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Swordman

 [PVE] Warrior

Role:
Main: DPS

Name	Original	New
 Whirlwind	<div><div>— Attack power scaling: 50%</div><div>— Melee attack power +220</div><div>— Fire element scaling: 50%</div><div>— Fire energies +180</div><div>— Has a 100% chance of invoking the combo [ Strong Whirlwind]</div></div>	<div><div>— Attack power scaling: 30%</div><div>— Melee attack power +200</div><div>— Fire element scaling: 30%</div><div>— Fire energies +180</div><div>— Has a 100% chance of invoking the combo [ Strong Whirlwind]</div></div>
 Strong Whirlwind	<div><div>— Attack power scaling: 50%</div><div>— Melee attack power +350</div><div>— Fire element scaling: 50%</div><div>— Fire energies +280</div><div>— Has a 100% chance of invoking the combo [ Swift Whirlwind]</div></div>	<div><div>— Attack power scaling: 30%</div><div>— Melee attack power +250</div><div>— Fire element scaling: 30%</div><div>— Fire energies +200</div><div>— Has a 100% chance of invoking the combo [ Swift Whirlwind]</div></div>
 Swift Whirlwind	<div><div>— Attack power scaling: 50%</div><div>— Melee attack power +150</div><div>— Fire element scaling: 50%</div><div>— Fire energies +100</div><div>— Has a 100% chance of invoking the combo [ Strong Whirlwind]</div></div>	<div><div>— Attack power scaling: 30%</div><div>— Melee attack power +150</div><div>— Fire element scaling: 30%</div><div>— Fire energies +100</div><div>— Has a 100% chance of invoking the combo [ Strong Whirlwind]</div></div>



Samurai












Role:
Main: DPS

Name	Original	New
 [PvP] Cross Cutting	Cooldown: 7,5s — Attack power scaling: 60% — Melee attack power +80 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo  [PvP] Second Cross Cutting]	Cooldown: 10s — Attack power scaling: 50% — Melee attack power +75 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo  [PvP] Second Cross Cutting]
 [PvP] Second Cross Cutting	Attack Range: 8 cell — Attack power scaling: 60% — Melee attack power +100 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo  [PvP] Third Cross Cutting]	Attack Range: 8 cell — Attack power scaling: 50% — Melee attack power +75 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo  [PvP] Third Cross Cutting]
 [PvP] Third Cross Cutting	Attack Range: 8 cell — Attack power scaling: 60% — Melee attack power +125 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo  [PvP] Second Cross Cutting]	Attack Range: 8 cell — Attack power scaling: 50% — Melee attack power +75 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo  [PvP] Second Cross Cutting]
 [PvP] Sharp Edge	— Critical attacks ignore 10% of the enemy's defence	— Critical attacks ignore 5% of the enemy's defence
 [PvP] Lethal Blow	Cooldown 30s — Attack power scaling: 100% — Melee attack power +500 —[PvP] Water energies +600 — Has a 100% chance of causing  [PvP] Critical Armour Breach] (ignores debuff protection)	Cooldown 15s — Attack power scaling: 85% — Melee attack power +500 — [PvP] Water energies +600 — Has a 100% chance of causing  [PvP] Critical Armour Breach] (ignores debuff protection)
 [PvP] Critical Armour Breach	Duration: 12s	Duration: 8s





Crusader

Role:
Main: Bruiser
Secondary: DPS

Name	Original	New
 [PvP] Holy Bolt	<p>Cooldown: 9s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp</p> <p>— Attack power scaling: 75% — Ranged attack power +35 — [PvP] Light energies +450</p> <p>— Has a 10% chance of causing [] [PvP] Magic Light</p> <p>— Has a 80% chance of invoking the combo  [PvP] Second Bolt</p>	<p>Cooldown: 9s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp</p> <p>— Attack power scaling: 60% — Ranged attack power +35 — [PvP] Light energies +450</p> <p>— Has a 10% chance of causing [] [PvP] Magic Light</p> <p>— Has a 80% chance of invoking the combo  [PvP] Second Bolt</p>
 [PvP] Second Bolt	<p>Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp</p> <p>— Attack power scaling: 75% — Ranged attack power +50 — [PvP] Light energies +200</p> <p>— Has a 10% chance of causing [] [PvP] Magic Light</p> <p>— Has a 100% chance of invoking the combo  [PvP] Third Bolt</p>	<p>Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp</p> <p>— Attack power scaling: 60% — Ranged attack power +50 — [PvP] Light energies +200</p> <p>— Has a 10% chance of causing [] [PvP] Magic Light</p> <p>— Has a 100% chance of invoking the combo  [PvP] Third Bolt</p>
 [PvP] Third Bolt	<p>Cooldown: 1s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 60 mp</p> <p>— Attack power scaling: 80% — Ranged attack power +75 — [PvP] Light energies +200 — [PvP] Damage +1% of the enemy's total HP — [PvP] Critical chance +35% of the user's total</p>	<p>Cooldown: 1s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 60 mp</p> <p>— Attack power scaling: 60% — Ranged attack power +75 — [PvP] Light energies +200 — [PvP] Damage +1% of the enemy's total HP — [PvP] Critical chance +35% of the user's total</p>









[PVE] Gladiator

Original	New
<div> [PvE] Knockdown</div> <div>Debuff (Level 6) Duration: 3s</div> <div><div>[REMOVED] — Damage received from the user that caused the debuff +20%</div><div>[REMOVED] — Cannot evade incoming attacks</div></div> <div>Side effect: after 0,1 seconds <div>[REMOVED] — Disappears upon receiving a hit from the user that caused the debuff</div></div>	<div> [PvE] Gladiator Rage</div> <div><div>Buff (Level 6)</div><div>Duration: 3s</div></div> <div><div>[NEW] — [PvE] Damage caused +20%</div><div>[NEW] — Cannot be evaded</div></div> <div>Side effect: after 0,1 seconds <div>[NEW] — Disappears upon landing a hit</div></div>




Gladiator

Role:
Main: Assassin

Name	Original	New
 [PvP] Knockdown	Duration: 3s [REMOVED] — Movement impossible [REMOVED] — No attack possible Side effect: after 0,1 seconds — Damage received +5% if the user is afflicted by [ [PvP] Mark of the Gladiator] [REMOVED] — Disappears upon receiving a hit	Duration: 5s [NEW] — Movement speed -20% Side effect: after 0,1 seconds —Damage received +5% if the user is afflicted by [ [PvP] Mark of the Gladiator]
 [PvP] Joker	— There's 100% chance that [ [PvP] Iron Roll] cannot be evaded [REMOVED] — [PvP] Reduces by 80% the cooldown of [ [PvP] Iron Roll] — Dances Side effect: after 0,1 seconds — Disappears upon landing a hit	



[PVE] Battle Monk

Name	Original	New
 Cyclone	Cooldown: 30s Target: Around Enemy in 8 cell	Cooldown: 40s Target: Around Enemy in 7 cell



[PVE] Renegade












Role: Skills / Elemental

Main: Bruiser

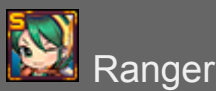
Secondary: Assassin

Name	Original	New
 Punch and slash	Cooldown: 0.4s Attack Range: 2 cell Target: Select One Mana: 0 mp [REMOVED] — Melee attack power +85 [REMOVED] — Light energies are increased by 70	Cooldown: 0.5s Attack Range: 2 cell Target: Select One Mana: 0 mp [NEW] — Attack power scaling: 70% [NEW] — Melee attack power: 80 [NEW] — Light element scaling 90% [NEW] — Light Energies +180
 Judgement of light	Cooldown: 3s Attack Range: 4 cell Target: Special Area Mana: 60 mp [REMOVED] — Melee attack power +200 [REMOVED] — Light energies are increased by 220 [REMOVED] — There is a 25% chance of causing  Bled Out	Cooldown: 5s Attack Range: 4 cell Target: Special Area Mana: 60 mp [NEW] — Attack power scaling: 95% [NEW] — Melee attack power: 200 [NEW] — Light element scaling 105% [NEW] — Light Energies +250
 Judgement of Damnation	Cooldown: 12s Attack Range: 3 cell Target: Around Enemy in 1 cell Mana: 180 mp [REMOVED] — Melee attack power +300 [REMOVED] — Light energies are increased by 150 [REMOVED] — There is a 35% chance of causing  Judgement of Damnation	Cooldown: 25s Attack Range: 3 cell Target: Around Enemy in 1 cell Mana: 180 mp [NEW] — Attack power scaling: 100% [NEW] — Melee attack power: 250 [NEW] — Light element scaling 105% [NEW] — Light Energies +350 [NEW] — Has a 100% chance of causing [ Light Power]
 Light Power		Magic Buff (Level 4) Duration:10.0 seconds — Light resistance drain +10
 Justice	Cooldown: 16s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 90 mp [REMOVED] — Melee attack power +350 [REMOVED] — Light energies are increased by 250	Cooldown: 16s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 90 mp [NEW] — Attack power scaling: 100% [NEW] — Melee attack power: 300


	<p>— There is a 70% chance of causing  Judgement</p>	<p>[NEW] — Light element scaling 110%</p> <p>[NEW] — Light Energies +500</p> <p>— There is a 100% chance of causing  Judgement</p>
 Double Ripper	<p>Cooldown: 6s Attack Range: 8 cell Target: Around Enemy in 3 cell Mana: 120 mp</p> <p>[REMOVED] — Melee attack power +550 [REMOVED] — Light energies are increased by 400 [REMOVED] — There is a 40% chance of causing  Bled Out [REMOVED] — There is a 40% chance of causing  Paralysis — There is a 100% chance of causing  Courageous</p>	<p>Cooldown: 6s Attack Range: It self (Range 8) Target: Around Enemy in 3 cell Mana: 120 mp</p> <p>[NEW] — Attack power scaling: 95% [NEW] — Melee attack power: 300 [NEW] — Light element scaling 105% [NEW] — Light Energies +450 — There is a 100% chance of causing  Courageous</p>
 Courageous	<p>[REMOVED] — Attack Power +20%</p> <p>Side effect: after 0.1 seconds — Disappears upon landing a hit — There's a 100% chance of causing [ Pluckiness]</p>	<p>[NEW] — Elemental energies +10%</p> <p>Side effect: after 0.1 seconds — Disappears upon landing a hit — There's a 100% chance of causing [ Pluckiness]</p>
 Sanctuary	<p>Cooldown: 18s</p> <p>[REMOVED] — Melee attack power +450 [REMOVED] — Light energies are increased by 330 — There is a 100% chance of causing  Sanctuary</p>	<p>Cooldown: 25s</p> <p>[NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 500 [NEW] — Light element scaling 110% [NEW] — Light Energies +800 — There is a 100% chance of causing  Sanctuary</p>
 Sanctuary	<p>Debuff (Level 6) Duration: 3.0 seconds</p> <p>[REMOVED] — Recovery Item Efficiency -45% — Light resistance -5 [REMOVED] — HP recovery is reduced by 25%</p>	<p>Buff (Level 6) Duration: 3.0 seconds</p> <p>[NEW] — Final damage caused +20% if the enemy attacks with [ Blade of the Cross] — Disappear upon landing a hit</p>
 Ignition	<p>Cooldown: 45s</p> <hr/> <p> Ignition Duration: 600s</p> <p>[REMOVED] — Attack Power +198(Player Level*2) — Light Energies +495(Player Level*5)</p> <p>Side effect: after 0.1 seconds — Hit rate of melee attacks +198(Player Level *2)</p>	<p>Cooldown: 60s</p> <hr/> <p> Ignition Duration: 600s</p> <p>[NEW] — All Elemental damage +10% — Light Energies +495(Player Level*5) [NEW] — Fairy's element +10</p> <p>Side effect: after 0.1 seconds — Hit rate of melee attacks +198(Player Level *2)</p>













 Blade of the Cross	Cooldown: 20s Attack Range: 5 cell Target: Special Area Mana: 85 mp [REMOVED] — Melee attack power +900 [REMOVED] — Light energies are increased by 440 [REMOVED] — There is a 100% chance of causing  Short Blackout — There is a 100% chance of causing  Visual Impairment	Cooldown: 20s Attack Range: 5 cell Target: Special Area Mana: 85 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 700 [NEW] — Light element scaling 115% [NEW] — Light Energies +1000
 Visual Impairment		— Hit rate -99(Player Level*1) [NEW] — No dodge possible
 Reignition	Cooldown: 35s — There is a 100% chance of causing  Reignition — There is a 100% chance of causing  Dark Dash	Cooldown: 45s — There is a 100% chance of causing  Reignition — There is a 100% chance of causing  Dark Dash
 Reignition		[NEW] — [PvE] Damage received -15%
 Corruption	Cooldown: 40s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 300 mp [REMOVED] — Melee attack power +500 [REMOVED] — Light energies are increased by 650 — There is a 80% chance of causing  Corruption	Cooldown: 40s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 300 mp [NEW] — Attack power scaling: 110% [NEW] — Melee attack power: 850 [NEW] — Light element scaling 115% [NEW] — Light Energies +1200 — There is a 100% chance of causing  Corruption
 Corruption	Debuff (Level 6) Duration: 4.0 seconds [REMOVED] — Movement impossible — Light Resistance -20 — Receives 30% additional damage with [ Convert] and disappears	Debuff (Level 6) Duration: 4.0 seconds — Light Resistance -20 — Receives 30% additional damage with [ Convert] and disappears
 Convert	Cooldown: 75s Attack Range: 6 cell Target: Around Enemy in 6 cell Mana: 777 mp [REMOVED] — Melee attack power +1700 [REMOVED] — Light energies are increased by 1100 — Increases damage from critical hits by 40% [REMOVED] — There is a 80% chance of causing  Deadly Blackout	Cooldown: 75s Attack Range: 6 cell Target: Around Enemy in 6 cell Mana: 777 mp [NEW] — Attack power scaling: 115% [NEW] — Melee attack power: 1300 [NEW] — Light element scaling 130% [NEW] — Light Energies +1800 — Critical damage +40%











Archer



Role:
Main: DPS
Secondary:

Name	Original	New
 [PvP] Archery	Cooldown: 0.6s Attack Range: 11 cell Target: Select One Mana: 0 mp — Attack power scaling: 75% Ranged attack power +90 — [PvP] Water energies +120	Cooldown: 0.6s Attack Range: 11 cell Target: Select One Mana: 0 mp — Attack power scaling: 65% Ranged attack power +90 — [PvP] Water energies +120
 [PvP] Head Shot Reduced animation	Attack power scaling: 80% Ranged attack power +100 Has a 40% chance of causing [ Short Paralysis] [PvP] Critical chance +80% of the user's total Push your opponent back 3 fields. Cannot be evaded	Attack power scaling: 75% Ranged attack power +100 Has a 40% chance of causing [ Short Paralysis] [PvP] Critical chance +80% of the user's total Push your opponent back 3 fields. Cannot be evaded
 [PvP] Triple Arrow	Cooldown: 20s Attack Range: 11 cell Target: Special Area Mana: 80 mp Attack power scaling: 90% Ranged attack power +600 [PvP] Water energies +250 [PvP] Critical chance +60% of the user's total	Cooldown: 12s Attack Range: 12 cell Target: Special Area Mana: 80 mp Attack power scaling: 60% Ranged attack power +100 [PvP] Water energies +250 [PvP] Critical chance +30% of the user's total [NEW] — Has a 100% chance of invoking the combo [PvP] Continuous Arrows
 [PvP] Continuous Arrows Reduced animation		Cooldown: 1s Attack Range: 12 cell Target: Special Area Mana: 80 mp Attack power scaling: 60% Ranged attack power +100 [PvP] Water energies +250 [NEW] — Has a 100% chance of invoking the combo [PvP] There's aren't two without three

 [PvP] There's aren't two without three		Cooldown: 1s Attack Range: 12 cell Target: Special Area Mana: 80 mp Attack power scaling: 60% Ranged attack power +100 [PvP] Water energies +250
 [PvP] Range Boost Reduced animation		
 [PvP] Flashbang	Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 150 mp — Attack power scaling: 80% Ranged attack power +200 — [PvP] Water energies +150 [REMOVED] — Has a 80% chance of causing  [PvP] Flashbang]	Cooldown: 18s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 150 mp — Attack power scaling: 70% Ranged attack power +200 — [PvP] Water energies +150 [NEW] — Has a 100% chance of causing  [PvP] Expose Weaknesses (ignores debuff protection)
 [PvP] Screw Bolt	Cooldown: 20s Attack Range: 11 cell Target: Special Area MP Cost: 100 Attack power scaling: 90% Ranged attack power +500 [PvP] Water energies +1300 [REMOVED] — Has a 30% chance of causing  [PvP] Frozen]	Cooldown: 20s Attack Range: 11 cell Target: Special Area MP Cost: 100 Attack power scaling: 70% Ranged attack power +300 [PvP] Water energies +1300 [NEW] — Has a 100% chance of causing  [PvP] Frosted Legs
 [PvP] Covering Fire	Cooldown: 60s Attack Range: Itself Target: Around Enemy in 4 cell MP Cost: 135 Attack power scaling: 85% Ranged attack power +800 [PvP] Water energies +400 Has a 100% chance of causing  [PvP] Dismount] No penalty for ranged attacks at close range	Cooldown: 30s Attack Range: Itself Target: Around Enemy in 4 cell MP Cost: 135 Attack power scaling: 80% Ranged attack power +400 [PvP] Water energies +400 — Has a 100% chance of causing  [PvP] Dismount] — No penalty for ranged attacks at close range [NEW] — [PvP] Push your opponent back 3 field(s)
 [PvP] Rapid Recovery	Cooldown: 45s Attack Range: Itself Target: Select One Mana: 300 mp	Cooldown: 45s Attack Range: Itself Target: Select One Mana: 300 mp

	<p>Has a 100% chance of causing [ [PvP] Rapid]</p> <hr/> <p> [PvP] Rapid</p> <p>Magic Buff (Level 3) Duration: 600 seconds</p> <ul style="list-style-type: none">— [PvP] Final damage received from basic attacks -(user's critical chance / 4)%— [PvP] Final damage received from critical basic attacks -(user's critical chance / 9)%— Every 4 attacks, [ [PvP] Frost Instincts] is received— [PvP] Skills cooldown -10% (max. 30%)	<p>Has a 100% chance of causing [ [PvP] Rapid]</p> <hr/> <p> [PvP] Rapid</p> <p>Magic Buff (Level 3) Duration: 600 seconds</p> <ul style="list-style-type: none">— [PvP] Final damage received from basic attacks -(user's critical chance / 4)%— [PvP] Final damage received from critical basic attacks -(user's critical chance / 9)%— Every 6 attacks, [ [PvP] Frost Instincts] is received— [PvP] Skills cooldown -10% (max. 30%)
 [PvP] Frost Instincts	<p>General Buff Level 5 Duration 3 seconds</p> <p>[REMOVED] — On attack there's a 100% chance of inflicting [PvP] Frosted Legs] on your opponent (ignores debuff protection)</p> <ul style="list-style-type: none">— Attack power +1% (Relative to Distance) <p>Side effect: after 0,1 seconds</p> <p>[REMOVED] — Disappears upon landing a hit</p>	<p>General Buff Level 5 Duration 3 seconds</p> <p>[NEW] — The range attack +4</p> <ul style="list-style-type: none">— Attack power +1% (Relative to Distance)
 [PvP] Thunderstorm	<p>Cooldown: 120s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 350 mp</p> <ul style="list-style-type: none">— Attack power scaling: 100%Ranged attack power +1000— [PvP] Water energies +800— Has a 50% chance of causing [ [PvP] Frozen]— No penalty for ranged attacks at close range	<p>Cooldown: 60s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 350 mp</p> <ul style="list-style-type: none">— Attack power scaling: 100%Ranged attack power +1000— [PvP] Water energies +800— Has a 100% chance of causing [ [PvP] Frozen] (ignores debuff protection)— No penalty for ranged attacks at close range






Destroyer

Role:
Main: Assassin
Secondary:

Name	Original	New
[PvP] Fire Mine Explosion	Attack Range: 3 cell Target: Around Enemies in 5 cell Duration: 10s — Attack power scaling: 70% — Ranged attack power +550 — [PvP] Fire energies +750 — Damage caused --30% — Has a 100% chance of causing [Short Blackout] — Cannot be evaded	Attack Range: 3 cell Target: Around Enemies in 5 cell Duration: 10s — Attack power scaling: 60% — Ranged attack power +550 — [PvP] Fire energies +750 — Damage caused --30% — Has a 20% chance of causing [Short Blackout] — Cannot be evaded
[PvP] Hell Drop	[REMOVED] — Has a 100% chance of causing [Deadly Blackout] (ignores debuff protection)	[NEW] — Has a 100% chance of causing [Deadly Blackout]
[PvP] Lucky Wideshot	— Attack power scaling: 85%	— Attack power scaling: 80%
[PvP] Burst Shot	— Attack power scaling: 95% — Ranged attack power +600	— Attack power scaling: 85% — Ranged attack power +400
[PvP] Boom Shot	— Attack power scaling: 105% — Ranged attack power +900	— Attack power scaling: 95% — Ranged attack power +600
[PvP] Strengthened	Cooldown: 15s	Cooldown: 22s
[PvP] The 2nd Poison Gas	— Movement speed -40%	— Movement speed -20%
[PvP] Haste	[REMOVED] — [PvP] Enemy's magic soft damage -5% [REMOVED] — Basic attack damage received -10%	








[PVE] Scout

Name	Original	New
 Lightning Reload	Cooldown: 15s Attack Range: 8 cell Target: Select One Mana: 400 mp [NEW] — Attack power scaling: 95% [NEW] — Melee attack power: 200 [NEW] — Water element scaling 75% [NEW] — Water Energies +50	Cooldown: 15s Attack Range: 8 cell Target: Select One Mana: 400 mp [NEW] — Attack power scaling: 115% [NEW] — Melee attack power: 200 [NEW] — Water element scaling 75% [NEW] — Water Energies +50
 Rotating Arrow – Level 1	Cooldown: 0.3s Attack Range: 8 cell Target: Select One Mana: 180 mp [NEW] — Attack power scaling: 95% [NEW] — Melee attack power: 300 [NEW] — Water element scaling 80% [NEW] — Water Energies +80	Cooldown: 0.3s Attack Range: 8 cell Target: Select One Mana: 180 mp [NEW] — Attack power scaling: 115% [NEW] — Melee attack power: 300 [NEW] — Water element scaling 80% [NEW] — Water Energies +80 [NEW] — [PvE] Critical chance 10%
 Rotating Arrow – Level 2	Cooldown: 0.3s Attack Range: 8 cell Target: Select One Mana: 180 mp [NEW] — Attack power scaling: 95% [NEW] — Melee attack power: 400 [NEW] — Water element scaling 85% [NEW] — Water Energies +100	Cooldown: 0.3s Attack Range: 8 cell Target: Select One Mana: 180 mp [NEW] — Attack power scaling: 115% [NEW] — Melee attack power: 400 [NEW] — Water element scaling 85% [NEW] — Water Energies +100



Demon Hunter

Role:
Main: Assassin or Offtank (Depends on the buff chosen)
Secondary: DPS









Name	Original	New
 [PvP] Demon Hunter Berserk Determination	— [Jötunheim] Boss damage caused -30%	
 [PvP] Soul Sword	Cooldown: 75s — Attack power scaling: 110% — Melee attack power +1200 [REMOVED] — Has a 100% chance of causing [ Infernal Horror]	Cooldown: 50s — Attack power scaling: 100% — Melee attack power +1000 [NEW] — Has a 100% chance of causing [ [PvP] Soul Horror]
 [PvP] Soul Horror		Duration: 6s — No dodge possible. — Always receives critical hits — Enemy's critical damage +30%





















[PVE] Avenging Angel

Role: Basic / Attack power y Elemental

Main: DPS


Name	Original	New
 Swordmastery Basic attack	Cooldown: 0.4s Attack Range: 6 cell Target: Select One Mana: 0 mp [REMOVED] — Melee attack power +105 [REMOVED] — Light energies are increased by 110	Cooldown: 0.4s Attack Range: 6 cell Target: Select One Mana: 0 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 300 [NEW] — Light element scaling 85% [NEW] — Light Energies +100
 Flying Dagger Basic attack	Cooldown: 8s Attack Range: 6 cell Target: Select One Mana: 80 mp [REMOVED] — Melee attack power +175 [REMOVED] — Light energies are increased by 230 [REMOVED] — Increases damage from critical hits by 15%. [REMOVED] — There is a 100% chance of causing  No Element	Cooldown: 8s Attack Range: 6 cell Target: Select One Mana: 80 mp [NEW] — Attack power scaling: 110% [NEW] — Melee attack power: 400 [NEW] — Light element scaling 100% [NEW] — Light Energies +250 [NEW] — Damage caused on critical hits 15% —There is a 100% chance of causing  No Element
 No Element		General Buff (Level 2) Duration: 10 seconds [NEW] — Critical chance +15%
 Stinging Explosion Basic attack	Cooldown: 14s Attack Range: 6 cell Target: Special Area Mana: 70 mp [REMOVED] — Melee attack power +400 [REMOVED] — Light energies are increased by 500 [REMOVED] — Chance of inflicting critical hits is increased by 50%	Cooldown: 14s Attack Range: 6 cell Target: Special Area Mana: 70 mp [NEW] — Attack power scaling: 110% [NEW] — Melee attack power: 400 [NEW] — Light element scaling 100% [NEW] — Light Energies +250 [NEW] — [PvE] Critical chance 50% [NEW] — Has a 100% chance of causing  Ice
 Ice		Buff (Level 2) Duration: 15.0 seconds [NEW] — All elemental energies +10%

 Sword of Justice Basic attack	Cooldown: 10s Attack Range: 6 cell Target: Special Area Mana: 100 mp [REMOVED] — Melee attack power +550 [REMOVED] — Light energies are increased by 700 [REMOVED] — Has a 30% chance of causing [ Short Blackout]	Cooldown: 10s Attack Range: 6 cell Target: Special Area Mana: 100 mp [NEW] — Attack power scaling: 115% [NEW] — Melee attack power: 500 [NEW] — Light element scaling 105% [NEW] — Light Energies +400
 Shadow Bond	Cooldown: 25s Attack Range: 12 cell Target: Select One Mana: 125 mp [REMOVED] — There is a 100% chance of causing [ Darkness] [REMOVED] — There is a 50% chance of causing [ Interrupt Move] [REMOVED] — Attracts enemies to 1 fields from you	Cooldown: 25s Attack Range: 12 cell Target: Select One Mana: 125 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 200 [NEW] — Light element scaling 95% [NEW] — Light Energies +180 [NEW] — Has a 100% chance of causing [ Darkness] [NEW] — Has a 100% chance of causing [ Darkness Boost]
 Darkness		Buff (level 2) Duration: 3.0 seconds — Movement speed +5 [NEW] — [PvE] Critical basic attack's damage +20% Side effect: after 0.1 seconds — Disappear upon landing a hit
 Darkness Boost		Buff (Level 6) Duration: 5.0 seconds [NEW] — Final damage caused +20% with [ Spirit Lance] Side effect: after 0.1 seconds Disappears upon landing a hit
 Lightning Blade Basic attack	Cooldown: 13s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 150 mp [REMOVED] — Melee attack power +380 [REMOVED] — Light energies are increased by 450 — There is a 100% chance of causing [ Halo] — There is a 100% chance of causing [ Evade]	Cooldown: 13s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 150 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 300 [NEW] — Light element scaling 95% [NEW] — Light Energies +200

	<p>— There is a 60% chance of causing  Electric Shock</p>	<p>— Has a 60% chance of causing [ Electric Shock]</p> <p>— There is a 100% chance of causing  Evade</p> <p>— There is a 100% chance of causing  Halo</p>
 Halo	<p>General Buff (Level 2) Duration: 13 seconds</p> <p>[REMOVED] — Overall resistances +10</p>	<p>General Buff (Level 2) Duration: 13 seconds</p> <p>[NEW] — Critical damage +50%</p>
 Electric Shock	<p>Debuff (Level 4) Duration: 5.0 seconds</p> <p>[REMOVED] — Movement impossible [REMOVED] — Every 2 seconds: Decreases</p>	<p>Debuff (Level 4) Duration: 5.0 seconds</p> <p>[NEW] — No dodge possible</p>
 Cut and Run Basic attack	<p>Cooldown: 30s Attack Range: 15 cell Target: Select One Mana: 100 mp</p> <p>[REMOVED] — Ranged attack power +300 [REMOVED] — Light energies are increased by 350</p> <p>— There is a 90% chance of causing  Cut and Run</p>	<p>Cooldown: 25s Attack Range: 15 cell Target: Select One Mana: 100 mp</p> <p>[NEW] — Attack power scaling: 115% [NEW] — Melee attack power: 800 [NEW] — Light element scaling 110% [NEW] — Light Energies +600 [NEW] — Always inflicts critical hits</p> <p>— Has a 100% chance of causing [ Cut and Run]</p>
 Cut and Run	<p>Debuff (Level 4) Duration 16.0 seconds</p> <p>[REMOVED] — Movement speed -1 — Dodge -297 (Player Level*3)</p>	<p>Debuff (Level 4) Duration 16.0 seconds</p> <p>— Dodge -297 (Player Level*3)</p>
 Magical Fetters	<p>Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— There is a 100% chance of causing  Magical Fetters</p>	<p>Cooldown: 25s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— There is a 100% chance of causing  Magical Fetters</p>
 Magical Fetters		<p>Buff (Level 3) Duration: 600.0 seconds</p> <p>— Movement speed +1 [NEW] — Enemy's Attack Power -50% [NEW] — Hit rate +198 (Player Level*2)</p>

 Meteor Thrust Basic attack	Cooldown: 40s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 250 mp [REMOVED] — Melee attack power +650 [REMOVED] — Light energies are increased by 750 [REMOVED] — There is a 80% chance of causing  Flame	Cooldown: 25s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 250 mp [NEW] — Attack power scaling: 115% [NEW] — Melee attack power: 1000 [NEW] — Light element scaling 110% [NEW] — Light Energies +700 [NEW] — There is a 100% chance of causing  Flame
 Flame	Buff (Level 2) Duration: 2.0 seconds Energy of Fire [REMOVED] — Reflects the maximum received damage from 3000. [REMOVED] — Reflects an opponent's debuffs with a certain chance	Buff (Level 2) Duration: 3.0 seconds [NEW] — Attack Power +10% [NEW] — Attack Power +297(Player Level*3)
 Divine Blade Basic attack	Cooldown: 45s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp [REMOVED] — Melee attack power +800 [REMOVED] — Light energies are increased by 1100 — There is a 60% chance of causing  Shock	Cooldown: 45s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp [NEW] — Attack power scaling: 120% [NEW] — Melee attack power: 1200 [NEW] — Light element scaling 110% [NEW] — Light Energies +900 [NEW] — Has a 100% probability of causing [REMOVED] Special Shock]
 Special Shock	Debuff (Level 5) Duration: 5.0 seconds [REMOVED] — Movement speed -3	Debuff (Level 5) Duration: 5.0 seconds No attack possible No dodge possible
 Spirit Lance Basic attack	Cooldown: 80s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 400 mp [REMOVED] — Melee attack power +1300 [REMOVED] — Light energies are increased by 1250 — There is a 80% chance of causing  Fatal Bleeding [REMOVED] — There is a 100% chance of causing  Ice	Cooldown: 80s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 400 mp [NEW] — Attack power scaling: 130% [NEW] — Melee attack power: 1500 [NEW] — Light element scaling 120% [NEW] — Light Energies +1200 [NEW] — Damage caused on critical hits is increased by 10%. [NEW] — Has a 100% chance of causing [ Critical Bleeding]

Magician

Holy Mage










Role:
Main: Assassin
Secondary: Support

Name	Original	New
 [PvP] Holy Attack	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 75% — Ranged attack power +40 — [PvP] Light energies +90	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 65% — Ranged attack power +40 — [PvP] Light energies +90
 [PvP] Holy Light	Cooldown: 12s Attack power scaling: 115% Magic attack power +100 [PvP] Light energies +500 Has a 45% chance of causing [ [PvP] Magic Light] Has a 100% chance of invoking the combo  [PvP] Blessed light	Cooldown: 8s Attack power scaling: 80% Magic attack power +200 [PvP] Light energies +500 Has a 45% chance of causing [ [PvP] Magic Light] Has a 100% chance of invoking the combo  [PvP] Blessed light
 [PvP] Blessed Light	Attack power scaling: 115% Magic attack power +100 [PvP] Light energies +950 Has a 55% chance of causing [ [PvP] Divine punishment]	Attack power scaling: 85% Magic attack power +250 [PvP] Light energies +950 Has a 55% chance of causing [ [PvP] Divine punishment]
 [PvP] Impure Purge	Cooldown: 30s Attack power scaling: 120% Magic attack power +250 [PvP] Light energies +1300 Has a 70% chance of causing [ [PvP] God's punishment]	Cooldown: 22s Attack power scaling: 90% Magic attack power +350 [PvP] Light energies +1300 Has a 100% chance of causing [ [PvP] God's punishment]
 [PvP] God's punishment	Duration: 15s	Duration: 5s [NEW] — [PvP] Damage received +5%
 [PvP] Holy Hammer	Cooldown: 100s Attack power scaling: 130% Magic attack power +900 [PvP] Light energies +1800 Has a 100% chance of causing [ [PvP] Deadly Blackout]	Cooldown: 40s Attack power scaling: 105% Magic attack power +700 [PvP] Light energies +1800 Has a 100% chance of causing [ [PvP] Deadly Blackout]



Dark Gunner

Role:
Main: DPS

Name	Original	New
 [PvP] Combination Shot	Cooldown: 7.5s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 50 mp — Attack power scaling: 70% — Ranged attack power +170 — [PvP] Shadow energies +580 — [PvP] Critical chance +20% of the user's total — Has a 100% chance of invoking the combo  [PvP] Perfect Combination	Cooldown: 7.5s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 50 mp — Attack power scaling: 60% — Ranged attack power +90 — [PvP] Shadow energies +580 — [PvP] Critical chance +20% of the user's total — Has a 100% chance of invoking the combo  [PvP] Perfect Combination
 [PvP] Perfect Combination	Cooldown: 2s Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 100 mp — Attack power scaling: 75% Ranged attack power +250 — [PvP] Shadow energies +580 — [PvP] Critical chance +40% of the user's total — Has a 100% chance of invoking the combo  [PvP] Optimal combination	Cooldown: 2s Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 100 mp — Attack power scaling: 60% — Ranged attack power +90 — [PvP] Shadow energies +580 — [PvP] Critical chance +40% of the user's total — Has a 100% chance of invoking the combo  [PvP] Optimal combination
 [PvP] Optimal combination	Cooldown: 0.3s Attack Range: 14 cell Target: Around Enemy in 2 cell Mana: 100 mp — Attack power scaling: 80% Ranged attack power +300 — [PvP] Shadow energies +580 — [PvP] Critical chance +60% of the user's total — Cannot be evaded — Has a 100% chance of invoking the combo  [PvP] Perfect Combination	Cooldown: 0.3s Attack Range: 14 cell Target: Around Enemy in 2 cell Mana: 100 mp — Attack power scaling: 60% Ranged attack power +90 — [PvP] Shadow energies +580 — [PvP] Critical chance +60% of the user's total — Cannot be evaded — Has a 100% chance of invoking the combo  [PvP] Perfect Combination






















[PVE] Archmage


Role: Skills / Elemental














Main: DPS

Secondary: AoE

Name	Original	New
 Light Spell	Cooldown: 0.7s CastTime: 0.3s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 0 mp [REMOVED] — Magic attack power +80 [REMOVED] — Light energies are increased by 100	Cooldown: 0.8s CastTime: 0.4s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 0 mp [NEW] — Attack power scaling: 80% [NEW] — Magic attack power: 100 [NEW] — Light element scaling 90% [NEW] — Light Energies +250
 Light Catalyst	Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 130 mp [REMOVED] — Magic attack power +250 [REMOVED] — Light energies are increased by 450 — There is a 80% chance of causing  Illuminating Powder	Cooldown: 5s Attack Range: 10 cell [NEW] — Target: Around Enemy in 4 cell Mana: 130 mp [NEW] — Attack power scaling: 100% [NEW] — Magic attack power: 200 [NEW] — Light element scaling 105% [NEW] — Light Energies +600 — Has a 100% chance of causing [ Illuminating Powder]
 Illuminating Powder	Magic Debuff (Level 2) Duration: 30 seconds [REMOVED] — Hit rate of all attacks is decreased by 99 (PlayerLevel*1) [REMOVED] — Light energies are decreased by 10	Magic Debuff (Level 5) Duration: 30 seconds — Hit rate -99 (PlayerLevel*1) [NEW] — Light resistance is decreased by 2 [NEW] — Receives 50% additional damage with [ Holy Explosion] and disappears
 Suppression	Cooldown: 12s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 180 mp [REMOVED] — Magic attack power +350 [REMOVED] — Light energies are increased by 500 [REMOVED] — Has a 15% chance of causing [ Slight Paralysis]	Cooldown: 10s Attack Range: 10 cell [NEW] — Target: Around Enemy in 4 cell Mana: 180 mp [NEW] — Attack power scaling: 105% [NEW] — Magic attack power: 400 [NEW] — Light element scaling 105% [NEW] — Light Energies +800 [NEW] — Has a 100% chance of causing [ Suppressing Powder]

 Suppressing Powder		Magic Debuff (Level 5) Duration: 30 seconds — Hit rate -99 (PlayerLevel*1) [NEW] — Light resistance is decreased by 3 [NEW] — Receives 50% additional damage with [ Holy Explosion] and disappears
 Holy Prism	Cooldown: 18s Attack Range: 11 cell Target: Special Area [REMOVED] — Magic attack power +550 [REMOVED] — Light energies are increased by 1250 — There is a 60% chance of causing  Slight Horror	Cooldown: 20s Attack Range: 8 cell Target: Special Area [NEW] — Attack power scaling: 100% [NEW] — Magic attack power: 700 [NEW] — Light element scaling 110% [NEW] — Light Energies +1200 — Has a 50% chance of causing [ Slight Horror] [NEW] — Has a 100% chance of causing  Light Power]
 Light Power		Magic Buff (Level 4) Duration:10.0 seconds — Light resistance drain +10
 Slight Horror	Magic Debuff (Level 1) Duration: 15 seconds [REMOVED] — Movement speed is decreased by 2	Magic Debuff [NEW] — (Level 3) Duration: 3 seconds [NEW] — No attack possible
 Holy Explosion	Cooldown: 14s Attack Range: 10 cell Target: Around Enemy in 3 cell [REMOVED] — Magic attack power +280 [REMOVED] — Light energies are increased by 450 [REMOVED] — Has a 10% chance of causing [ Paralysis]	Cooldown: 15s Attack Range: 10 cell Target: Around Enemy in 4 cell [NEW] — Attack power scaling: 100% [NEW] — Magic attack power: 800 [NEW] — Light element scaling 110% [NEW] — Light Energies +1000
 Fast Lane	Cooldown: 30s Attack Range: 0 cell Target: Select One — There is a 100% chance of causing  Fast Lane	Cooldown: 60s Attack Range: 0 cell Target: Select One — Has a 100% chance of causing [ Fast Lane]
 Fast Lane		General Buff (Level 3) Duration: 300 seconds










		<p>[NEW] — Cooldown of skills -15% (max. 30%)</p> <p>[NEW] — Light elemental damage +15%</p>
 Spellbook Scholar	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One</p> <p>— There is a 100% chance of causing  Spellbook Scholar</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One</p> <p>— Has a 100% chance of causing [ Spellbook Scholar]</p>
 Spellbook Scholar	<p>Magic Buff (Level 3) Duration: 600 seconds</p> <p>— Light energies are increased by 792 (Player Level * 8) — Converts 30% of received damage by reducing MP</p> <p>Side Effect: after 0.1 seconds — Movement speed is increased by 2</p>	<p>Magic Buff (Level 3) Duration: 600 seconds</p> <p>— Light energies are increased by 792 (Player Level * 8) — Converts 30% of received damage by reducing MP</p> <p>Side Effect: after 0.1 seconds — Movement speed is increased by 2</p>
 Sacred Mist	<p>Cooldown: 40s Attack Range: 10 cell Target: Select One</p> <p>— There is a 100% chance of causing  Horror</p>	<p>Cooldown: 30s Attack Range: 10 cell Target: Select One</p> <p>[NEW] — Attack power scaling: 95% [NEW] — Magic attack power: 80 [NEW] — Light element scaling 110% [NEW] — Light Energies +800</p> <p>— Has a 100% chance of causing [ Horror]</p>
 Horror	<p>Magic Debuff (Level 2) Duration: 5 seconds</p> <p>— Light resistance is decreased by 20 — No attack possible</p>	<p>Magic Debuff [NEW] — (Level 4) Duration: 5 seconds</p> <p>— Light resistance is decreased by 10 — No attack possible</p>
 Mass Teleport	<p>Cooldown: 1s Attack Range: 0 cell Target: Around Allies in 5 cell</p> <p>— There is a 100% chance of causing  Memorial — Teleports you and 5 group members to the saved location.</p>	<p>Cooldown: 1s Attack Range: 0 cell Target: Around Allies in 5 cell</p> <p>— Has a 100% chance of causing [ Memorial] — Teleports you and 7 group members to the saved location.</p>
 Memorial	<p>Magic Buff (Level 3) Duration: 600 seconds</p> <p>— Decreases 99 (Player Level * 1) MP</p>	<p>Magic Buff (Level 3) Duration: 60 seconds</p> <p>[NEW] — Movement speed is increased by 2 — Every 2 seconds: Decreases 396 (Player Level * 4) MP</p>
 Meteorite Fall	<p>Cooldown: 90s Attack Range: 13 cell Target: Around Enemy in 4 cell</p>	<p>Cooldown: 25s Attack Range: 13 cell Target: Around Enemy in 2 cell</p>

	<p>[REMOVED] — Magic attack power +1200 [REMOVED] — Light energies are increased by 1400 — There is a 60% chance of invoking the combo  Meteor Shower</p>	<p>[NEW] — Attack power scaling: 100% [NEW] — Magic attack power: 100 [NEW] — Light element scaling 110% [NEW] — Light Energies +900 — Has a 100% chance of invoking the combo [ Meteor Shower]</p>
 Meteor Shower	<p>Cooldown: 1s Attack Range: 13 cell Target: Around Enemy in 4 cell [REMOVED] — Magic attack power +1200 [REMOVED] — Light energies are increased by 1400 — There is a 60% chance of invoking the combo  Meteor Storm</p>	<p>Cooldown: 1s Attack Range: 13 cell Target: Around Enemy in 2 cell [NEW] — Attack power scaling: 105% [NEW] — Magic attack power: 650 [NEW] — Light element scaling 115% [NEW] — Light Energies +1300 — Has a 100% chance of invoking the combo [ Meteor Storm]</p>
 Meteor Storm	<p>Cooldown: 90s Attack Range: Itself Target: Select One — Causes 10 (+19 (Player Level / 5)) meteorites to rain down.</p>	<p>Cooldown: 1s Attack Range: 13 cell Target: Select One — Causes 10 (+19 (Player Level / 5)) meteorites to rain down in 6 cells. — There's a 50% chance the summons cast [ Meteor Strike] — There's a 50% chance the summons cast [ Meteor Strike]</p>
 Meteor Strike		<p>Target: Around Enemy in 1 cell [NEW] — Attack power scaling: 100% [NEW] — Magic attack power: 100 [NEW] — Light element scaling 110% [NEW] — Light Energies +900 [NEW] — Damage caused -30%</p>
 Meteor Strike		<p>Target: Around Enemy in 2 cell [NEW] — Attack power scaling: 100% [NEW] — Magic attack power: 100 [NEW] — Light element scaling 110% [NEW] — Light Energies +900 [NEW] — Damage caused -30%</p>
 Illumination	<p>Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 1000 mp — There is a 100% chance of causing  Illumination</p>	<p>Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 1000 mp — Has a 100% chance of causing [ Illumination]</p>

Martial Artist

 Draconic Fist

Role:
Main: Assassin/DPS

Name	Original	New
 [PvP] Knuckle Buster	Cooldown: 5s Target: Around Enemy in 1 cell — Attack power scaling: 75% — Melee attack power +300 — [PvP] Fire energies +777 — Teleports you to a selected location — Has a 40% chance of causing [ Short Blackout]	Cooldown: 5s Target: Around Enemy in 2 cell — Attack power scaling: 60% — Melee attack power +300 — [PvP] Fire energies +777 — Teleports you to a selected location — Has a 40% chance of causing [ Short Blackout]
 [PvP] Flame Swing	Cooldown: 8s — Attack power scaling: 80% — Melee attack power +400 Has 100% chance of causing [ Critical Bleeding]	Cooldown: 8s — Attack power scaling: 70% — Melee attack power +400 Has 100% chance of causing [ Critical Bleeding]
 [PvP] Dragon Back	Cooldown: 15s	Cooldown: 22s
 [PvP] Transformation The cooldown is now shared in the two transformation skills	Cooldown: 15s	Cooldown: 120s
 [PvP] Dragon Energy	[PvP] Attack Power +15% [PvP] Critical damage +30%	[PvP] Attack Power +10% [PvP] Critical damage +15%



Mystic Arts

Role:
Main: Bruiser / DPS
Secondary:

Name	Original	New
[PvP] Palm Attack	<ul style="list-style-type: none">— Attack power scaling: 75%— Melee attack power +120— [PvP] Water energies +100	<ul style="list-style-type: none">— Attack power scaling: 75%— Melee attack power +120— [PvP] Water energies +100 <p>[NEW] Damage +1% of the enemy's total HP if [] [PvP] Bed of Lotus Flowers is active</p>
[PvP] Gathering Petals	<p>[REMOVED] — [PvP] Damage +1% of the enemy's total HP</p> <p>[REMOVED] — [PvP] Damage received -10%</p> <p>— Enemy's soft damage -15%</p>	<p>[NEW] — Damage received -(player's total HP / 16750)%</p> <p>— Enemy's soft damage -10%</p> <p>[NEW] — [PvP] Enemy's crit. damage -5% of their total</p>
[PvP] Bed of Lotus Flowers	<p>[REMOVED] [PvP] Damage +1% of the enemy's total HP</p> <p>[REMOVED] — [PvP] Damage received -5%</p> <p>[REMOVED] — [PvP] Enemy's crit. damage -25% of their total</p>	<p>[NEW] — Damage received -(player's total HP / 33000)%</p> <p>— [PvP] Enemy's crit. damage -10% of their total</p>
[PvP] Lotus Attack	<p>Attack Range: 3 cell Target: Around Enemies in 3 cell Duration: 12s</p> <ul style="list-style-type: none">— Attack power scaling: 60%— Melee attack power +200— [PvP] Water energies +200— Cannot be evaded <p>— Has a 60% chance of causing [] Short Blackout]</p> <p>— Damage caused -30%</p>	<p>Attack Range: 3 cell Target: Around Enemies in 3 cell Duration: 12s</p> <ul style="list-style-type: none">— Attack power scaling: 60%— Melee attack power +200— [PvP] Water energies +200— Cannot be evaded <p>— Has a 20% chance of causing [] Short Blackout]</p> <p>— Damage caused -30%</p>
[PvP] Moonlight Absorption	<p>[REMOVED] — Attack power scaling: +10%</p> <p>[PvP] Final damage received from basic attacks -(user's critical chance/3)%</p>	<p>[PvP] Final damage received from basic attacks -(user's critical chance/5)%</p> <p>[NEW] — PvP] Final damage received from critical basic attacks -(user's critical chance/8)%</p>
[PvP] Full Bloom	<ul style="list-style-type: none">— Attack power scaling: 90%— Melee attack power +1400— [PvP] Damage +6% of the enemy's current HP	<ul style="list-style-type: none">— Attack power scaling: 90%— Melee attack power +1000— [PvP] Damage +4% of the enemy's current HP
[PvP] Lotus Snare	<p>Cooldown: 25s Melee attack power +700 [PvP] Damage +4% of the enemy's current HP</p>	<p>Cooldown: 22s Melee attack power +500 [PvP] Damage +3% of the enemy's current HP</p>
[PvP] Bathed in Moonlight		<p>[NEW] — Attack power scaling: +10%</p>