

## PvE Specialist 1 Balance



Warrior














Role: Tank.












Useful in: Raid and slaying lured monsters




Main attacking method: Skill

Name	Description	Original	New
Two-Handed Sword Attack	Note: The third animation has been removed	Cooldown: 0.5s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp  [REMOVED] — Melee attack power +80 [REMOVED] — Fire energies +180	Cooldown: 0.5s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp  [NEW] — Attack power scaling: 80% [PvE] Melee attack power +80 [NEW] — Fire element scaling: 90% Fire energies +180
Triple Slash		Cooldown: 6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 20 mp  [REMOVED] — Melee attack power +700 [REMOVED] — Fire energies +400 — There is a 30% chance of causing Weaken Defence Power — There is a 100% chance that every attack hits	Cooldown: 6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 20 mp  [NEW] — Attack power scaling: 100% [PvE] Melee attack power +700 [NEW] — Fire element scaling: 105% Fire energies +400 — There is a 30% chance of causing Weaken Defence Power — There is a 100% chance that every attack hits
Finishing Blow		Cooldown: 15s Attack Range: 4 cell Target: Special Area Mana: 65 mp  [REMOVED] — Melee attack power +650 [REMOVED] — Fire energies +350 — Increases chance of inflicting critical hit by (player Level/4) %	Cooldown: 15s Attack Range: 4 cell Target: Special Area Mana: 65 mp  [NEW] — Attack power scaling: 110% [PvE] Melee attack power +650 [NEW] — Fire element scaling: 110% Fire energies +350 — Increases chance of inflicting critical hit by (player Level/4) %

 Iron Skin		<p>Cooldown: 29s Attack Range: 0 cell Target: Select One Mana: 120 mp</p> <p>— There is a 100% chance of causing [ Iron Skin]</p> <hr/> <p> Iron Skin</p> <p>General Buff (Level 2) Duration: 600 seconds</p> <p>Maximises defense power and reduces attack power.</p> <p>[PvE] Damage received -40%</p>	<p>Cooldown: <b>30s</b> Attack Range: 0 cell Target: Select One Mana: 120 mp</p> <p>— There is a 100% chance of causing [ Strong Iron Skin]</p> <hr/> <p><b>[NEW]</b>  Strong Iron Skin</p> <p>General Buff (Level 4) Duration: 5 seconds</p> <p><b>[NEW]</b> — A shield with a value of 10% of the user's total HP is received <b>[NEW]</b> — Damage received -60% <b>[NEW]</b> — Every 2 seconds: Around 8 field(s), inflict [Steel Eco] on allies.</p> <p>Side effect: after 0.1 seconds <b>[NEW]</b> — If the HP granted by the shield is lost, this effect disappears.</p> <p>Once the effect's duration is over, [ Iron Skin] is received with a chance of 100%</p> <hr/> <p> Steel Echo</p> <p>General Buff (Level 4) Duration: 6 seconds</p> <p>— [PvE] Damage received -20%</p> <hr/> <p> Iron Skin</p> <p>General Buff (Level 2) Duration: 600 seconds</p> <p>[PvE] Damage received -40% <b>[NEW]</b> — Every 2 seconds: Around 8 field(s),</p>
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			<p>inflict [Steel Eco] on allies.  [NEW] — Movement speed +1</p>
 Whirlwind		<p>Cooldown: 15s  CastTime: 0.4 seconds  Attack Range: 0 cell  Target: Around Enemy in 4 cell  Mana: 58 mp</p> <p>[REMOVED] — Melee attack power +250  [REMOVED] — Fire energies +200  — There is a 30% chance of causing  Blackout</p>	<p>Cooldown: <b>1s</b>  CastTime: <b>0.0</b> seconds  Attack Range: 0 cell  Target: Around Enemy in 4 cell  Mana: 58 mp</p> <p>[NEW] — Attack power scaling: 80%  [PvE] Melee attack power +250  [NEW] — Fire element scaling: 100%  Fire energies +200  [NEW] — Has a 100% chance of invoking the  combo [ Strong Whirlwind]  — Has a <b>100%</b> chance of causing [ Blackout]</p>
 Strong Whirlwind			<p>Cooldown: 0.1s  CastTime: 0.2 seconds  Attack Range: 0 cell  Target: Around Enemy in 4 cell  Mana: 58 mp</p> <p>[NEW] — Attack power scaling: 80%  [PvE] Melee attack power +400  [NEW] — Fire element scaling: 100%  Fire energies +300</p>
 Provoke	<p>Note: The animation and visual  effect of this skill has been  restored to the original one</p>	<p>Cooldown: 30s  Attack Range: 0 cell  Target: Around Enemy in 8 cell  Mana: 80 mp</p> <p>[REMOVED] — There is a 100% chance of  causing  Paralysis  — There is a 100% chance of causing  Provocation  — Attracts enemies to 2 cell from you</p>	<p>Cooldown: 30s  Attack Range: 0 cell  Target: Around Enemy in 8 cell  Mana: 80 mp</p> <p>[NEW] — Has a 100% chance of causing  [ Blackout] (ignores debuff protection)  — There is a 100% chance of causing  [ Provocation]  — Attracts enemies to 2 cell from you</p>
 Intimidate		<p>Cooldown: 20s  Attack Range: 0 cell  Target: Around Enemy in 8 cell  Mana: 150 mp</p> <p>— There is a 100% chance of causing  Total  Absorption</p>	<p>Cooldown: <b>30s</b>  Attack Range: 0 cell  Target: Around Enemy in 6 cell  Mana: 150 mp</p> <p>— There is a 100% chance of causing  [ Total Absorption]</p>

		<p>— There is a 100% chance of causing  Fear</p>	<p>— Has a 100% chance of causing  Strong Fear]</p> <hr/> <p> Strong Fear</p> <p>General Debuff (Level 5) Duration: 10 seconds</p> <p>— Dodge -495 (Player Level * 5) — Attack power -495 (Player Level * 5)</p>
 Shoulder Charge		<p>Cooldown: 8s Attack Range: 10 cell Target: Select One Mana: 100 mp</p> <p>[REMOVED] — Melee attack power +200 [REMOVED] — Fire energies +100 [REMOVED] — There is a 60% chance of invoking the combo  Continuous Load</p> <p>— There is a 25% chance of causing  Blackout</p>	<p>Cooldown: 8s Attack Range: 10 cell Target: Select One Mana: 100 mp</p> <p>[NEW] — Attack power scaling: 100% [PvE] Melee attack power +200 [NEW] — Fire element scaling: 105% Fire energies +100</p> <p>— Has a 60% chance of causing  Blackout]</p>
 Fury		<p>Cooldown: 35s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 220 mp</p> <p>— There is a 100% chance of causing  Morale Increase</p> <p>— There is a 100% chance of causing  Sprint</p> <hr/> <p> Morale Increase</p> <p>General Buff (Level 2) Duration: 600 seconds</p> <p>— Hit rate of all attacks is increased by (Player Level * 2) — Dodge is increased by (Player Level * 2)</p> <hr/> <p> Sprint</p>	

		<p>General Buff (Level 3) Duration: 10 seconds</p> <p>— Movement speed is increased by 5 — A shadowy figure appears.</p>	
 Earth Shock		<p>Cooldown: 35s CastTime: 0.5 sec Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 140 mp</p> <p>[REMOVED] — Melee attack power +800 [REMOVED] — Fire energies +400 — There is a 70% chance of causing  Shock</p>	<p>Cooldown: <b>20s</b> CastTime: <b>0.3</b> sec Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 140 mp</p> <p>[NEW] — Attack power scaling: 105% [PvE] Melee attack power +800 [NEW] — Fire element scaling: 110% Fire energies +400 [NEW] — Always inflicts critical hits. — There is a 100% chance of receiving [Flame sword] (5s +500 energías fuego)</p>
 Earth Mega-Shock		<p>Cooldown: 35s CastTime: 0.5 sec Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 140 mp</p> <p>[REMOVED] — Melee attack power +800 [REMOVED] — Fire energies +400 — There is a 70% chance of causing  Shock</p>	<p>Cooldown: <b>20s</b> CastTime: <b>0.3</b> sec Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 140 mp</p> <p>[NEW] — Attack power scaling: 110% [PvE] Melee attack power +800 [NEW] — Fire element scaling: 110% Fire energies +400 [NEW] — Always inflicts critical hits. — There is a 70% chance of causing  Shock.</p>
 Rising Dragon		<p>Cooldown: 100s Attack Range: 3 cell Target: Around Enemy in 3 cell Mana: 180 mp</p> <p>[REMOVED] — Melee attack power +900 [REMOVED] — Fire energies +1500 — There is a 80% chance of causing  Destroy Shield</p>	<p>Cooldown: 100s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 180 mp</p> <p>[NEW] — Attack power scaling: 90% [PvE] Melee attack power +900 [NEW] — Fire element scaling: 110% Fire energies +1500 [NEW] — Damage is increased by 1% of the enemy's missing HP [NEW] — Cannot be evaded — Has a 100% chance of causing </p>

			Destroy Shield]
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













Ranger

Role: Damage Dealer



Useful in: Slaying lured monsters














Main attacking method: Skill





Name	Description	Original	New
 Archery	Note: Second and third animation removed  Rollback animation changes	Cooldown: 0.5s Attack Range: 11 cell Target: Select One Mana: 0 mp  [REMOVED] — Ranged attack power +80 [REMOVED] — Water energies +120	Cooldown: 0.6s Attack Range: 11 cell Target: Select One Mana: 0 mp  [NEW] — Attack power scaling: 80% [PvE] Ranged attack power +80 [NEW] — Water element scaling: 90% Water energies +120
 Head Shot		Cooldown: 10s Attack Range: 11 cell Target: Select One Mana: 45 mp  [REMOVED] — Push your opponent back 4 fields. [REMOVED] — Chance of inflicting critical hits is increased by (Player Level / 2)% [REMOVED] — There is a 25% chance of causing [Paralysis] [REMOVED] — There is a 60% chance of causing [Brain Freeze] [REMOVED] — Ranged attack power +250 [REMOVED] — Water energies +180	Cooldown: 8s Attack Range: 11 cell Target: Around enemy 2 Mana: 45 mp  [NEW] — Attack power scaling: 100% [PvE] Ranged attack power +180 [NEW] — Water element scaling: 105% Water energies +250 [NEW] — Always inflicts critical hits [NEW] — Has a 100% chance to cause [Expose Weaknesses]
 Hawk Eye		Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 100 mp  — There is a 100% chance of causing  Hawk Eye   Hawk Eye	Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 100 mp  — There is a 100% chance of causing  Hawk Eye   Hawk Eye

		<p>Magic Buff (Level 2) Duration: 600 seconds</p> <p>— There's a 90% chance that every attack hits. [REMOVED] — Attack Power +3% (Relative to Distance) — Has a 20% chance of decrease critical damage received by 40% of the opponent's total</p>	<p>Magic Buff (Level 2) Duration: 600 seconds</p> <p>— There's a 90% chance that every attack hits. [NEW] — Elemental damage +3% (Relative to Distance) — Has a 20% chance of decrease critical damage received by 40% of the opponent's total</p>
 Wind Walker		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing  Wind Walker</p> <hr/> <p> Wind Walker</p> <p>Magic Buff (Level 3) Duration: 600 seconds</p> <p>— Movement speed is increased by 2 — A shadowy figure appears.</p>	
 Flashbang		<p>Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 150 mp</p> <p>[REMOVED] — Ranged attack power +250 [REMOVED] — Water energies +150 — There is a 80% chance of causing  Flashbang</p>	<p>Cooldown: 30s Attack Range: 11 cell Target: <b>Around Enemy in 4 cell</b> Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 100% [PvE] Ranged attack power +150 [NEW] — Water element scaling: 110% Water energies +250 — There is a <b>100%</b> chance of causing  Flashbang]</p> <hr/> <p> Flashbang Magic Debuff (Level 3) Duration: 4 seconds</p> <p>[NEW] — Always receives critical hits</p>



			<p>[NEW] — Enemy's crit. Damage +20%</p> <p> Expose Weaknesses occurs, in releasing at the probability of 100%</p>
 Triple Arrow		<p>Cooldown: 12s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 80 mp</p> <p>[REMOVED] — Ranged attack power +400 [REMOVED] — Water energies +250 — There is a 60% chance of invoking the combo [  There aren't two without three]</p>	<p>Cooldown: 3s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 80 mp</p> <p>[NEW] — Has a 35% chance to cause [  Expose Weaknesses] [NEW] — Attack power scaling: 100% [PvE] Ranged attack power +250 [NEW] — Water element scaling: 110% Water energies +400 — There is a 100% chance of invoking the combo [  There aren't two without three]</p>
 There aren't two without three		<p>Cooldown: 12s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 80 mp</p> <p>[REMOVED] — Ranged attack power +600 [REMOVED] — Water energies +450 — There is a 50% chance of causing  Frozen Bleeding</p>	<p>Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 80 mp</p> <p>[NEW] — Attack power scaling: 105% [PvE] Ranged attack power +450 [NEW] — Water element scaling: 110% Water energies +600 — There is a 50% chance of causing  Frozen Bleeding</p>
 Range Boost		<p>Cooldown: 28s Attack Range: 16 cell Target: Select One Mana: 120 mp</p> <p>[REMOVED] — Ranged attack power +1000 [REMOVED] — Water energies +500 — Chance of inflicting critical hits is increased by (Player Level / 4)% — There is a 50% chance of causing  Dismount</p>	<p>Cooldown: 28s Attack Range: 16 cell Target: Select One Mana: 120 mp</p> <p>[NEW] — Attack power scaling: 105% [PvE] Ranged attack power +500 [NEW] — Water element scaling: 115% Water energies +1000 — Chance of inflicting critical hits is increased by (Player Level / 4)% — There is a 50% chance of causing  Dismount</p>
 Screw Bolt		<p>Cooldown: 20s Attack Range: 11 cell Target: Special Area</p>	<p>Cooldown: 16s Attack Range: 11 cell Target: Around enemies in 3 fields</p>

		<p>Mana: 100 mp</p> <p>[REMOVED] — Ranged attack power +550</p> <p>[REMOVED] — Water energies +1300</p> <p>— Has a 30% chance of causing [ Frozen]</p>	<p>Mana: 100 mp</p> <p>[NEW] — Attack power scaling: 100%</p> <p>[PvE] Ranged attack power +550</p> <p>[NEW] — Water element scaling: 110%</p> <p>Water energies +1000</p> <p>— Has a 25% chance of causing [ Frozen]</p>
 Rain of Arrows		<p>Cooldown: 30s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 4 cell</p> <p>Mana: 135 mp</p> <p>[REMOVED] — Chance of inflicting critical hits is increased by (Player Level * 1)%</p> <p>[REMOVED] — There is a 15% chance of causing  Dismount</p> <p>[REMOVED] — Ranged attack power +800</p> <p>[REMOVED] — Water energies +400</p> <p>[REMOVED] — No penalty for ranged attacks at close range</p>	<p>Cooldown: 30s</p> <p>Attack Range: 11 cell</p> <p>Target: Around Enemy in 4 cell</p> <p>Mana: 135 mp</p> <p>[NEW] — Attack power scaling: 105%</p> <p>[PvE] Ranged attack power +800</p> <p>[NEW] — Water element scaling: 115%</p> <p>Water energies +1300</p> <p>NEW — Has a 100% chance of causing [ Water Power]</p> <hr/> <p>[ Water Power]</p> <p>Magic buff</p> <p>(Level 3)</p> <p>Duration: 10s</p> <p>— Water resistance drain +10</p>
 Rapid Recovery		<p>Cooldown: 45s</p> <p>Attack Range: 0 cell</p> <p>Target: Select One</p> <p>Mana: 300 mp</p> <p>— There is a 100% chance of causing  Rapid</p> <hr/> <p> Rapid</p> <p>Magic Buff</p> <p>(Level 3)</p> <p>Duration: 600 seconds</p> <p>[REMOVED] — Decreases the enemy's attack power by 10% (max. 30%)</p> <p>[REMOVED] — Skill cooldown -20% (max. 90%)</p> <p>— Water energies +297 (Player Level * 3)</p>	<p>— There is a 100% chance of causing [ Rapid]</p> <hr/> <p> Rapid</p> <p>Magic Buff</p> <p>(Level 3)</p> <p>Duration: 600 seconds</p> <p>[NEW] — Damage received -10%</p> <p>[NEW] — Every 3 attacks, [ Frost Instincts] is received</p> <p>[NEW] — Skill cooldown -20% (max. 30%)</p> <p>— Water energies +297 (Player Level * 3)</p> <hr/> <p> Frost Instincts</p> <p>Magic buff</p> <p>(Level 3)</p> <p>Duration: 3s</p> <p>— Water resistance drain +10</p>

			Side effect: after 0.1 seconds — Disappears upon landing a hit
 Thunderstorm	Note: Not a skillshot anymore	Cooldown: 150s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 350 mp  [REMOVED] — Ranged attack power +1200 [REMOVED] — Water energies +800 — No penalty for ranged attacks at close range — There is a 35% chance of causing  Frozen	Cooldown: 120s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 350 mp  [NEW] — Attack power scaling: 105% [PvE] Ranged attack power +1000 [NEW] — Water element scaling: 120% Water energies +1500 — No penalty for ranged attacks at close range — Has a 100% chance of causing  Skill Fragility <hr/>  Skill Fragility Magic Debuff (Level 4) Duration: 8 seconds  — Damage received from skills +5%







Red Magician

Role: Damage Dealer



Useful in: Slaying lured monsters






Main attacking method: Skill

Name	Description	Original	New
 Fire Bolt	Skill	Cooldown: 0.2s Target: Select one Range: 13 cell Area: Around enemies in 1 field Mana: 20 mp  — Magic attack power +100 — Fire energies +250	Cooldown: 0.6s CastTime: 0.3s Target: Select one Range: 13 cell Area: Around enemies in 0 field Mana: 20 mp  [NEW] — Attack power scaling: 80% Magic attack power +100 [NEW] — Fire element scaling: 90% Fire energies +250
 Fire Burst	Skill	Cooldown: 7.0s Target: Select one Range: 13 cell Area: Around enemies in 1 field Mana: 65 mp  — Magic attack power +250 — Fire energies +650 [REMOVED] — There is a 80% chance of causing  Burn	Cooldown: 2.5s Target: Select one Range: 13 cell Area: Around enemies in 3 field Mana: 65 mp  [NEW] — Attack power scaling: 100% Magic attack power +200 [NEW] — Fire element scaling: 105% Fire energies +600 [NEW] — Has a 100% chance of causing [  Arcane Mark] <hr/>  Arcane Mark  Magic Buff (Level 3) Duration: 3.0 seconds  — Cooldown of skills -15% (max. 30%)  Side effect: after 0.1 seconds — Disappear upon landing a hit

 Fiery breath	Skill	<p>Cooldown: 15.0s Target: Select one Range: 13 cell Area: None Mana: 140 mp</p> <p>— Magic attack power +450 — Fire energies +700 — There is a 80% chance of causing  Burn</p>	<p>Cooldown: 4.0s Target: Select one Range: 13 cell Area: <b>Around enemies in 3 field</b> Mana: 140 mp</p> <p>[NEW] — Attack power scaling: 100% Magic attack power +450 [NEW] — Fire element scaling: 105% Fire energies +700 — There is a 80% chance of causing  Burn</p>
 Mana Transfusion		<p>Cooldown: 20.0s Target: Itself Range: None Area: None Mana: 220 mp</p> <p>[REMOVED] — There is a 100% chance of causing  Flaming Shield — There is a 100% chance of causing  Mana Transfusion</p> <hr/> <p> Flaming Shield</p> <p>General Buff (Level 5) Duration: 2 seconds</p> <p>REMOVED — No HP consumption REMOVED — Cannot receive debuffs from skills that cause damage REMOVED — Cannot be displaced by skills that cause damage</p> <p>Side Effect: after 0.1 seconds REMOVED — When you're defending, there's a 100% chance of inflicting  Burn on your opponent (ignores debuff protection)</p> <hr/> <p> Mana Transfusion</p> <p>Magic Buff (Level 4)</p>	<p>Cooldown: 20.0s Target: Itself Range: None Area: None Mana: 220 mp</p> <p>— There is a 100% chance of causing  Mana Transfusion</p> <hr/> <p> Mana Transfusion</p> <p>Magic Buff (Level 4) Duration: 600 seconds</p> <p>— Reduces 35% of damage received by consuming MP [NEW] — On attack, there is a 100% chance of inflicting  Slight Burn on your opponent.</p>

		<p>Duration: 600 seconds</p> <p>— Reduces 35% of damage received by consuming MP</p> <p><b>REMOVED</b> — Every 2 seconds: Around 2 field(s), inflict</p> <p>[ Slight Burn] on enemies</p>	
 Firestorm		<p>Cooldown: 23.0s            Target: Itself            Range: 5 cell            Area: Around enemies            Mana: 230 mp</p> <p><b>[REMOVED]</b> — Draws enemies to 1 cell away from you</p> <p>— Magic attack power +300</p> <p>— Fire energies +800</p>	<p>Cooldown: <b>20.0s</b>            Target: <b>Skillshot</b>            Range: 13 cell            Area: <b>Around enemies in 4 field</b>            Mana: 230 mp</p> <p><b>[NEW]</b> — Has a 100% chance of causing [ Short Paralysis]</p> <p><b>[NEW]</b> — Pulls enemies from 4 spaces around the target together in one place</p> <p><b>[NEW]</b> — Attack power scaling: 100%            Magic attack power +300</p> <p><b>[NEW]</b> — Fire element scaling: 105%            Fire energies +800</p>
 Firelance		<p>Cooldown: 30.0s            Target: Select one            Range: 13 cell            Area: None            Mana: 100 mp</p> <p>— Magic attack power +700</p> <p>— Fire energies +1200</p> <p>— There is a 70% chance of causing [ Weaken Defence Power]</p> <p>— There is a 80% chance of invoke [ Double Spear Combo]</p>	<p>Cooldown: <b>20.0s</b>            Target: Select one            Range: 13 cell            Area: <b>Around enemies in 3 field</b>            Mana: 100 mp</p> <p><b>[NEW]</b> — Attack power scaling: 100%            Magic attack power +700</p> <p><b>[NEW]</b> — Fire element scaling: 110%            Fire energies +1200</p> <p>— There is a 70% chance of causing [ Weaken Defence Power]</p> <p>— Has a <b>100%</b> chance of invoke [ Double Spear Combo]</p>
 Double Spear		<p>Cooldown: 30.0s            Target: Select one            Range: 13 cell            Area: None            Mana: 200 mp</p> <p>— Magic attack power +850</p> <p>— Fire energies +1200</p> <p>— There is a 50% chance of causing [ Burn]</p>	<p>Cooldown: <b>1.0s</b>            Target: Select one            Range: 13 cell            Area: <b>Around enemies in 3 field</b>            Mana: 200 mp</p> <p><b>[NEW]</b> — Attack power scaling: 105%            Magic attack power +850</p> <p><b>[NEW]</b> — Fire element scaling: 110%</p>

			Fire energies +1200 — There is a 50% chance of causing  Burn
 Fire Blessing		Cooldown: 180.0s Target: Itself Range: 5 cell Area: Around friends Mana: 570 mp  — There is a 100% chance of causing  Fire Blessing	
 Firewall	Increase the width of the special area	Cooldown: 15.0s Target: Select one Range: 13 cell Area: Special area Mana: 340 mp  — Magic attack power +400 — Fire energies +1500 <b>[REMOVED]</b> — There is a 50% chance of causing  Blackout	Cooldown: <b>20.0s</b> Target: Select one Range: 13 cell Area: Special area Mana: 340 mp  <b>[NEW]</b> — Attack power scaling: 90% Magic attack power +400 <b>[NEW]</b> — Fire element scaling: 110% Fire energies +1500  <b>NEW</b> — Has 100% chance of receiving [  Fire Power] <hr/>  Fire Power Duration: 10s  — Fire resistance drain +10
 Meteor Shower		Cooldown: 25.0s Target: Select one Range: 13 cell Area: Around enemies in 3 cell Mana: 370 mp  — Magic attack power +800 — Fire energies +1000 — There is a 60% chance of causing  Blackout	Cooldown: <b>20.0s</b> Target: Select one Range: 13 cell Area: Around enemies in <b>4</b> cell Mana: 370 mp  <b>[NEW]</b> — Attack power scaling: 100% Magic attack power +800 <b>[NEW]</b> — Fire element scaling: 110% Fire energies +1000  — Has a 60% chance of causing [  Blackout]
 Inferno		Cooldown: 40.0s Target: Itself Range: 5 cell	Cooldown: 40.0s Target: <b>Select one</b> Range: 13 cell

		<p>Area: Around enemies Mana: 380 mp</p> <p>— Magic attack power +300 — Fire energies +2000</p> <p>— There is a 70% chance of causing  Fatal Burn</p>	<p>Area: Around enemies in 4 fields Mana: 380 mp</p> <p>[NEW] — Attack power scaling: 100% Magic attack power +300 [NEW] — Fire element scaling: 125% Fire energies +1800</p> <p>— There is a 70% chance of causing  Fatal Burn</p>
 Meteor Strike		<p>Cooldown: 120.0s Target: Select one Range: 13 cell Area: Around enemies in 4 cell Mana: 450 mp</p> <p>— Magic attack power +1200 — Fire energies +1800</p> <p>— There is a 80% chance of causing  Deadly Blackout</p>	<p>Cooldown: 120.0s Target: Select one Range: 13 cell Area: Around enemies in 5 cell Mana: 450 mp</p> <p>[NEW] — Attack power scaling: 105% Magic attack power +650 [NEW] — Fire element scaling: 130% Fire energies +2000</p> <p>— There is a 80% chance of causing  Deadly Blackout</p>











## Draconic Fist

Role: Damage Dealer

Useful in: Raiding and slaying lured monsters

Main attacking method: Mixed (Basic attacks on Haetae Form and Skills in Dragon Form)

Name	Description	Original	New
 Jab		Cooldown: 0.7s Attack Range: 1 cell Target: Select One Mana: 0 mp  — Melee attack power +120 — Fire energies +20	Cooldown: 0.7s Attack Range: 1 cell Target: Select One Mana: 0 mp  [NEW] — Attack power scaling: 105% [PvE] Melee attack power +120 [NEW] — Fire element scaling: 80% Fire energies +20
 Beast Claw	Counts as a basic attack	Cooldown: 5s Attack Range: 2 cell Target: Special Area Mana: 25 mp  — Melee attack power +700 — Fire energies +30 — Has a 15% chance of causing [  Short Blackout]	Cooldown: <b>2s</b> Attack Range: 2 cell Target: Special Area Mana: 25 mp  [NEW] — Attack power scaling: 105% [PvE] Melee attack power +700 [NEW] — Fire element scaling: 80% Fire energies +30  — Has a 15% chance of causing [  Short Blackout] — Has a 100% chance of invoking [  Beast Combo]
 Beast Combo	Counts as a basic attack		Cooldown: <b>1s</b> Attack Range: 2 cell Target: Special Area Mana: 25 mp  [NEW] — Attack power scaling: 105% [PvE] Melee attack power +800 [NEW] — Fire element scaling: 80% Fire energies +100  — Has a 20% chance of causing [  Short Blackout]







 Claw Swipe	Counts as a basic attack	<p> Cooldown: 8s  Attack Range: 2 cell  Target: Around Enemy in 1 cell  Mana: 60 mp </p> <p> — Melee attack power +450  — Fire energies +35  <del>[REMOVED]</del> — There's a 80% chance of leeching 5 HP from the enemy. </p>	<p> Cooldown: 12s  Attack Range: 2 cell  Target: Around Enemy in 1 cell  Mana: 60 mp </p> <p> [NEW] — Attack power scaling: 110%  [PvE] Melee attack power +450  [NEW] — Fire element scaling: 80%  Fire energies +35 </p> <p> — Has 100% of causing  [PvE] Critical Bleeding </p> <hr/> <p>  [PvE] Critical Bleeding </p> <p> Debuff  (Level 3)  Duration: 5.0 seconds </p> <p> [NEW] — Damage received from critical hits is increased by 15%  [NEW] — Every 5 seconds: Decreases Player Level*50 HP </p>
 Claw Hold		<p> Cooldown: 14s  Attack Range: 3 cell  Target: Around Enemy in 3 cell  Mana: 80 mp </p> <p> — Melee attack power +500  — Fire energies +35  — Attracts enemies to 2 cell from you  — There is a 60% chance of causing  Interrupt Move </p>	<p> Cooldown: 14s  Attack Range: 3 cell  Target: Around Enemy in 3 cell  Mana: 80 mp </p> <p> [NEW] — Attack power scaling: 105%  [PvE] Melee attack power +500  [NEW] — Fire element scaling: 80%  Fire energies +35  — Attracts enemies to 2 cell from you  — There is a 60% chance of causing  Interrupt Move </p>
 Haetae Energy		<p> Cooldown: 180s  Attack Range: 0 cell  Target: Around Allies in 5 cell  Mana: 120 mp </p> <p> — Has a 100% chance of causing  Haetae Energy] </p> <hr/> <p>  Haetae Energy </p>	<p> Cooldown: 600s  Attack Range: 0 cell  Target: <del>Itself</del>  Mana: 120 mp </p> <p> — Has a 100% chance of causing  Haetae Energy] </p> <hr/> <p>  Haetae Energy </p>

		<p>General Buff (Level 2) Duration: 600 seconds</p> <p>[REMOVED] — Critical damage +10%. — Critical chance +10% — Attack power +198 (Player Level * 2)</p>	<p>General Buff (Level 2) Duration: 600 seconds</p> <p>Note: This effect and Dragon Energy will now overlap each other.</p> <p>— Critical chance+10%. — Attack power +198 (Player Level * 2)</p>
 Haetae Leap		<p>Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 280 mp</p> <p>[REMOVED] — There is a 100% chance of moving back 4 field(s) — There is a 100% chance of causing</p> <p> Bestial Sprint</p> <hr/> <p> Bestial Sprint</p> <p>General Buff (Level 2) Duration: 4 seconds</p> <p>— Movement speed is increased by 2 — Melee attack power +198 (Player Level * 2)</p>	<p>Cooldown: 12s Attack Range: 7 cell Target: Select One Mana: 280 mp</p> <p>[NEW] — Attack power scaling: 105% [PvE] Melee attack power +250 [NEW] — Fire element scaling: 85% Fire energies +25</p> <p>— Has a 100% chance of causing</p> <p> Bestial Sprint]</p> <hr/> <p> Bestial Sprint</p> <p>General Buff (Level 2) Duration: 6 seconds</p> <p>— Movement speed is increased by 1 — Melee attack power +99 (Player Level * 1) [NEW] — Critical chance +10%</p>
 Bite		<p>Cooldown: 13s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 65 mp CastTime: 0.4s</p> <p>[REMOVED] — There is a 80% chance of causing</p> <p> Fatal Bleeding — Melee attack power +650 — Fire energies +40</p>	<p>Cooldown: 20s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 65 mp CastTime: 0.4s</p> <p>[NEW] — Attack power scaling: 120% [PvE] Melee attack power +650 [NEW] — Fire element scaling: 90% Fire energies +40</p> <p>— There is a 100% chance of receiving</p> <p> Dragon's Fist Mark]</p> <hr/>

			 Dragon's Fist Mark Buff (Level 3) Duration: 5 seconds — Damage caused by basic attacks +10%
 Transformation		Cooldown: 5s Attack Range: 0 cell Target: Select One Mana: 100 mp — There is a 100% chance of causing  Transformation	Cooldown: 5s Attack Range: 0 cell Target: Select One Mana: 100 mp [NEW] — Has a 100% chance of causing  Dragon Energy] — Has is a 100% chance of causing  Transformation]
 Flaming Yo-yo		Cooldown: 0.8s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 8 mp CastTime: 0.2s — Melee attack power +20 — Fire energies +120 — There is a 8% chance of causing  Slight Burn	Cooldown: 0.8s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 8 mp CastTime: 0.2s [NEW] — Attack power scaling: 80% [PvE] Melee attack power +20 [NEW] — Fire element scaling: 90% Fire energies +120 — There is a 8% chance of causing  Slight Burn
 Knuckle Buster		Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 120 mp — Melee attack power +80 — Fire energies +1800 — Teleports you to a selected location. — There is a 80% chance of causing  Short Blackout	Cooldown: 6s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 120 mp [NEW] — Attack power scaling: 90% [PvE] Melee attack power +80 [NEW] — Fire element scaling: 105% Fire energies +1800 — Teleports you to a selected location. — There is a 80% chance of causing  Short Blackout

 Flame Swing		<p>Cooldown: 25s  Attack Range: 2 cell  Target: Special Area  Mana: 60 mp</p> <p>[REMOVED] — There is a 50% chance of causing   Dragon's Fist Mark  — Melee attack power +70  — Fire energies +700  — There is a 35% chance of causing   Damage Defensive Weapon</p>	<p>Cooldown: 25s  Attack Range: 2 cell  Target: Special Area  Mana: 60 mp</p> <p>[NEW] — Attack power scaling: 100%  [PvE] Melee attack power +70  [NEW] — Fire element scaling: 110%  Fire energies +700  — There is a 35% chance of causing   Damage Defensive Weapon</p>
 Blaze		<p>Cooldown: 10s  Attack Range: 10 cell  Target: Around Enemy in 2 cell  Mana: 90 mp</p> <p>— Melee attack power +85  — Fire energies +1200  — There is a 35% chance of causing   Interrupt Move  — There is a 80% chance of causing   Burn  — There is a 70% chance of invoking the combo   Dragon Strike</p>	<p>Cooldown: 12s  Attack Range: 10 cell  Target: Around Enemy in 2 cell  Mana: 90 mp</p> <p>[NEW] — Attack power scaling: 90%  [PvE] Melee attack power +85  [NEW] — Fire element scaling: 105%  Fire energies +1200  — There is a 35% chance of causing   Interrupt Move  — There is a 80% chance of causing   Burn  — There is a 100% chance of invoking the combo   Dragon Strike</p>
 Dragon Strike		<p>Cooldown: 20s  Attack Range: 13 cell  Target: Select One  Mana: 150 mp</p> <p>[REMOVED] — There is a 80% chance of causing   Dragon's Breath  — Melee attack power +85  — Fire energies +2000</p> <hr/> <p> Dragon's Breath  Disease Debuff  (Level 4)  Duration: 15 seconds</p> <p>[REMOVED] — Fire resistance is decreased by 20  [REMOVED] — Chance of receiving critical hits is increased by 10%</p>	<p>Cooldown: 1s  Attack Range: 13 cell  Target: Select One  Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 90%  [PvE] Melee attack power +85  [NEW] — Fire element scaling: 110%  Fire energies +1500</p> <p>[NEW] — There is a 100% chance of receiving   Dragon's Breath</p> <hr/> <p> Dragon's Breath  Buff  (Level 4)  Duration: 5 seconds</p>

			[NEW] — Damage caused by skills +10%
 Dragon Energy		<p>Cooldown: 180s  Attack Range: 0 cell  Target: Around Allies in 5 cell  Mana: 120 mp</p> <p>— There is a 100% chance of causing   Dragon Energy</p> <hr/> <p> Dragon Energy  General Buff  (Level 3)  Duration: 600 seconds</p> <p>[REMOVED] — Defence is increased by 99  (Player Level * 1)  [REMOVED] — Maximum HP is increased by 25%  of the user's base amount, however not above  10000 HP  [REMOVED] — Maximum MP is increased by  25% of the user's base amount, however not  above 10000 MP</p>	<p> Dragon Energy  General Buff  (Level 3)  Duration: 600 seconds</p> <p>Note: This effect and Haetae Energy will now  overlap each other.</p> <p>[NEW] — Critical damage +20%.  [NEW] — Fire energies +396 (Player Level *  4)</p>
 Dragon Leap		<p>Cooldown: 30s  Attack Range: 0 cell  Target: Select One  Mana: 80 mp</p> <p>— Teleports you within a radius of 4 cell.  — There is a 100% chance of causing   Shimmering Flame</p>	<p>Cooldown: 8s  Attack Range: 2 cell  Target: Around Enemy in 1 cell  Mana: 80 mp</p> <p>[NEW] — Attack power scaling: 90%  [PvE] Melee attack power +180  [NEW] — Fire element scaling: 110%  Fire energies +800  [NEW] — There's a 100% chance of moving  back 4 field(s)</p>
 Crossfire		<p>Cooldown: 15s  Attack Range: 10 cell  Target: Around Enemy in 2 cell  Mana: 130 mp</p> <p>— Melee attack power +75  — Fire energies +800  — There is a 20% chance of causing   Severe Burn</p>	<p>Cooldown: 8s  Attack Range: 10 cell  Target: Around Enemy in 2 cell  Mana: 130 mp</p> <p>[NEW] — Attack power scaling: 85%  [PvE] Melee attack power +75  [NEW] — Fire element scaling: 105%  Fire energies +800  — There is a 20% chance of causing   Severe Burn</p>

 Final Flame		Cooldown: 90s Attack Range: 0 cell Target: Around Enemy in 10 cell Mana: 200 mp  — Melee attack power +500 — Fire energies +2000 — There is a 70% chance of causing  Final Flame	Cooldown: 90s Attack Range: 0 cell Target: Around Enemy in 10 cell Mana: 200 mp  [NEW] — Attack power scaling: 80% [PvE] Melee attack power +500 [NEW] — Fire element scaling: 120% Fire energies +2000 — There is a 70% chance of causing  Final Flame
 Transformation		Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 100 mp  [REMOVED] — There is a 100% chance of causing  Evade — Transform and assume the Haetae Stance with which you can carry out attacks using the power of the beast.	Cooldown: 5s Attack Range: 0 cell Target: Select One Mana: 100 mp  [NEW] — Has a 100% chance of causing  Haetae Energy] — Transform and assume the Haetae Stance with which you can carry out attacks using the power of the beast.

## PvP Specialist Rebalance

















Mystic Arts

Name		Original	New
[PvP] Moonlight Absorption		— Critical chance +20% of the user's total	— Critical chance <b>+10%</b> of the user's total
[PvP] Bathed in Moonlight	This effect is lost when changing form	Duration: 60 seconds	Duration: <b>30</b> seconds
[PvP] Bed of Lotus Flowers	This effect is lost when changing form	Duration: 60 seconds	Duration: <b>30</b> seconds
Withstand		Duration: 3 seconds	Duration: <b>2.5</b> seconds
[PvP] Bound by Moonlight		— Movement impossible — Enemy's critical chance +30%	— Movement impossible — Enemy's critical chance <b>+20%</b> <b>[NEW]</b> — Disappear upon receiving a hit
[PvP] Bound by the Full Moon's Light		— Movement impossible — Enemy's critical chance +50%	— Movement impossible — Enemy's critical chance <b>+40%</b> <b>[NEW]</b> — Disappear upon receiving a hit
[PvP] Lotus Snare		— [PvP] Damage +8% of the enemy's current HP	— [PvP] Damage <b>+6%</b> of the enemy's current HP
[PvP] Full Bloom		— [PvP] Damage +5% of the enemy's current HP	— [PvP] Damage <b>+4%</b> of the enemy's current HP
[PvP] Petal Hell		<b>[REMOVED]</b> — Movement impossible	<b>[NEW]</b> — Movement speed -10%
[PvP] Lotus Curse		<b>[REMOVED]</b> — Movement impossible	<b>[NEW]</b> — Movement speed -20%













Master Wolf

Name	Original	New
 [PvP] Imperturbable Mind	— The duration of caused debuffs +35%	— The duration of caused debuffs <b>+25%</b>
 [PvP] Low Kick	<b>[REMOVED]</b> — Has a 10% chance of causing  Knocked Down	
 [PvP] Flying Kick	<b>[REMOVED]</b> — Has a 10% chance of causing  [PvP] Knocked Out	
 [PvP] Tornado Kick	<b>[REMOVED]</b> — Has a 40% chance of causing  [PvP] Wounded Leg	<b>[NEW]</b> — Has a 40% chance of causing  Knocked Down
 [PvP] Ultimate Tornado Kick	<b>[REMOVED]</b> — Has a 65% chance of causing  [PvP] Wounded Leg	<b>[NEW]</b> — Has a 65% chance of causing  Knocked Down
 [PvP] Ultimate Uppercut	— [PvP] Damage +7% of the enemy's current HP if  [PvP] Imperturbable Mind is active	— [PvP] Damage <b>+5%</b> of the enemy's current HP if  [PvP] Imperturbable Mind is active





## Demon Warrior

Name	Original	New
 [PvP] Shadow Storm	— Has 20% chance of causing  [PvP] Darkness of DOOM	— Has 40% chance of causing  [PvP] Darkness of DOOM
 [PvP] Blood Chains	— [PvP] Damage +8% of the enemy's current HP	— [PvP] Damage +4% of the enemy's current HP
 [PvP] Demonic Powers	— [PvP] Hit rate 99(Player Level * 1)	— [PvP] Hit rate 198(Player Level * 2)
 [PvP] Death from Above	Cooldown: 5 seconds	Cooldown: 8s
 [PvP] Wing Counter	Cooldown: 10s	Cooldown: 12s
 [PvP] Lucifer's Judgement	— [PvP] Damage +8% of the enemy's current HP	— [PvP] Damage +6% of the enemy's current HP



## Sunchaser

Name	Original	New
 [PvP] Blinding Light	— Duration: 8 seconds	— Duration <b>6</b> seconds
 [PvP] Nature's Healing	— Duration: 12 seconds — A shield with a value equal to 20% of the Sun Wolf's HP is received (Cannot exceed 50% of your maximum HP)	— Duration: <b>10</b> seconds — A shield with a value equal to <b>15%</b> of the Sun Wolf's HP is received (Cannot exceed 50% of your maximum HP)