvE] Ranged Damage caused +35%



Fog Hunter

Name	Old	New
Continuous Barrage III	Continuous Barrage III Attack Range: 12 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 0.1s Mana: 30 mp — Attack power scaling: 90% — Ranged attack power +100 — Shadow element scaling: 115% — Shadow energies +450 — Token gauge increased by 20 — Critical chance +60% of the user's total if Gas Fog is active	Attack Range: 12 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 0.1s Mana: 30 mp — Attack power scaling: 90% — Ranged attack power +100 — Shadow element scaling: 115% — Shadow energies +450 — Token gauge increased by 20 — Critical chance +60% of the user's total if Gas Fog is active — Has 100% chance of invoking Continuous Barrage II
Nerve Gas Flask	Attack Range: 12 cell Target: Around Enemies in 1 cell Casting time: 1 sec Cooldown: 40s Mana: 50 mp — Gives 1 tokens at once — If Gas Fog is active, has 100% chance of causing Nerve Gas — If Curse Fog is active, has 100% chance of causing Improved Nerve Gas Nerve Gas Debuff (Level 5) Duration: 5.0 sec — Final damage received +20% if the enemy attacks with Continuous Barrage and his combos. — Final damage received +20% if the enemy attacks with Mental Target	Attack Range: 12 cell Target: Around Enemies in 1 cell Casting time: 1 sec Cooldown: 40s Mana: 50 mp — Gives 1 tokens at once — If Gas Fog is active, has 100% chance of causing Nerve Gas — If Curse Fog is active, has 100% chance of causing Improved Nerve Gas Nerve Gas Debuff (Level 6) Duration: 8.0 sec — Final damage received +20% if the enemy attacks with Continuous Barrage and his combos. — Final damage received +20% if the enemy attacks with Mental Target

 Gas Cloud	Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 30s Mana: 200 mp — Token gauge increased by 40 — Has a 100% chance of causing [ Gas Cloud]  Gas Cloud Buff (Level 10) Duration: 6.0 seconds —You are invisible. This state will not change if you are attacked. — Shadow resistance drain +10 — Ambush attack causes 2000 additional attack power. — The attack range +2 Side effect: after 0.1 sec [REMOVED] — Disappears upon landing 4 hits	Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 30s Mana: 200 mp — Token gauge increased by 40 — Has a 100% chance of causing [ Gas Cloud]  Gas Cloud Buff (Level 10) Duration: 6.0 seconds —You are invisible. This state will not change if you are attacked. — Shadow resistance drain +10 — Ambush attack causes 2000 additional attack power. — The attack range +2
 Curse Fog	Poison Buff (Level 10) Duration: 600s — [PvE] Skill cooldown +20% — [PvE] Damage caused -30% — [PvE] Caused debuff duration +50%	Poison Buff (Level 10) Duration: 600s — [PvE] Skill cooldown -10% (max. 90%) — [PvE] Damage caused -30% — [PvE] Caused debuff duration +50%

Magician



[PvP] Blue Magician

Name	Old	New
[PvP] Blue Magician's Determination	— [Jötunheim] Damage Caused -10%	— [Jötunheim] Damage Caused -15%



Fire Storm

Name	Old	New
 Circle of Flames Counts as a basic attack	Attack Range: Itself Target: Around Enemies in 5 cell Casting time: 0.1 sec Cooldown: 40s Mana: 120 mp — Attack power scaling: 125% — Ranged attack power +550 — Fire element scaling: 85% — Fire energies +100 — Token gauge increased by 50 New: Has a 100% chance of causing [ Swirl Power Up]	Attack Range: Itself Target: Around Enemies in 5 cell Casting time: 0.1 sec Cooldown: 30s Mana: 120 mp — Attack power scaling: 125% — Ranged attack power +550 — Fire element scaling: 85% — Fire energies +100 — Token gauge increased by 50 New: Has a 100% chance of causing [ Swirl Power Up]
	 Swirl Power Up Buff (Level 1) Duration: 6.0 sec — Basic attack damage +15% — Critical damage +25%	 Swirl Power Up Buff (Level 1) Duration: 6.0 sec — Basic attack damage +20% — Critical damage +25%

 Flame Jet Counts as a basic attack	Attack Range: 13 cell Target: Special Area Casting time: 0.1 sec Cooldown: 30s Mana: 200 mp — Attack power scaling: 160% — Ranged attack power +1750 — Fire element scaling: 95% — Fire energies +250 — Has a 100% chance of causing [ Powerful Burn] — Can only be cast if you have 1 token. — If you spend 1 tokens, critical chance +80% of the user's total	Attack Range: 13 cell Target: Special Area Casting time: 0.1 sec Cooldown: 30s Mana: 200 mp — Attack power scaling: 170% — Ranged attack power +1600 — Fire element scaling: 95% — Fire energies +250 — Has a 100% chance of causing [ Powerful Burn] — Can only be cast if you have 1 token. — If you spend 1 tokens, critical chance +80% of the user's total
 Reignition	Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 20s Mana: 350 mp — If you spend 1 tokens, you are guaranteed to receive  Powerful Reignition — Has a 100% chance of causing [ Reignition]  Powerful Reignition Poison Debuff (Level 5) Duration: 15.0s — Every 2 seconds: Token gauge increased by 8 — Ranged attack power +297 (PlayerLevel*3) — Critical damage +20% Once the effect's duration is over, [ Reignition] received with a chance of 100%  Reignition Buff (Level 4) Duration: 600s — Every 2 seconds: Token gauge increased by 5 — Ranged attack power +99 (PlayerLevel*1) — Critical damage +5%	Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 20s Mana: 350 mp — If you spend 1 tokens, you are guaranteed to receive  Powerful Reignition — Has a 100% chance of causing [ Reignition]  Powerful Reignition Poison Debuff (Level 5) Duration: 15.0s — Every 2 seconds: Token gauge increased by 8 — Ranged attack power +297 (PlayerLevel*3) — Critical damage +30% Once the effect's duration is over, [ Reignition] received with a chance of 100%  Reignition Buff (Level 4) Duration: 600s — Every 2 seconds: Token gauge increased by 5 — Ranged attack power +99 (PlayerLevel*1) — Critical damage +15%

 Napalm		There's 100% chance that the enemy's [ Explosive inferno] cannot be evaded
 Burning Napalm		There's 100% chance that the enemy's [ Explosive inferno] cannot be evaded
 Explosive Inferno Counts as a basic attack	Attack Range: 13 cell Target: Around Enemies in 6 cell Casting time: 0.5 sec Cooldown: 80s Mana: 400 mp — Attack power scaling: 185% — Ranged attack power +2250 — Fire element scaling: 100% — Fire energies +350 — Token gauge increased by 80 — Can only be cast if you have 2 tokens. — If you spend 2 tokens, critical damage +100%	Attack Range: 13 cell Target: Around Enemies in 6 cell Casting time: 0.5 sec Cooldown: 80s Mana: 400 mp — Attack power scaling: 180% — Ranged attack power +2300 — Fire element scaling: 100% — Fire energies +350 — Token gauge increased by 80 — Can only be cast if you have 2 tokens. — If you spend 2 tokens, critical damage +100%

Martial Artist

 Draconic Fist

Name	Old	New
 Flame swing	— Target: Special Area	— Target: Around Enemy in 2 cell
 Blaze	— Target: Around Enemy in 2 cell	— Target: Around Enemy in 3 cell
 Dragon leap	— Target: Around Enemy in 1 cell	— Target: Around Enemy in 2 cell
 Crossfire	— Target: Around Enemy in 2 cell	— Target: Around Enemy in 3 cell

 Mystic Arts

Name	Old	New
 Meditation Force	— [PvE] Water elemental damage +10%	— [PvE] Water elemental damage +20%



Master Wolf

Name	Old	New
 Flying Kick	— Target: Around Enemy in 1 cell	— Target: Around Enemy in 2 cell
 Uppercut	— Target: Around Enemy in 1 cell	— Target: Around Enemy in 2 cell
 Ultimate Uppercut	— Target: Around Enemy in 2 cell	— Target: Around Enemy in 3 cell
 Tri-Combo	— Target: Select one	— Target: Around Enemy in 1 cell
 Ultimate Tri-Combo	— Target: Around Enemy in 1 cell	— Target: Around Enemy in 2 cell



Thunderer

Name	Old	New
 Shock Cannon	Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 Cooldown: 0.6s Mana: 0 mp — Attack power scaling: 100% — Ranged attack power +200 — Light element scaling: 75% — Light energies +30 — Token gauge increased by 12 — If you have 1 token or more, has a 20% chance of receiving [ Static Electricity]  Static Electricity Buff (Level 4) Duration: 8.0 sec — Critical Chance +20%	Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 Cooldown: 0.6s Mana: 0 mp — Attack power scaling: 100% — Ranged attack power +200 — Light element scaling: 75% — Light energies +30 — Token gauge increased by 12 — If you have 1 token or more, has a 5% chance of receiving [ Static Electricity]  Static Electricity Buff (Level 4) Duration: 5.0 sec — Critical Chance +20%



Continuous Fire

Counts as a
basic attack

Attack Range: 11 cell
Target: Around Enemies in 1 cell
Casting time: 0.1 sec
Cooldown: 5s
Mana: 90 mp

- Attack power scaling: 105%
- Ranged attack power +350
- Light element scaling: 75%
- Light energies +50
- Token gauge increased by 20
- Has 100% chance of invoking [Continuous Fire II]



Continuous Fire II
Attack Range: 11 cell
Target: Around Enemies in 1 cell
Casting time: 0.1 sec
Cooldown: 1s
Mana: 90 mp

- Attack power scaling: 110%
- Ranged attack power +400
- Light element scaling: 75%
- Light energies +60
- Token gauge increased by 20
- Has 100% chance of invoking [Continuous Fire III]



Continuous Fire III
Attack Range: 11 cell
Target: Around Enemies in 1 cell
Casting time: 0.1 sec
Cooldown: 1s
Mana: 90 mp

- Attack power scaling: 115%
- Ranged attack power +450
- Light element scaling: 80%
- Light energies +70
- Token gauge increased by 20

Attack Range: 11 cell
Target: Around Enemies in 1 cell
Casting time: 0.1 sec
Cooldown: 5s
Mana: 90 mp

- Attack power scaling: 100%
- Ranged attack power +250
- Light element scaling: 75%
- Light energies +50
- Token gauge increased by 20
- Has 100% chance of invoking [Continuous Fire II]



Continuous Fire II
Attack Range: 11 cell
Target: Around Enemies in 1 cell
Casting time: 0.1 sec
Cooldown: 1s
Mana: 90 mp

- Attack power scaling: 105%
- Ranged attack power +300
- Light element scaling: 75%
- Light energies +60
- Token gauge increased by 20
- Has 100% chance of invoking [Continuous Fire III]



Continuous Fire III
Attack Range: 11 cell
Target: Around Enemies in 1 cell
Casting time: 0.1 sec
Cooldown: 1s
Mana: 90 mp

- Attack power scaling: 110%
- Ranged attack power +350
- Light element scaling: 80%
- Light energies +70
- Token gauge increased by 20

 Continuous Shock Cannon Counts as a basic attack	Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 10s Mana: 250mp — Attack power scaling: 120% — Ranged attack power +600 — Light element scaling: 80% — Light energies +90 — Token gauge increased by 20 — Has a 100% chance of invoking the combo [ Continuous Shock Cannon II]	Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 10s Mana: 250mp — Attack power scaling: 110% — Ranged attack power +350 — Light element scaling: 80% — Light energies +90 — Token gauge increased by 20 — Has a 100% chance of invoking the combo [ Continuous Shock Cannon II]
	 Continuous Shock Cannon II Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 0.1s Mana: 250mp — Attack power scaling: 125% — Ranged attack power +750 — Light element scaling: 80% — Light energies +100 — On attack, has a 100% chance to cause [ Shock Cannon Power Boost]	 Continuous Shock Cannon II Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 0.1s Mana: 250mp — Attack power scaling: 115% — Ranged attack power +400 — Light element scaling: 80% — Light energies +100 — On attack, has a 100% chance to cause [ Shock Cannon Power Boost]
 High Voltage Shot Counts as a basic attack	Attack Range: 11 cell Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 25s Mana: 250 mp — Attack power scaling: 140% — Ranged attack power +900 — Light element scaling: 90% — Light energies +150 — Token gauge increased by 30 — If you spend 1 tokens, damage caused +30% — Has a 100% chance of invoking the combo [ High Voltage Shot II]	Attack Range: 11 cell Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 25s Mana: 250 mp — Attack power scaling: 125% — Ranged attack power +650 — Light element scaling: 90% — Light energies +150 — Token gauge increased by 30 — If you spend 1 tokens, damage caused +30% — Has a 100% chance of invoking the combo [ High Voltage Shot II]
	 High Voltage Shot II Attack Range: 11 cell	 High Voltage Shot II Attack Range: 11 cell

	Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 25s Mana: 250 mp — Attack power scaling: 145% — Ranged attack power +1000 — Light element scaling: 90% — Light energies +170 — Token gauge increased by 30 — If you speed 1 tokens,your damage increases by 30%	Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 25s Mana: 250 mp — Attack power scaling: 130% — Ranged attack power +750 — Light element scaling: 90% — Light energies +170 — Token gauge increased by 30 — If you speed 1 tokens,your damage increases by 30%
 Electrowave Counts as a basic attack	Attack Range: Itself Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 30.0s Mana: 250 mp — Attack power scaling: 135% — Ranged attack power +850 — Light element scaling: 85% — Light energies +140 — Attracts enemies to 0 fields from you — Token gauge increased by 50 — Has a 100% chance of invoking the combo [ Electro Jump]  Electro Jump Attack Range: Itself Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 1.0s Mana: 250 mp — Attack power scaling: 140% — Ranged attack power +950 — Light element scaling: 85% — Light energies +150 — Teleports you within a radius of 6 — Has a 100% chance of causing [ Magnetic power]  Magnetic power Buff (Level 10) Duration: 4s — Movement speed+2 — Critical chance +15% — Critical damage +20% Side effect: after 0.1 seconds — Disappears upon landing 2 hits	Attack Range: Itself Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 30.0s Mana: 250 mp — Attack power scaling: 125% — Ranged attack power +900 — Light element scaling: 85% — Light energies +140 — Attracts enemies to 0 fields from you — Token gauge increased by 50 — Has a 100% chance of invoking the combo [ Electro Jump]  Electro Jump Attack Range: Itself Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 1.0s Mana: 250 mp — Attack power scaling: 130% — Ranged attack power +1000 — Light element scaling: 85% — Light energies +150 — Teleports you within a radius of 6 — Has a 100% chance of causing [ Magnetic power]  Magnetic power Buff (Level 10) Duration: 4s — Movement speed+2 — Critical chance +15% — Critical damage +20% Side effect: after 0.1 seconds — Disappears upon landing 2 hits

 Electric Shock Counts as a basic attack	Attack Range: 12 cell Target: Special Area Casting time: 0.1 sec Cooldown: 30.0s Mana: 250 mp — Attack power scaling: 155% — Ranged attack power +1550 — Light element scaling: 85% — Light energies +150 — Token gauge increased by 60 — If you spend 1 tokens, critical damage +150%	Attack Range: 12 cell Target: Special Area Casting time: 0.1 sec Cooldown: 30.0s Mana: 250 mp — Attack power scaling: 135% — Ranged attack power +1600 — Light element scaling: 85% — Light energies +150 — Token gauge increased by 60 — If you spend 1 tokens, critical damage +150%
 Power Charge	Attack Range: 11 cell Target: Around Enemies in 5 cell Casting time: 0.5 sec Cooldown: 80s Mana: 300 mp — Attack power scaling: 105% — Ranged attack power +450 — Light element scaling: 95% — Light energies +250 New:Has a 100% chance of causing [ Over charge] — If you spend 2 tokens, damage caused +50% — Can only be cast if you have 2 tokens.  Over charge Buff (Level 5) Duration: 2.0 sec — Movement speed +10	Attack Range: 11 cell Target: Around Enemies in 5 cell Casting time: 0.5 sec Cooldown: 60s Mana: 300 mp — Attack power scaling: 120% — Ranged attack power +1200 — Light element scaling: 95% — Light energies +250 New:Has a 100% chance of causing [ Over charge] — If you spend 2 tokens, damage caused +30% — Can only be cast if you have 2 tokens.  Over charge Buff (Level 5) Duration: 2.0 sec — Movement speed +5