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Specialists

Swordman



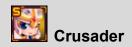
[PvE] Samurai

Name	Original	New
Sword Storm		Counts as a basic attack
Light Speed Attack		Counts as a basic attack
Dancing Sword	— Increases damage by (current number of Edge Points) * 100%. All Edge Points are consumed.	Counts as a basic attack — Increases damage by (current number of Edge Points) * 50%. All Edge Points are consumed.



[PvE] Crusader

Name	Original	New
Concentrated Power		Counts as a basic attack



EpvP Crusader Determination — [PvP] Base attack +270 — [PvP] Base attack +370 — [PvP] Triple Bolt REMOVED] — Attack Power +2% (Relative to Distance) [NEW] — [PvP] Damage +2% of the enemy's current Find the enemy's current F	HP
[PvP] Triple Bolt [REMOVED] — Attack Power +2% (Relative to Distance) [NEW] — [PvP] Damage +2% of the enemy's current Food of the enemy's curr	HP
Cooldown: 30.0s Cooldown: 20.0s Cooldown: 20.0s Cooldown: 20.0s Duration: 15.0s Overall Resistances -10 —[PvP] Attack Power -10% [REMOVED] — [PvP] Defence -10% Duration: 8.0s — Overall Resistances -10 —[PvP] Attack Power -10% [REMOVED] — [PvP] Defence -10% — Has a 100% chance of causing [PvP] The 1st Triple Charging] — Has a 100% chance of causing [PvP] The 1st Triple Charging] — Has a 100% chance of causing [PvP] The 1st Triple Charging]	HP
[PvP] Holy Breath Duration: 15.0s — Overall Resistances -10 —[PvP] Attack Power -10% [REMOVED] — [PvP] Defence -10% — Has a 100% chance of causing [PvP] The 1st Triple Charging] Duration: 8.0s — Overall Resistances -10 — [PvP] Attack Power -10% [NEW] — Movement Speed -10% — Has a 100% chance of causing [PvP] The 1st Triple Charging] — Has a 100% chance of causing [PvP] The 1st Triple Charging]	
- Overall Resistances -10	
— [PvP] Attack Power -10% [REMOVED] — [PvP] Defence -10% — [PvP] Attack Power -10% [NEW] — Movement Speed -10% — Has a 100% chance of causing [PvP] The 1st Triple Charging] — Has a 100% chance of causing [PvP] The 1st Triple Charging]	
— Has a 100% chance of causing [[PvP] The 1st Triple Charging] — Has a 100% chance of causing [PvP] The 1st	
The state of the s	Triple Charging]
[PvP] The 1st Triple Charging	
Magic Buff (Level 3)	
(Level 3) (Level 3) Duration: 20.0s Duration: 10.0s	
[REMOVED] — [PvP] Attack Power +5% [NEW] — [PvP] Attack power +10% of the user's base	e attack stat.
Once the effects duration is over, [[PvP] The 2nd triple Charging] is received with a chance of 100% Once the effects duration is over, [PvP] The 2nd triple Charging] is Once the effects duration is over, [PvP] The 2nd triple Charging] is	triple Charging] is
[PvP] The 2nd triple Charging	
Magic Buff (Level 9) Mayir Buff	
(Level 3) Magic Buff (Duration: 18.0s (Level 3)	
Duration: 20.0s	
[REMOVED] — [PvP] Attack Power +10% [REMOVED] — The attack range +1 [NEW] — [PvP] Attack power +15% of the user's base	e attack stat.
Once the effects duration is over, [[PvP] The 3nd triple Charging] is Once the effectns duration is over, [[PvP] The 3nd triple Charging] is received with a chance of 100% Once the effectns duration is over, [[PvP] The 3nd triple Charging] is	
[PvP] The 3nd triple Charging Magic Buff Magic Buff	
(Level 3)	
Duration: 15.0s Duration: 20.0s	

	[REMOVED] — [PvP] Attack Power +20% [REMOVED] — The attack range +3	[NEW] — [PvP] Attack power +25% of the user's base attack stat.
[PvP] Growth Shield	Cooldown: 30.0s — Has a 100% chance of causing [PvP] Magical Reflection] [PvP] Magical Reflection General Buff (Level 3) Duration: 7.0s [REMOVED] — Never receives critical hits [REMOVED] — Magic damage received -20% [REMOVED] — Resists forced movement with 100% chance.	Cooldown: 15.0s — Has a 100% chance of causing [PvP] Growth Shield] [PvP] Growth Shield General Buff (Level 3) Duration: 2.0s — No HP consumption — Cannot be displaced by skills that cause damage — Cannot receive debuffs from skills that cause damage
[PvP] Prayer of Defence	Target: Around Allies in 4 cell — Has a 100% chance of causing [[PvP] Prayer of Defence] [PvP] Prayer of Defence Magic Buff (Level 9) Duration: 600.0s [REMOVED] — [PvP] Defence +99 (Player Level *1) — [PvP] Maximum HP +15% of the user's base amount (Cannot be stacked)	Target: Select One — Has a 100% chance of causing [[PvP] Prayer of Defence] [PvP] Prayer of Defence Magic Buff (Level 9) Duration: 600.0s — [PvP] Maximum HP +15% of the user's base amount (Cannot be stacked) [NEW] — [PvP] Damage received -(player's total HP / 35000)% [NEW] — [PvP] Enemy's soft damage -5% Side effect: after 0.1 seconds [NEW] — Around 4 fields apply [[PvP] Group Defence prayer] on all allies. [PvP] Group Defence prayer Magic Buff (Level 9) Duration: 600.0s — [PvP] Defence +5% — [PvP] Maximum HP +15% of the user's base amount (Cannot be stacked)
Prayer of Offence	Target: Around Allies in 4 cell — Has a 100% chance of causing [PvP] Prayer of Offence] [PvP] Prayer of Offence Magic Buff (Level 10)	Target: Select One — Has a 100% chance of causing [PvP] Prayer of Offence] [PvP] Prayer of Offence Magic Buff (Level 10)

	Duration: 600.0s	Duration: 600.0s
	[REMOVED] — [PvP] Attack Power +99 (Player Level *1) [REMOVED] — Morale +10	[NEW] — [PvP] Hit rate +198(Player Level *2) [NEW] — [PvP] Movement speed +1
		Side effect: after 0.1 seconds
		[NEW] — Around 4 fields apply [[PvP]Group Offence Prayer] on all allies.
		[PvP]Group Offence Prayer
		Magic Buff (Level 10)
		Duration: 600.0s
		— [PvP] Attack Power +5%
	[REMOVED] — No penalty for ranged attacks at close range	
[PvP] Concentrated Power	[REMOVED] — Around 4 fields apply [[PvP] Power Boost] on the user and all allies	



Death Reaper

Name	Original	New
[PvP] Death's Scythe	— Attack power scaling: 65% — Melee attack power +100	— Attack power scaling: <mark>45%</mark> — Melee attack power <mark>+55</mark>
[PvP] Infinite Armour	Cooldown: 22.0 — Has a 100% chance of causing [PvP] Infinite Armour] [PvP] Infinite Armour General Buff (Level 3) Duration: 2 seconds — [PvP] Damage received -75% — Resists forced movement with 100% chance. — [PvP] Debuff protect. (Iv.5) +75% — [PvP] Movement speed +3 if user's defence reduction is equal or higher than 150	Cooldown: 12.0 — Has a 100% chance of causing [[PvP] Infinite Armour] [PvP] Infinite Armour General Buff (Level 3) Duration: 2 seconds — No HP consumption — Reflects 50% of the damage received (max. 7500 in PvP) — Reflects an opponent's debuffs with a certain chance — Cannot be displaced by skills that cause damage
[PvP] Mark of Death	[REMOVED] — Reduces by 35% the cooldown of [[PvP] Shadow of Death]	[NEW] — Reduces by 35% the cooldown of [PvP] Spirit Catcher] [NEW] — Has a 100% chance to increase damage caused by 5%

Archer



Fire Cannoneer

Name	Original	New
[PvP] Turbo Loader]	— [PvP] Hit rate +198(Player Level *2)	— [PvP] Hit rate +297(Player Level *3)



Avenging Angel's

Name	Original	New
[PvP] Avenging Angel's Determination	— [PvP] Final critical damage -15% of its total	— [PvP] Final critical damage -30% of its total
[PvP] Magical Absorption	Cooldown: 7.0s	Cooldown: 10.0s
[PvP] Divine Blade	Cooldown: 90s — Attack power scaling: 115% — Melee attack power +600 [REMOVED] — Ambush attacks cause 1000 additional attack power.	Cooldown: 25s — Attack power scaling: 90% — Melee attack power +600
[PvP] Shadow Walk	Duration: 3s [REMOVED] — Ambush attacks cause 400 additional attack power	Duration: 2.5s

Magician



Volcano

Name	Original	New
[PvP] Magma Plating Improved animation	— Has a 100% chance of causing [PvP] Magma Plating] [PvP] Magma Plating Magic Buff (level 4) Duration: 2.0s [REMOVED] — No HP consumption [REMOVED] — Cannot receive debuffs from skills that cause damage	— Has a 100% chance of causing [PvP] Magma Plating] [PvP] Magma Plating Magic Buff (level 4) Duration: 2.0s [NEW] — [PvP] Damage received -50% [NEW] — [PvP] Debuff protect. (lv.5) +75%
[PvP] Lava Wave	Attack Range: 11 cell	Attack Range: 8 cell
[PvP] Volcanic Roar	Attack Range: 13 cell	Attack Range: 10 cell
[PvP] Power of the Volcano	— [PvP] Attack power +25% of the user's base attack stat.	— [PvP] Attack power +10% of the user's base attack stat.
[PvP] Magma Sword	Attack Range: 13 cell	Attack Range: 10 cell



Tide Lord

Name	Original	New
[PvP] Water Bubble	[REMOVED] — Has a 100% chance of causing [PvP] Water Plating]	



Name	Original	New
[PvP] Holy Prism		[NEW] — Has a 70% chance of causing [[PvP] Slight Horror]
[PvP] Spellbook Scholar	— Reduces 15% of damage received by consuming MP	— Reduces 10% of damage received by consuming MP [NEW] — [PvP] Damage received -10%
[PvP] Sacred Tree]	Cooldown: 180 Duration: 32s	Cooldown: 180 Duration: 32s
	— Summons 1 [[PvP] Sacred Tree]	— Summons 1 [[PvP] Sacred Tree]
	— There's a 100% chance the summons cast [[PvP] Sacred Tree Powers]	— There's a 100% chance the summons cast [[PvP] Sacred Tree Powers]
	The cooldown on this skill cannot be decreased.	The cooldown on this skill cannot be decreased.
	— Has a 100% chance of causing [[PvP] Sacred Tree Powers]	— Has a 100% chance of causing [[[PvP] Sacred Tree Powers]
	— Every 4 seconds: Around 8 fields apply [PvP] Illumination] on the user and all allies	— Every 4 seconds: Around 8 fields apply [PvP] Illumination] on the user and all allies
	[PvP] Illumination Magic Buff (Level 4)	[PvP] Illumination Magic Buff (Level 4)
	Duration: 5 seconds	Duration: 5 seconds
	— [PvP] Recovers 2% HP — [PvP] Received debuff duration -20% (max. 50%)	— [PvP] Recovers 2% HP [NEW] — [PvP] Recovers 1% MP
	[REMOVED] — [PvP] Damage received -5%	— [PvP] Received debuff duration -20% (max. 50%)

Martial Artist



Name	Original	New
[PvP] Claw Strike	— Melee attack power +150	— Melee attack power +80
[PvP] Nosedive	[REMOVED] — Counts as a basic attack [REMOVED] — Has a 80% chance of causing [PvP] Demonical Blood-Sucking]	[NEW] — [PvP] Damage +2% of the enemy's current HP
[PvP] Swarm of Bats	Cooldown: 40.0s — Has a 100% chance of causing [Swarm of Bats] Swarm of Bats Magic Buff (Level 4) Duration: 5.0s [REMOVED] — No Attack possible [REMOVED] — No HP consumption [REMOVED] — Every 2 second: Receivers 990(Player Level *10) HP Side Effect: after 0.1 seconds [REMOVED] — Cannot receive debuffs from skills that cause damage Movement speed +3	Cooldown: 25.0 s Has a 100% chance of causing [Swarm of Bats] Swarm of Bats Magic Buff (Level 4) Duration: 6.0s — Movement Speed +3 [NEW] — Every 2 seconds: Around 2 fields inflict [[PvP] Demonical Blood-Sucking] on enemies
[PvP] Shadow Storm	[REMOVED] — Has a 100% chance of causing [[PvP] Bats Infection]	[NEW] — Has a 50% chance of causing [[PvP] Heart Attack]
[PvP] Double Spinning Kick	Cooldown: 15.0s [REMOVED] — Has a 25% chance of causing [Short Blackout] [REMOVED] — Cannot be evaded	Cooldown: 25.0s [NEW] — Has a 80% chance of causing [PvP] Heart Attack]
[PvP] Blood Chains [PvP] Lucifer's Judgement	— Has a 100% chance of causing [PvP] Lucifer's Wrath] [PvP] Lucifer's Wrath General Buff (Level 3) Duration: 8.0s — Healing and leeching efficacy +15% (max. 45%) — Resists forced movement with 100% chance.	— Has a 100% chance of causing [PvP] Lucifer's Wrath] [PvP] Lucifer's Wrath General Buff (Level 3) Duration: 8.0s — Healing and leeching efficacy +15% (max. 45%) — Resists forced movement with 100% chance

	[REMOVED] — Every 2 seconds: Around 2 fields inflict [[PvP] Demonical Blood-Sucking] on enemies	
[PvP] Demonic Judgement	[PvP] Demonic Judgement General Debuff (Level 5) Duration: 1.0s — [PvP] Decreases 3% HP — [PvP] Decreases 3% MP [REMOVED] — Has a 100% of causing [Short Blackout]	[PvP] Demonic Judgement General Debuff (Level 5) Duration: 1.0s — [PvP] Decreases 3% HP [PvP] Decreases 3% MP [NEW] — Has a 100% chance of causing [PvP] Heart Attack]
[PvP] Night Terror	[PvP] Night Terror General Debuff (Level 3) Duration: 8.0s — [PvP] Shadow resistance -35 [REMOVED] — [PvP] On defence, has a 10% chance of receiving [PvP] Heart Attack]	[PvP] Night Terror General Debuff (Level 3) Duration: 6.0s [PvP] Shadow resistance -35 [NEW] — HP consumed by debuffs: +5% per stack (max. 100%) [NEW] — Every 2 seconds: HP is reduced by 1% and given 1% to the effect's caster. [NEW] — Movement speed -1
	[PvP] Heart Attack Duration: 3.0s	[PvP] Heart Attack Duration: 2.0s
	[PvP] Demonical Blood-Sucking Duration: 12.0 s	[PvP] Demonical Blood-Sucking Duration: 8.0s

Items



[PvP] Battle Crystal: Endurance

Name	Original	
[PvP] Titan Soul	— Has a 100% chance of causing [[PvP] Titan Skin]	— Has a 100% chance of causing [[PvP] Titan Skin]
		[PvP] Titan Skin
		Buff (level 5)
		Duration: 35.0s
		[NEW] — [PvP] Basic Attack -1000



Overlord Paimon Costume Wings

Name	Original	New
Annihilation Instinct	— [PvE] Critical damage +185% — [Extreme] Critical damage +135%	— [PvE] Critical damage +190% — [Extreme] Critical damage +140%



Infinite Spiritinfused Costume Wings

Name	Original	New
Singularity	— [PvE] Has a 25% chance to increase damage caused by 50%	— [PvE] Has a 25% chance to increase damage caused by <mark>55%</mark>