

These PvP changes are temporary while we work on the Main PvP Rebalance patch.

## PvP Balance changes

### Specialists



#### Dragon Knight

Name	Original	New
[PvP] Serious Wound	— Melee defence is reduced by 15%.	[NEW] — Melee defence is reduced by 10%.
[PvP] Sharp Lance	— Has a 100% chance to ignore 15% of the target's defence.	— Has a 100% chance to ignore 10% of the target's defence.



#### Ranger

Name	Original	New
[PvP] Hawk Eye		[NEW] — Attack power 1% (Relative to Distance)







#### Destroyer






Name	Original	New
[PvP] Poison Gas	[PvP] Defence level upgrade -2	[NEW] — [PvP] Defence level upgrade -1
[PvP] Poison Gas	[PvP] Defence level upgrade -3	[NEW] — [PvP] Defence level upgrade -2







Seer

Name	Original	New
 [PvP] Illusion	[REMOVED] — HP replenishing effects will be converted to damage with a probability of 100%	[NEW] — Convert 40% of healing effects to damage received (max. 25% of the user's total HP) [NEW] — No HP/MP recovery
 [PvP] Weak Dark Energy	[PvP] There's a 50% chance that damage received from magic attacks +10%	[PvP] There's a 50% chance that damage received from magic attacks +5%
 [PvP] Dark Energy	[PvP] There's a 50% chance that damage received from magic attacks +15%	[PvP] There's a 50% chance that damage received from magic attacks +10%
 [PvP] Strong Dark Energy	[PvP] There's a 50% chance that damage received from magic attacks +25%	[PvP] There's a 50% chance that damage received from magic attacks +15%

### PvP Battle Crystals



Name	Original	New
 [PvP] Battle Crystal: Malice	— Increased damage caused by 20%/25%	— Increased damage caused by 15%/20%
 [PvP] Treacherous Strike	— Attack power scaling: 140% — Attack power +1000	— Attack power scaling: 135% — Attack power +900
 [PvP] Explosive Shield	Cooldown: 30 seconds — Movement speed +20%	Cooldown: 40 seconds — Movement speed +15%
 [PvP] Magic Arrow	— When attacking, there's a 45% chance of firing an arrow that deals 10% of the original attack's dmg	— When attacking, there's a 100% chance of firing an arrow that deals 10% of the original attack's dmg
 [PvP] Titan soul	Cooldown: 30 seconds _____	Cooldown: 45 seconds _____

	 [PvP] Titan Skin — Duration 30 seconds	 [PvP] Titan Skin — Duration 25 seconds
	 [PvP] Resilient Spirit — This effect has cooldown of 8 seconds	 [PvP] Resilient Spirit — This effect has cooldown of 10 seconds










## Rebalance SP3 PvE










### Crusader


Name	Description	Original	New
 Elemental Attack		Cooldown: 0.6s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp  [REMOVED] — Ranged attack power +150 [REMOVED] — Light energies are increased by 200 — No penalty for ranged attacks at close range	Cooldown: 0.6s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp  [NEW] — Attack power scaling: 95% [NEW] — Ranged attack power +150 [NEW] — Light element scaling: 80% [NEW] — Light energies +150 — No penalty for ranged attacks at close range
 Holy Bolt	Note: Counts as a basic attack	Cooldown: 7.5s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp  [REMOVED] — Ranged attack power +570 [REMOVED] — Light energies are increased by 450 — No penalty for ranged attacks at close range — There's a 10% chance of causing [🔥] Magic Light — There's a 80% chance of invoking the combo	Cooldown: 6.0s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp  [NEW] — Attack power scaling: 80% [NEW] — Ranged attack power +200 [NEW] — Light element scaling: 60% [NEW] — Light energies +250 — No penalty for ranged attacks at close range — There's a 10% chance of causing [🔥]

		[  Second Bolt]	Magic Light] — There's a 100% chance of invoking the combo [  Second Bolt]
 Second Bolt	Note: Counts as a basic attack	Cooldown: 7.5s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60  [REMOVED] — Ranged attack power +200 [REMOVED] — Light energies are increased by 200 — There's a 10% chance of causing [  Magic Light] — There's a 70% chance of invoking the combo [  Third Bolt]	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60  [NEW] — Attack power scaling: 80% [NEW] — Ranged attack power +250 [NEW] — Light element scaling: 60% [NEW] — Light energies +300 — No penalty for ranged attacks at close range — There's a 10% chance of causing [  Magic Light] — There's a 100% chance of invoking the combo [  Third Bolt]
 Third Bolt	Note: Counts as a basic attack	Cooldown: 7.5s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60  [REMOVED] — Ranged attack power +200 [REMOVED] — Light energies are increased by 200	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60  [NEW] — Attack power scaling: 80% [NEW] — Ranged attack power +350 [NEW] — Light element scaling: 60% [NEW] — Light energies +400 [NEW] — No penalty for ranged attacks at close range [NEW] — There's a 100% chance of invoking the combo [  Fourth Bolt]
 Fourth Bolt	Note: Counts as a basic attack		Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60  [NEW] — Attack power scaling: 80% [NEW] — Ranged attack power +350 [NEW] — Light element scaling: 60% [NEW] — Light energies +400 [NEW] — No penalty for ranged attacks at close range

 Triple Bolt		<p>Cooldown: 22s  Attack Range: 7 cell  Target: Special Area  Mana: 42 mp</p> <p>[REMOVED] — Ranged attack power +750  [REMOVED] — Light energies are increased by 500  — No penalty for ranged attacks at close range  — Chance of inflicting critical hits is increased by 33 (Player Level / 3)%</p>	<p>Cooldown: 22s  Attack Range: 7 cell  Target: Special Area  Mana: 42 mp</p> <p>[NEW] — Attack power scaling: 105%  [NEW] — Ranged attack power +700  [NEW] — Light element scaling: 90%  [NEW] — Light energies +450  [NEW] — Has a 100% chance to cause  Blessed Energy  — No penalty for ranged attacks at close range  — Chance of inflicting critical hits is increased by 33 (Player Level / 3)%</p> <hr/> <p> Blessed Energy  (Level 4)  Buff  Duration: 10.0 seconds</p> <p>— Basic attack damage +10%</p>
 Holy Breath		<p>Cooldown: 30s  Attack Range: 0 cell  Target: Around Enemy in 5 cell  Mana: 60 mp</p> <p>— There's a 100% chance of causing  Holy Breath</p>	
 Triple Charging		<p>Cooldown: 50s  Attack Range: 0 cell  Target: Select One  Mana: 90 mp</p> <p>— There's a 100% chance of causing  The 1st Triple Charging</p>	<p>Cooldown: 50s  Attack Range: 0 cell  Target: Select One  Mana: 90 mp</p> <p>— There's a 100% chance of causing  The 1st Triple Charging</p> <hr/> <p> The 1st Triple Charging  Duration: 20s  (Level 3)  Buff</p> <p>— [PvE] Attack power 10%  [NEW] — Every 6 attacks [Weak Saint Aura] is given to the allies around 4 fields</p>

			<div><div>The 2nd Triple Charging occurs, in releasing at the probability of 100%</div></div> <div>Weak Saint Aura Duration: 3s (Level 1) Buff</div> <div>— [PvE] Light elemental energies +300</div> <div><div>The 2nd Triple Charging Duration: 15s (Level 3) Buff</div></div> <div>— Attack power 15% [NEW] — Every 4 attacks [Saint Aura] is given to the allies around 4 fields</div> <div><div>The 3rd Triple Charging occurs, in releasing at the probability of 100%</div></div> <div>Saint Aura Duration: 3s (Level 2) Buff</div> <div>— Light elemental energies +600</div> <div><div>The 3rd Triple Charging Duration: 10s (Level 3) Buff</div></div> <div>— Attack power 20% [NEW] — Every 2 attacks [Strong Saint Aura] is given to the allies around 4 fields</div> <div><div>The 1st Triple Charging occurs, in releasing at the probability of 100%</div></div>
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			<p>Strong Saint Aura Duration: 3s (Level 3) Buff</p> <p>— Light elemental energies +900</p>
 Shining Effect		<p>Cooldown: 35s Attack Range: 3 cell Target: Select One Mana: 40 mp</p> <p>— Recovers 10% HP</p>	<p>Cooldown: 45s Attack Range: Itself Target: Allies in 4 cell Mana: 0 mp</p> <p>[NEW] — Removes all debuffs up to level 4 or lower — Recovers 10% HP</p> <p>[HARDCODED] — This skill will consume 7% of your total MP on usage.</p>
 Holy Cross		<p>Cooldown: 22s Attack Range: 11 cell Target: Special Area Mana: 55 mp</p> <p>[REMOVED] — Ranged attack power +700 [REMOVED] — Light energies are increased by 500 [REMOVED] — There's a 60% chance of invoking the combo  <a href="#">Divine Cross</a> [REMOVED] — There's a 70% chance of causing  <a href="#">Heavenly Light</a> — No penalty for ranged attacks at close range</p>	<p>Cooldown: 22s Attack Range: 11 cell Target: Special Area Mana: 55 mp</p> <p>[NEW] — Attack power scaling: 110% [NEW] — Ranged attack power +750 [NEW] — Light element scaling: 95% [NEW] — Light energies +600 [NEW] — There's a 70% chance of causing [  Cross Energy] — No penalty for ranged attacks at close range</p> <hr/> <p> Cross Energy (Level 4) Buff Duration: 10.0 seconds</p> <p>— Attack power +297(Player Level*3)</p>
 Divine Cross			
 Growth Shield	Note: Incrementar el tamaño del efecto visual	<p>Cooldown: 25s Attack Range: 0 cell Target: Around Allies in 2 cell Mana: 300 mp</p>	<p>Cooldown: 25s Attack Range: Itself Target: Around Allies in 4 cell Mana: 300 mp</p>

		<p>— There's a 100% chance of causing [ Magical Shield]</p>	<p>[NEW] — Has a 100% chance to cause [ Growth Shield]</p> <p>— Has a 100% chance to cause [ Magical Shield]</p> <hr/> <p> Growth Shield Buff (Level 4) Duration: 8.0 seconds</p> <p>— Damage received -10% — Resists forced movement with 100% chance — Never receives critical hits</p>
 Prayer of Survival		<p>Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 100 mp</p> <p>— There's a 100% chance of causing [ Prayer of Survival]</p> <hr/> <p> Prayer of Survival Buff (Level 10) Duration: 600s</p> <p>— [PvE] Maximum HP +15% of the user's base amount (cannot be stacked) — [PvE] Maximum MP +15% of the user's base amount (cannot be stacked) [REMOVED] — [PvE] Defence +99 (Player Level * 1)</p>	<p>Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 8 cell Mana: 100 mp</p> <p>— There's a 100% chance of causing [ Prayer of Survival]</p> <p>— There's a 100% chance of causing [Crusader's Kind Heart]</p> <hr/> <p> Prayer of Survival Buff (Level 10) Duration: 600s</p> <p>— [PvE] Maximum HP +15% of the user's base amount (cannot be stacked) — [PvE] Maximum MP +15% of the user's base amount (cannot be stacked)</p> <hr/> <p>Crusader's Kind Heart Buff (Level 10) Duration: 600.0 seconds</p> <p>— Protection to armor shredding debuffs +15% — Every 2 seconds: Around 6 fields apply [Pray for allies] on allies</p> <hr/> <p>Pray for allies Buff</p>









			(Level 4) Duration: 6s  — Protection to armor shredding debuffs +15%
 Prayer of Offence		Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 120 mp  — There's a 100% chance of causing [  Prayer of Offence] <hr/>  Prayer of Offence  Magic Buff (Level 10) Duration: 600 seconds  Increases attack level and boosts morale.  <del>[REMOVED]</del> [PvE] Attack power +99 (Player Level * 1) <del>[REMOVED]</del> [PvE] All elemental energies +297 (Player Level * 3)	Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 8 cell Mana: 120 mp  — There's a 100% chance of causing [  Prayer of Offence] <hr/>  Prayer of Offence Buff (Level 10) Duration: 600s (1 idea)  — Every 5 attacks, [Boosted Shot] is received. — Basic attack power +3% <hr/> Boosted Shot (Level 4) Duration 3.0 seconds  — Basic attack power +5%  Side effect: after 0.1 seconds — Disappears upon landing a hit
 Concentrated Power		Cooldown: 120s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 180 mp  <del>[REMOVED]</del> — Ranged attack power +1500 <del>[REMOVED]</del> — Light energies are increased by 2500 <del>[REMOVED]</del> — There's a 80% chance of causing [  Deadly Blackout] — No penalty for ranged attacks at close range	Cooldown: 120s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 180 mp  <del>[REMOVED]</del> — Ranged attack power +1500 <del>[REMOVED]</del> — Light energies are increased by 2500 <del>[REMOVED]</del> — There's a 80% chance of causing [  Deadly Blackout] — No penalty for ranged attacks at close range <hr/> Power Boost

			Buff (Level 4) Duration: 15.0 seconds  — Light element +PlayerLevel*3 — Attack power +10%
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Destroyer


Name	Description	Original	New
 Fire Shotgun		Cooldown: 0.6s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 0 mp  — Ranged attack power +200 — Fire energies +180	Cooldown: 0.6s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 0 mp  [NEW] — Attack power scaling: 80% [NEW] — Ranged attack power +100 [NEW] — Fire element scaling: 75% [NEW] — Fire energies +150
 Rapid Shot	Note: Counts as a basic attack	Cooldown: 7s Attack Range: 9 cell Target: Special Area Mana: 50 mp  — Ranged attack power +300 — Fire energies +350 — Chance of inflicting critical hits is increased by 15% — There is a 60% chance of invoking the combo [  Kneel Shot]	Cooldown: 3s Attack Range: 9 cell Target: Special Area Mana: 50 mp  [NEW] — Attack power scaling: 95% [NEW] — Ranged attack power +350 [NEW] — Fire element scaling: 85% Fire energies +200 — Chance of inflicting critical hits is increased by 15% — There is a 100% chance of invoking the combo [  Kneel Shot]
 Kneel Shot	Note: Counts as a basic attack	Cooldown: 7s Attack Range: 9 cell Target: Special Area Mana: 50 mp  — Ranged attack power +300 — Fire energies +350 [REMOVED] — There is a 30% chance of causing	Cooldown: 1s Attack Range: 9 cell Target: Special Area Mana: 50 mp  [NEW] — Attack power scaling: 100% [NEW] — Ranged attack power +450 [NEW] — Fire element scaling: 90% [NEW] — Fire energies +350

		 Blackout — Chance of inflicting critical hits is increased by 15%	— Chance of inflicting critical hits is increased by 15%
 Lucky Wideshot	Note: Counts as a basic attack	Cooldown: 20s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp  [REMOVED] — Ranged attack power +700 [REMOVED] — Fire energies +700 [REMOVED] — Chance of inflicting critical hits is increased by (Player Level / 5)% — There is a 80% chance of invoking the combo  Delayed Shot	Cooldown: 10s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp  [NEW] — Attack power scaling: 95% [NEW] — Ranged attack power +600 [NEW] — Fire element scaling: 90% [NEW] — Fire energies +500 — There is a 100% chance of invoking the combo  Delayed Shot
 Delayed Shot	Note: Counts as a basic attack	Cooldown: 1s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp  [REMOVED] — Ranged attack power +700 [REMOVED] — Fire energies +700 [REMOVED] — Chance of inflicting critical hits is increased by (Player Level / 4)%	Cooldown: 1s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp  [NEW] — Attack power scaling: 100% [NEW] — Ranged attack power +700 [NEW] — Fire element scaling: 95% [NEW] — Fire energies +600 [NEW] — Always inflicts critical hits
 Booster On		Cooldown: 25s Attack Range: 0 cell Target: Select One Mana: 200 mp  There is a 100% chance of causing  Booster On	

 Bomber		<p>Cooldown: 25s Attack Range: 9 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance that Bomb will be caused at the set location.</p> <hr/> <p>Bomb's attack skill:</p> <p>[NEW] — Has a 100% chance to cause [ Shrapnel]</p> <hr/> <p> Shrapnel Disease Debuff (Level 4) Duration: 8 seconds</p> <p>[REMOVED] — Fire resistance -15 [REMOVED] — Movement speed -10% — Defence level upgrade -2</p>	<p>Cooldown: 25s Attack Range: 9 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance that Bomb will be caused at the set location</p> <p>[NEW] — There's a 100% chance the summons cast [ Landmine Explosion]</p> <hr/> <p> Landmine Explosion</p> <p>[NEW] — Has a 100% chance to cause [ Shrapnel]</p> <hr/> <p> Shrapnel Debuff (Level 6)</p> <p>[NEW] — Enemy's attack power +5% [NEW] — Damage received +5% if the enemy attacks with [ Boom Shot] [NEW] — Damage received +5% if the enemy attacks with [ Hell Drop]</p> <p>Side effect. — Dodge -200 — Defence -5%</p>
 Poison Gas Shell		<p>Cooldown: 40s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 90 mp</p> <p>— There is a 100% chance of causing  Poison Gas</p> <hr/> <p> Poison Gas</p> <p>Magic Debuff (Level 5) Duration: 15 seconds</p> <p>— Defence level upgrade -2</p>	<p>Cooldown: 40s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 90 mp</p> <p>— There is a 100% chance of causing  Poison Gas</p> <hr/> <p> Poison Gas</p> <p>Magic Debuff (Level 6) Duration: 10 seconds</p> <p>— Defence level upgrade -2</p>



		<p>— Enemy's critical chance +20%</p> <p> The 2nd Poison Gas occurs, in releasing at the probability of 75%</p> <hr/> <p> The 2nd Poison Gas</p> <p>Magic Debuff (Level 6) Duration: 4 seconds</p> <p>— No dodge possible — Defence level upgrade -3 — Enemy's critical chance +40%</p> <p>Side Effect: after 0.2 seconds <b>[REMOVED]</b> — No attack possible</p>	<p>— Enemy's critical chance +20%</p> <p>Side effect: after 0.1 seconds. <b>[NEW]</b> — Damage received +5% if the enemy attacks with [ Boom Shot] <b>[NEW]</b> — Damage received +5% if the enemy attacks with [ Hell Drop]</p> <hr/> <p> The 2nd Poison Gas occurs, in releasing at the probability of 100%</p> <hr/> <p> The 2nd Poison Gas</p> <p>Magic Debuff (Level 6) Duration: 6 seconds</p> <p>— No dodge possible — Defence level upgrade -2 — Enemy's critical chance +40%</p> <p>Side effect: after 0.1 seconds. — Damage received +10% if the enemy attacks with [ Boom Shot] <b>[NEW]</b> — Damage received +10% if the enemy attacks with [ Hell Drop]</p>
 Burst Shot	Note: Counts as a basic attack	<p>Cooldown: 23s Attack Range: 9 cell Target: Select One Mana: 110 mp</p> <p><b>[REMOVED]</b> — Ranged attack power +650 <b>[REMOVED]</b> — Fire energies +1500 <b>[REMOVED]</b> — Push your opponent back 1 fields. <b>[REMOVED]</b> — There is a 100% chance of moving back 4 field(s) — Chance of inflicting critical hits is increased by (Player Level / 4)%</p>	<p>Cooldown: 23s Attack Range: 9 cell Target: Select One Mana: 110 mp</p> <p><b>[NEW]</b> — Attack power scaling: 110% <b>[NEW]</b> — Ranged attack power +650 <b>[NEW]</b> — Fire element scaling: 95% <b>[NEW]</b> — Fire energies +1000 — Chance of inflicting critical hits is increased by (Player Level / 4)%</p>
 Strengthened		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 85 mp</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 85 mp</p>



		<p>— There is a 100% chance of causing  Strengthened</p> <hr/> <p> Strengthened</p> <p>General Buff (Level 4) Duration: 600 seconds</p> <p><b>[REMOVED]</b> — Attack power +2% (Relative to proximity) — No penalty for ranged attacks at close range</p> <p>Side Effect: after 0.1 seconds <b>[REMOVED]</b> — [PvE] Enemy's attack power -15% — Attack Power +10%</p>	<p>— There is a 100% chance of causing  Strengthened</p> <hr/> <p> Strengthened</p> <p>General Buff (Level 4) Duration: 600 seconds</p> <p><b>[NEW]</b> — Attack power +20% to enemies in 3 or less fields — No penalty for ranged attacks at close range</p> <p>Side Effect: after 0.1 seconds <b>[NEW]</b> — Damage received -15% — Attack Power +10%</p>
 Boom Shot		<p>Cooldown: 25s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p><b>[REMOVED]</b> — Fire energies +1100 — Ranged attack power +1100 — There is a 30% chance of causing  Burn</p>	<p>Cooldown: 30s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p><b>[NEW]</b> — Attack power scaling: 100% <b>[NEW]</b> — Ranged attack power +1100 <b>[NEW]</b> — Fire element scaling: 125% <b>[NEW]</b> — Fire energies +1350</p>
 Fire Mine		<p>Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 160 mp</p> <p>— Plants 3 fire mines.</p> <hr/> <p>Mine's attack skill:</p> <p>— Has a 100% chance to cause  Weak Shrapnel]</p> <hr/> <p><b>[REMOVED]</b>  Weak Shrapnel Disease Debuff (Level 4) Duration: 8 seconds</p> <p>— Movement speed -5% — Every 2 seconds: Decreases 200 HP</p>	<p>Cooldown: 40s Attack Range: 9 cell Target: Skillshot Mana: 160 mp</p> <p>— Plants 3 fire mines.</p> <hr/> <p>Mine's attack skill:</p> <p>— Has a 100% chance to cause [Atomic Residue]</p> <hr/> <p>Atomic Residue Debuff (Level 6) Duration: 8 seconds</p> <p><b>[NEW]</b> — Defence -5% <b>[NEW]</b> — Enemy's fire energies +300 <b>[NEW]</b> — Damage received +5% if the enemy</p>

		— Dodge -100	attacks with [🔥 Boom Shot] [NEW] — Damage received +5% if the enemy attacks with [🔥 Hell Drop]  Side effect. — -200 Dodge.
 Hell Drop		Cooldown: 100s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 200 mp  [REMOVED] — Ranged attack power +1200 [REMOVED] — Fire energies +1500 [REMOVED] — There is a 80% chance of causing 🔪 Deadly Blackout — Damage received from critical hits is increased by 15%.	Cooldown: 150s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 200 mp  [NEW] — Attack power scaling: 150% [NEW] — Ranged attack power +1500 [NEW] — Fire element scaling: 135% [NEW] — Fire energies +1750 [NEW] — Always inflicts critical hits — Critical damage +15%




















### Blue Magician





Name	Description	Original	New
 Ice Ball		Cooldown: 0.3s Target: Select one Range: 14 cell Area: Around enemies in 1 field Mana: 10 mp  [REMOVED] — Magic attack power +120 [REMOVED] — Water energies +250	Cooldown: 0.6s Target: Select one Range: 14 cell Area: Around enemies in 1 field Mana: 10 mp  [NEW] — Attack power scaling: 70% [NEW] — Magic attack power +90 [NEW] — Water element scaling: 80% [NEW] — Water energies +200
 Ice Shard		Cooldown: 6.0s Target: Select one Range: 14 cell Area: Around enemies in 1 field Mana: 60 mp  [REMOVED] — Magic attack power +250 [REMOVED] — Water energies +600	Cooldown: 2.5s Target: Select one Range: 14 cell Area: Around enemies in 3 field Mana: 60 mp  [NEW] — Attack power scaling: 85% [NEW] — Magic attack power +200 [NEW] — Water element scaling: 95%











			[NEW] — Water energies +500
 Freezing Blast		Cooldown: 15.0s Target: Select one Range: 14 cell Area: Around enemies in 1 field Mana: 120 mp  [REMOVED] — Magic attack power +500 [REMOVED] — Water energies +800 — There is a 60% chance of causing  Shivering Frost	Cooldown: 7.5s Target: Select one Range: 14 cell Area: Around enemies in 3 field Mana: 120 mp  [NEW] — Attack power scaling: 100% [NEW] — Magic attack power +500 [NEW] — Water element scaling: 105% [NEW] — Water energies +750 — There is a 100% chance of causing   <hr/>  Magic Shivering (Level 6) Duration 7.0 seconds  — Final damage received +20% if the enemy attacks with  — Final damage received +10% if the enemy attacks with   Side effect: after 0.1 seconds — There's a 100% chance for this effect to disappear if the user is attack with  — There's a 100% chance for this effect to disappear if the user is attack with 
 Ice Lance		Cooldown: 35.0s Target: Select one Range: 14 cell Area: Around enemies in 1 field Mana: 120 mp  [REMOVED] — Magic attack power +600 [REMOVED] — Water energies +400 — There is a 80% chance of causing  Weaken Defence Power — There is a 65% chance of causing  Frozen Bleeding [REMOVED] — There is a 80% chance of invoke	Cooldown: 20.0s Target: Select one Range: 14 cell Area: Around enemies in 3 field Mana: 120 mp  [NEW] — Attack power scaling: 95% [NEW] — Magic attack power +900 [NEW] — Water element scaling: 110% [NEW] — Water energies +1200 — There is a 80% chance of causing  — There is a 100% chance of causing 



		 Double Lance Combo	Cold Cutting <hr/>  Cold Cutting (Level 6) Duration 4.0 seconds  — Never inflicts critical hit — Every 2 seconds: Decreases 297 (Player Level*3) HP [NEW] — Magic defence -20%  Side effect: after 0.1 seconds [NEW] — Enemy's water energies +250
 Double Lance			
 Triple Lance			
 Ice Chain		Cooldown: 30.0s Target: Select one Range: 11 cell Area: Special area Mana: 320 mp  [REMOVED] — Magic attack power +600 [REMOVED] — Water energies +1600 [REMOVED] — There is a 70% chance of causing  Frozen	Cooldown: 20.0s Target: Select one Range: 14 cell Area: Special area Mana: 320 mp  [NEW] — Attack power scaling: 95% [NEW] — Magic attack power +550 [NEW] — Water element scaling: 110% [NEW] — Water energies +1600 [NEW] — There is a 100% chance of causing  Heavy Frost <hr/>  Heavy Frost (Level 6) Duration 10 seconds  [NEW] — Enemy's water energies +150 — Damage received from skills +10% — Water Resistance -5  Side effect: after 5.0 seconds — Water Resistance -5
 Frozen Shield		Cooldown: 15.s Target: Itself Range: None Area: None	Cooldown: 20.s Target: Itself Range: None Area: None

		<p>Mana: 220 mp</p> <p>— There is a 100% chance of causing  Frozen Shield</p> <p>— There is a 100% chance of causing  Frost Shield</p>	<p>Mana: 220 mp</p> <p>— There is a 100% chance of causing  Frozen Shield</p> <p>— There is a 100% chance of causing  Frost Shield</p> <hr/> <p> Frozen Shield (Level 5) Duration 2.0 seconds</p> <p>— No HP consumption — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage</p> <p>Side effect: after 0.1 seconds <b>[NEW]</b> — On defence, has a 100% chance to receive  Frost Energy]</p> <hr/> <p> Frost Energy (Level 5) Duration 2.0 seconds</p> <p>— Water energies +150 — Damage caused from skills +10% — Water Resistance drain +5</p> <p>Side effect: after 1.0 seconds — Around 6 fields apply  Weak Frost Energy] from allies</p> <hr/> <p> Weak Frost Energy (Level 5) Duration 2.0 seconds</p> <p>— Water energies +100 — Damage caused rom skills +10% — Water Resistance drain +5</p> <p>Side effect: after 0.1 seconds — Disappear upon landing a hit</p>
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 Glacier		<p>Cooldown: 25.0s  Target: Itself  Range: 4 cell  Area: Around enemies  Mana: 200 mp</p> <p>[REMOVED] — Magic attack power +500  [REMOVED] — Water energies +1000  — There is a 75% chance of causing  Frozen Bleeding</p>	<p>Cooldown: 20.0s  Target: Select one  Range: 14 cell  Area: Around enemies in 4 field  Mana: 200 mp</p> <p>[NEW] — Attack power scaling: 100%  [NEW] — Magic attack power +700  [NEW] — Water element scaling: 110%  [NEW] — Water energies +1000  — There is a 100% chance of causing </p> <hr/> <p> Cold Cutting  (Level 6)  Duration 4.0 seconds</p> <p>— Never inflicts critical hit  — Every 2 seconds: Decreases 297 (Player Level*3) HP  [NEW] — Magic defence -20%</p> <p>Side effect: after 0.1 seconds  [NEW] — Enemy's water energies +250</p>
 Blessing of Water		<p>Cooldown: 180.0s  Target: Itself  Range: 3 cell  Area: Around friends  Mana: 550 mp</p> <p>— There is a 100% chance of causing </p>	
 Heavy Hail		<p>Cooldown: 35.0s  Target: Skillshot  Range: 14 cell  Area: Around enemies in 3 cell  Mana: 360 mp</p> <p>[REMOVED] — Magic attack power +1000  [REMOVED] — Water energies +1200  [REMOVED] — There is a 60% chance of causing  Blackout</p>	<p>Cooldown: 40.0s  Target: Skillshot  Range: 14 cell  Area: Around enemies in 4 cell  Mana: 360 mp</p> <p>[NEW] — Attack power scaling: 105%  [NEW] — Magic attack power +1000  [NEW] — Water element scaling: 130%  [NEW] — Water energies +1600</p>
 Intense Cold		<p>Cooldown: 40.0s  Target: Select one  Range: 14 cell</p>	<p>Cooldown: 20.0s  Target: Select one  Range: 14 cell</p>

		<p>Area: Around enemies in 3 cell Mana: 300 mp</p> <p>[REMOVED] — Magic attack power increases by 500 [REMOVED] — Water energies increased by 2000 — There is a 50% chance of causing  Magic Frost</p>	<p>Area: Around enemies in <b>4</b> cell Mana: 300 mp</p> <p>[NEW] — Attack power scaling: 90% [NEW] — Magic attack power +400 [NEW] — Water element scaling: 105% [NEW] — Water energies +1500 [NEW] — Pulls enemies from 4 spaces around the target together in one place — There is a 100% chance of causing  Magic Frost — There is a 100% chance of causing  Shivering Frost (ignores debuff protection)</p> <hr/> <p> Magic Frost Debuff (Level 6) Duration: 5.0 seconds</p> <p>— Enemy's Magic Attack Power +10% — Water Resistances -10</p> <hr/> <p> Shivering Frost Debuff (Level 1) Duration: 2 seconds</p> <p>— Movement speed -35% — No attack possible</p>
 Blizzard		<p>Cooldown: 110.0s Target: Select one Range: 14 cell Area: Around enemies in 6 cell Mana: 400 mp</p> <p>[REMOVED] — Magic attack power increases by 1500 [REMOVED] — Water energies increased by 2000 [REMOVED] — There is a 80% chance of causing  Frozen</p>	<p>Cooldown: <b>15.0s</b> Target: Skillshot Range: 14 cell Mana: 4 mp</p> <p>[NEW] — Conjures a blizzard that begins to grow every second the attack area from 2 to 7 fields. Deactivates if you use it again. [NEW] — There is a 100% chance the blizzard cast [ Glacial Storm] every second it is active</p>
 Glacial Storm	If it is maintained for maximum growth, [  Frostbite] is applied per second.		<p>Cooldown: <b>15.0s</b> Target: Itself Range: 1 x second (max 7.) cell Mana: Increases exponentially for every second that the storm remains active.</p>








 Basic Attack		<p>Cooldown: 0.6s  Attack Range: 1 cell  Target: Select One  Mana: 0 mp</p> <p>[REMOVED] — Melee attack power +100  [REMOVED] — Light energies are increased by 100  — If the attack is successful, you earn 100 ultimate points</p>	<p>Cooldown: 0.6s  Attack Range: 1 cell  Target: Select One  Mana: 0 mp</p> <p>[NEW] — Attack power scaling: 70%  [PvE] Melee attack power +75  [NEW] — Light element scaling: 85%  Light energies +125  — If the attack is successful, you earn 10 Ultimate Points</p>
 Low Kick		<p>Cooldown: 5s  Attack Range: 2 cell  Target: Around Enemy in 1 cell  Mana: 50 mp</p> <p>[REMOVED] — Melee attack power +350  [REMOVED] — Light energies are increased by 300  [REMOVED] — There is a 10% chance of causing  Knocked Down  — If the attack is successful, you earn 150 ultimate points</p>	<p>Cooldown: 2.5s  Attack Range: 2 cell  Target: Around Enemy in 1 cell  Mana: 50 mp</p> <p>[NEW] — Attack power scaling: 80%  [PvE] Melee attack power +275  [NEW] — Light element scaling: 90%  Light energies +400  — If the attack is successful, you earn 25 Ultimate Points</p>
 Flying Kick		<p>Cooldown: 10s  Attack Range: 6 cell  Target: Around Enemy in 1 cell  Mana: 80 mp</p> <p>[REMOVED] — Melee attack power +600  [REMOVED] — Light energies are increased by 600  [REMOVED] — There is a 10% chance of causing  Knocked Out  — If the attack is successful, you earn 200 ultimate points</p>	<p>Cooldown: 6s  Attack Range: 6 cell  Target: Around Enemy in 1 cell  Mana: 80 mp</p> <p>[NEW] — Attack power scaling: 85%  [PvE] Melee attack power +450  [NEW] — Light element scaling: 95%  Light energies +700  [NEW] — Has a 100% chance to cause  Uppercut Impulse  — If the attack is successful, you earn 25 Ultimate Points</p> <hr/> <p> Uppercut Impulse  Debuff  (Level 6)  Duration 8.0 seconds  — Receive critical hit with 100% chance if the enemy attacks with  Ultimate Uppercut  — Critical damage received +5% if you are attacked with  Ultimate Uppercut]</p>













			<p>— There's a 100% chance for this effect to disappear if the enemy attacks with [👊🔥 Ultimate Uppercut]</p>
 Sonic Wave		<p>Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power +300 [REMOVED] — Light energies are increased by 800 [REMOVED] — There is a 25% chance of causing  Energy hit in a weak point [REMOVED] — There is a 25% chance of causing  Knocked Out — If the attack is successful, you earn 100 ultimate points</p>	<p>Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 85% [PvE] Melee attack power +350 [NEW] — Light element scaling: 100% Light energies +1000 [NEW] — Has a 100% chance to cause  Spiritual Wound [NEW] — Has a 100% chance to cause  Light Power — If the attack is successful, you earn 50 Ultimate Points</p> <hr/> <p> Spiritual Wound Debuff (Level 6) Duration: 6.0 seconds</p> <p>— Damage received +5% if the enemy attacks with [👊🔥 Uppercut] — Damage received +10% if the enemy attacks with [👊🔥 Ultimate Uppercut] — There's a 100% chance for this effect to disappear if the user is attacked with [👊🔥 Uppercut] — There's a 100% chance for this effect to disappear if the user is attacked with [👊🔥 Ultimate Uppercut]</p> <hr/> <p> Light Power Buff (Level 4) Duration: 10.0 seconds</p> <p>— Light resistance drain +10</p>

 Tornado Kick		<p>Cooldown: 15s  Attack Range: 0 cell  Target: Around Enemy in 3 cell  Mana: 120 mp</p> <p>[REMOVED] — Melee attack power +800  [REMOVED] — Light energies are increased by 700  [REMOVED] — There is a 40% chance of causing  Wounded Leg  — Attracts enemies to 1 fields from you  — If the attack is successful, you earn 300 ultimate points</p>	<p>Cooldown: 15s  Attack Range: 0 cell  Target: Around Enemy in 3 cell  Mana: 120 mp</p> <p>[NEW] — Attack power scaling: 90%  [PvE] Melee attack power +750  [NEW] — Light element scaling: 95%  Light energies +750  — Attracts enemies to 1 fields from you  — If the attack is successful, you earn 30 Ultimate Points</p>
 Uppercut		<p>Cooldown: 15s  Attack Range: 1 cell  Target: Around Enemy in 1 cell  Mana: 150 mp</p> <p>[REMOVED] — Melee attack power +1000  [REMOVED] — Light energies are increased by 800  [REMOVED] — Provides a (missing HP/max. HP * 10)% chance to inflict  Shadow of Death on your opponent.  — If the attack is successful, you earn 350 ultimate points</p>	<p>Cooldown: 15s  Attack Range: 1 cell  Target: Around Enemy in 1 cell  Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 95%  [PvE] Melee attack power +1000  [NEW] — Light element scaling: 90%  Light energies +600  — If the attack is successful, you earn 35 Ultimate Points</p>
 Block		<p>Cooldown: 7s  Attack Range: 0 cell  Target: Select One  Mana: 100 mp</p> <p>— There is a 100% chance of causing  Block</p> <hr/> <p> Block</p> <p>General Buff  (Level 3)  Duration: 2 seconds</p> <p>[REMOVED] — If you are attacked while blocking, you earn 1000 ultimate points  — Cannot receive debuffs from skills that cause damage  — Cannot be displaced by skills that cause damage</p>	<p>Cooldown: 12s  Attack Range: 0 cell  Target: Select One  Mana: 100 mp</p> <p>— There is a 100% chance of causing  Block</p> <hr/> <p> Block</p> <p>General Buff  (Level 3)  Duration: 2 seconds</p> <p>[NEW] — No HP consumption  — Cannot receive debuffs from skills that cause damage  — Cannot be displaced by skills that cause damage</p>




			<p>Side effect: after 0.1 seconds</p> <p>[NEW] — On defence, has a 100% chance to receive [👤 Spiritual Strength]</p> <p>[NEW] — Disappears upon receiving a hit</p> <hr/> <p>👤 Spiritual Strength Buff (Level 1) Duration: 5 seconds</p> <p>[NEW] — [PvE] Damage caused by skills +20%</p> <p>[NEW] — [PvE] Light resistance drain +10</p> <p>[NEW] — Every 2 seconds: Around 6 fields apply [👤 Sacred Wolf Energy] on allies</p> <p>👤 Sacred Wolf Energy Buff (Level 3) Duration: 2 seconds</p> <p>— Light resistance drain +5</p> <p>Side effect: after 0.1 seconds</p> <p>[NEW] — Disappears upon receiving a hit</p>
 Inspiration		<p>Cooldown: 70s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 300 mp</p> <p>— There is a 100% chance of causing [👤 Holy Energy]</p> <p>— Removes all debuffs up to level 4</p> <hr/> <p>👤 Holy Energy</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <p>— [PvE] All elemental energies +198 (Player Level * 2)</p> <p>[REMOVED] — [PvE] There's a 100% probability to remove debuffs of level 3 or lower</p> <p>[REMOVED] — [PvE] Debuff protect. (lv.2) +30%</p>	<p>Cooldown: 70s Attack Range: Itself Target: Select One Mana: 300 mp</p> <p>— There is a 100% chance of causing [👤 Inspiration]</p> <p>— Removes all debuffs up to level 4</p> <hr/> <p>👤 Inspiration General Buff (Level 3) Duration: 600 seconds</p> <p>— All elemental energies +297 (Player Level * 3)</p> <p>— Damage received -15%</p> <p>— Debuff protection (lv.2) +30%</p>

 Ultimate Stance		<p>Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing [ Ultimate Stance]</p>	<p>[NEW] — Can only be used with a buff [ Ultimate Aura] of higher</p> <hr/> <p> Ultimate Stance General Buff (Level 3) Duration: 5 seconds</p>
 Imperturbable Mind		<p>Cooldown: 300s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing  Imperturbable Mind [REMOVED] — There is a 100% chance of invoking the combo  Sacred Will</p>	
 Sacred Will		<p>Cooldown: 0.1s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing  Sacred Will</p>	<p>Cooldown: 0.1s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing  Sacred Will</p> <hr/> <p> Sacred Will Buff (Level 1) Duration: 600 seconds</p> <p>— Fairy's element +10 — Skill damage +5% — Movement speed +1</p> <p>Side effect: 0.1 seconds</p> <p>— Light energies PlayerLevel * 1 — Defence PlayerLevel * 1</p>
 Warrior Meditation		<p>Cooldown: 0.1s Attack Range: 0 cell Target: Select One Mana: 100 mp</p>	

		<p>— There is a 100% chance of causing</p> <p> Warrior Meditation</p>	
 Tri-Combo		<p>Cooldown: 70s  Attack Range: 7 cell  Target: Select One  Mana: 150 mp</p> <p>[REMOVED] — Melee attack power +1200  [REMOVED] — Light energies are increased by 1000  — There is a 80% chance of causing</p> <p> Weak Wound  — If the attack is successful, you earn 400 ultimate points  [REMOVED] — There is a 25% chance of causing</p> <p> Weak Impulse</p>	<p>Cooldown: 70s  Attack Range: 7 cell  Target: Select One  Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 100%  [PvE] Melee attack power +1000  [NEW] — Light element scaling: 115%  Light energies +1250  — There is a 80% chance of causing</p> <p> Weak Sacred Wound  — If the attack is successful, you earn 80 Ultimate Points</p> <hr/> <p> Sacred Wound  Debuff  (Level 5)  Duration 8.0 seconds</p> <p>[NEW] — [PvE] Enemies light energies 8%  — Overall Resistances -8</p>
 Ultimate Sonic Wave		<p>Cooldown: 15s  Attack Range: 8 cell  Target: Around Enemy in 4 cell  Mana: 150 mp</p> <p>[REMOVED] — Melee attack power +600  [REMOVED] — Light energies are increased by 1600  [REMOVED] — There is a 60% chance of causing</p> <p> Energy hit in a weak point  [REMOVED] — There is a 50% chance of causing</p> <p> Knocked Out  — If the attack is successful, you earn 100 ultimate points</p>	<p>Cooldown: 15s  Attack Range: 8 cell  Target: Around Enemy in 4 cell  Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 100%  [PvE] Melee attack power +750  [NEW] — Light element scaling: 125%  Light energies +1850  [NEW] — Has a 100% chance to cause</p> <p>[ Light Power]</p> <hr/> <p> Light Power  Buff  (Level 4)  Duration: 10.0 seconds</p> <p>— Light resistance drain +10</p>
 Ultimate Tornado		<p>Cooldown: 15s  Attack Range: 0 cell  Target: Around Enemy in 4 cell</p>	<p>Cooldown: 15s  Attack Range: 0 cell  Target: Around Enemy in 4 cell</p>

Kick		<p>Mana: 120 mp</p> <p>[REMOVED] — Melee attack power +1600  [REMOVED] — Light energies are increased by 1400  — There is a 65% chance of causing  Wounded Leg  — Attracts enemies to 1 fields from you  — If the attack is successful, you earn 300 ultimate points</p>	<p>Mana: 120 mp</p> <p>[NEW] — Attack power scaling: 110%  [PvE] Melee attack power +1000  [NEW] — Light element scaling: 120%  Light energies +1725  — There is a 65% chance of causing  Wounded Leg  — Attracts enemies to 1 fields from you</p>
 Ultimate Uppercut		<p>Cooldown: 15s  Attack Range: 2 cell  Target: Around Enemy in 2 cell  Mana: 150 mp</p> <p>[REMOVED] — Melee attack power +700  [REMOVED] — Light energies are increased by 1600  [REMOVED] — Provides a (missing HP/max. HP * 100)% chance to inflict  Shadow of Death on your opponent.  — There is a 100% chance that every attack hits.  [REMOVED] — There is a 100% chance of causing  Knocked Out</p>	<p>Cooldown: 15s  Attack Range: 2 cell  Target: Around Enemy in 2 cell  Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 110%  [PvE] Melee attack power +1500  [NEW] — Light element scaling: 125%  Light energies +1600  — There is a 100% chance that every attack hits.  — Has a 100% chance to remove  Ultimate Aura]</p>
 Ultimate Tri-Combo		<p>Cooldown: 70s  Attack Range: 7 cell  Target: Around Enemy in 1 cell  Mana: 150 mp</p> <p>[REMOVED] — Melee attack power +2400  [REMOVED] — Light energies are increased by 2000  [REMOVED] — There is a 100% chance of causing  Fatal Wound  — If the attack is successful, you earn 400 ultimate points  [REMOVED] — There is a 50% chance of causing  Strong Impulse</p>	<p>Cooldown: 70s  Attack Range: 7 cell  Target: Around Enemy in 1 cell  Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 110%  [PvE] Melee attack power +1800  [NEW] — Light element scaling: 130%  Light energies +2200  [NEW] — There is a 100% chance of causing  Sacred Wound</p> <hr/> <p> Sacred Wound  Debuff  (Level 5)  Duration 12.0 seconds</p> <p>[NEW] — [PvE] Enemies light energies 10%  — Overall Resistances -15</p>

 Ultimate Aura			Buff (Level 10) Duration 10.0 second — Attack power +8% — Defence +8% — Critical chance +8% — Hit rate of melee attacks +99 (Player Level * 1)
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