





Belial's Partner

Name	Original	New
 Belial's Blessing		[NEW] — [PvE] All Elemental Energies +8%

Perti's Partner Specialist Card



Name	Original	New
 Flame Attack	<p>— Has a 5% chance of causing [ Cursed Flame (S)]</p> <hr/> <p>[ Cursed Flame (S) — Every 2 seconds: Decreases 891 (Player Level * 9) HP [REMOVED] — Decreases 100 MP — [Hell] Fire resistance -5</p>	<p>— Has a 40% chance of causing [ Cursed Flame (S)]</p> <hr/> <p>[ Cursed Flame (S) — Every 2 seconds: Decreases 891 (Player Level * 9) HP [NEW] — Enemy's Melee attack Power +20% — [Hell] Fire resistance -5</p>
 Fiery Breath	<p>— Has a 5% chance of causing [ Blazing Armour (S)]</p> <hr/> <p> Blazing Armour (S) Debuff (Level 2) Duration: 10s</p>	<p>— Has a 10% chance of causing [ Blazing Armour (S)]</p> <hr/> <p> Blazing Armour (S) Debuff (Level 3) Duration: 10s</p>
 Flaming armour	<p>— Has a 100% chance of causing [ Flaming Armour (S) </p> <hr/> <p> Flaming Armour (S) Buff (Level 3) Duration: 25s [REMOVED] — On defence, has a 10% chance to cause [ Fatal burn]</p>	<p>— Has a 100% chance of causing [ Flaming Armour (S) </p> <hr/> <p> Flaming Armour (S) Buff (Level 3) Duration: 25s [NEW] — Every 2 seconds, Around 3 field(s), inflict [ Fatal burn] on enemies</p>







PvE Specialists




Remember that one of the main reasons for the rework of the PvE specialists is to give them a little more identity with small mechanics that differentiate each one and have different roles more defined and not all feel that they are played in the same way and building for all the same sets or stats, also another intention is that regardless of the specialists are more focused on damage or element in total damage where they stand out especially against enemies of opposing element.













Samurai










Name	Description	Original	New
 Basic Slash		Cooldown: 0.6s Attack Range: 2 cell Target: Select One Mana: 0 mp [REMOVED] — Melee attack power is increased by 90 [REMOVED] — Water energies are increased by 70	Cooldown: 0.6s Attack Range: 2 cell Target: Select One Mana: 0 mp [NEW] — Attack power scaling: 100% [NEW] — Melee attack power +150 [NEW] — Water element scaling: 80% [NEW] — Water energies +50 [NEW] — You receive 3 Edge Points
 Cross Cutting	Counts as a basic attack	Cooldown: 6.5s Attack Range: 2 cell Target: Select One Mana: 18 mp [REMOVED] — Melee attack power is increased by 300 [REMOVED] — Water energies are increased by 100 — Chance of inflicting critical hits is increased by 30%	Cooldown: 3s Attack Range: 2 cell Target: Select One Mana: 18 mp [NEW] — Attack power scaling: 105% [NEW] —Melee attack power +400 [NEW] — Water element scaling: 90% [NEW] — Water energies +70 [NEW] — Has a 70% chance to cause [ Razor Blade] — Chance of inflicting critical hits is increased by 30% [NEW] — You receive 8 Edge Points <hr/>  Razor Blade Buff (Level 3)





			Duration: 2.0 seconds — [PvE] Basic attack damage +15%
 Energy Blade	Counts as a basic attack	Cooldown: 8s Attack Range: 6 cell Target: Special Area Mana: 45 mp [REMOVED] — Melee attack power is increased by 150 [REMOVED] — Water energies are increased by 650 — There is a 25% chance that 20% of the remaining MP is lost.	Cooldown: 8s Attack Range: 6 cell Target: Special Area Mana: 45 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power +500 [NEW] — Water element scaling: 80% [NEW] — Water energies +80 [NEW] — Has a 100% chance to cause  Weak Samurai's Agility [NEW] — Has a 100% chance to invoke the  Second Energy Blade [NEW] — You receive 4 Edge Points <hr/> Weak Samurai's Agility Buff (Level 1) Duration: 1.0 seconds [NEW] — Movement speed +1
 Second Energy Blade	Counts as a basic attack		Cooldown: 1s Attack Range: 6 cell Target: Special Area Mana: 45 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power +600 [NEW] — Water element scaling: 85% [NEW] — Water energies +100 [NEW] — Has a 100% chance to cause  Samurai's Agility [NEW] — Has a 100% chance to invoke the  Third Energy Blade [NEW] — You receive 4 Edge Points <hr/> Samurai's Agility Buff (Level 2) Duration: 2.5 seconds

			<p>[NEW] — Movement speed +2 [NEW] — Critical chance +10%</p> <p>Side effect: after 0.1 seconds — Disappears upon landing a hit</p>
 Third Energy Blade	Counts as a basic attack		<p>Cooldown: 1s Attack Range: 6 cell Target: Special Area Mana: 45 mp</p> <p>[NEW] — Attack power scaling: 110% [NEW] — Melee attack power +700 [NEW] — Water element scaling: 90% [NEW] — Water energies +150</p> <p>[NEW] — Has a 100% chance to cause  Strong Samurai's Agility [NEW] — You receive 4 Edge Points</p> <hr/> <p> Strong Samurai's Agility Buff (Level 3) Duration: 2.5 seconds</p> <p>[NEW] — Movement speed +2 [NEW] — Critical chance +15% [NEW] — Critical damage +20%</p> <p>Side effect: after 0.1 seconds — Disappears upon landing a hit</p>
 Chain Attack	Counts as a basic attack	<p>Cooldown: 20s Attack Range: 2 cell Target: Special Area Mana: 27 mp</p> <p>[REMOVED] — Melee attack power is increased by 600 [REMOVED] — Water energies are increased by 400 [REMOVED] — There is a 40% chance of causing  Blackout</p>	<p>Cooldown: 20s Attack Range: 2 cell Target: Special Area Mana: 27 mp</p> <p>[NEW] — Attack power scaling: 105% [NEW] — Melee attack power +700 [NEW] — Water element scaling: 90% [NEW] — Water energies +100 [NEW] — You receive 10 Edge Points [NEW] — Has a 100% chance of invoking the combo [ Chain Reaction]</p>
 Chain Reaction	Counts as a basic attack		<p>Cooldown: 1s Attack Range: 2 cell Target: Special Area Mana: 27 mp</p>

			<div><div>[NEW] — Attack power scaling: 110%</div><div>[NEW] — Melee attack power +900</div><div>[NEW] — Water element scaling: 95%</div><div>[NEW] — Water energies +150</div><div>[NEW] — You receive 15 Edge Point</div><div>[NEW] — Has a 50% chance of causing [Battle Wounds]</div></div> <div><div><div><div></div></div><div>Battle Wounds</div></div><div>Debuff</div><div>(Level 6)</div><div>Duration: 4.0 seconds</div><div>— Damage received from the user that caused the debuff +20%</div><div>Side effect:</div><div>— Disappears upon receiving a hit from the user that caused the debuff</div></div>
<div><div><div></div></div><div>Blade Protection</div></div>		<div><div>Cooldown: 12s</div><div>Attack Range: 0 cell</div><div>Target: Select One</div><div>Mana: 85 mp</div><div>— There is a 100% chance of causing [Blade Protection]</div></div>	<div><div>Cooldown: 10s</div><div>Attack Range: 0 cell</div><div>Target: Select One</div><div>Mana: 85 mp</div><div>— There is a 100% chance of causing [Blade Protection]</div></div> <div><div><div><div></div></div><div>Blade Protection</div></div><div>Duration: 2.0 seconds</div><div>— No HP consumption</div><div>— Cannot receive debuffs from skills that cause damage</div><div>— Cannot be displaced by skills that cause damage</div><div>Side effect: after 0.1 seconds</div><div>— On defence, has a 100% chance to receive [Improved Blade]</div><div>[NEW] — Disappears upon receiving hit</div></div> <div><div><div><div></div></div><div>Improved Blade</div></div><div>General Buff</div><div>(Level 4)</div><div>Duration: 3 seconds</div></div>

			<ul style="list-style-type: none"> — [PvE] Basic attack damage +15% — Critical chance 50% of the user's total — You receive 25 Edge Points <p>Side effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Disappears upon landing 4 hits
 Sword Storm		<p>Cooldown: 30s Attack Range: 1 cell Target: Around Enemy in 3 cell Mana: 80 mp</p> <p>[REMOVED] — Melee attack power is increased by 400 [REMOVED] — Water energies are increased by 500 [REMOVED] — There is a 100% chance of causing  Evade [REMOVED] — There is a 60% chance of causing  Heavy Bleeding [REMOVED] — There is a 70% chance of causing  Wounded Leg</p>	<p>Cooldown: 30s Attack Range: 1 cell Target: Around Enemy in 3 cell Mana: 80 mp</p> <p>[NEW] — Attack power scaling: 110% [NEW] — Melee attack power +1000 [NEW] — Water element scaling: 90% [NEW] — Water energies +150 [NEW] — There is a 100% chance of causing  Wind Protection</p> <hr/> <p> Wind Protection General Buff (Level 5) Duration: 3 seconds</p> <ul style="list-style-type: none"> — [PvE] Damage received -75% — [PvE] Debuff protect. (lv.5) +75% — Resists forced movement with 100% chance
 Light Speed Attack		<p>Cooldown: 10s Attack Range: 9 cell Target: Select One Mana: 120 mp</p> <p>[REMOVED] — Melee attack power is increased by 400 [REMOVED] — Water energies are increased by 200</p> <p>— There is a 30% chance of causing  Weaken Defence Power [REMOVED] — There is a 60% chance of invoking the combo  You won't escape</p>	<p>Cooldown: 10s Attack Range: 9 cell Target: Select One Mana: 120 mp</p> <p>[NEW] — Attack power scaling: 105% Melee attack power +400 [NEW] — Water element scaling: 85% Water energies +150</p>
 You won't escape		<p>Cooldown: 16s Attack Range: 5 cell Target: Select One</p>	







		<p>Mana: 200 mp</p> <ul style="list-style-type: none"> — Melee attack power is increased by 700 — Water energies are increased by 300 — There is a 60% chance of causing  Paralysis 	
 Breath of Recovery		<p>Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 0 mp</p> <p>[REMOVED] — Recovers 7% HP [REMOVED] — Recovers 5% MP — Removes all debuffs up to level 4</p>	<p>Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 0 mp</p> <p>[NEW] — Recovers 2000 +15% HP [NEW] — Recovers 900 +8% HP [NEW] — There is a 100% chance of causing  Breath of Recovery — Removes all debuffs up to level 4</p> <hr/> <p> Breath of Recovery General Buff (Level 3) Duration: 18 seconds — Every 4 seconds: Recovers 500 +5% HP — Every 4 seconds: Recovers 100 +2% HP — Debuff protection (lv. 4) +15%</p>
 Lethal Blow	Counts as a basic attack	<p>Cooldown: 60s Attack Range: 2 cell Target: Special Area Mana: 180 mp</p> <p>[REMOVED] — Melee attack power is increased by 1000 [REMOVED] — Water energies are increased by 600 — There is a 60% chance of causing  Cut</p>	<p>Cooldown: 60s Attack Range: 2 cell Target: Special Area Mana: 180 mp</p> <p>[NEW] — Attack power scaling: 110% [NEW] — Melee attack power +1000 [NEW] — Water element scaling: 95% [NEW] — Water energies +200 [NEW] — You receive 40 Edge Points — There is a 60% chance of causing  Cut</p>
 Sharp Edge		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— There is a 100% chance of causing  Sharp Edge</p> <hr/> <p>Sharp Edge</p>	<p>Sharp Edge</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <p>— Attack Power +198 (Player Level * 2) — Hit rate +297 (Player Level * 3) — Critical chance +10%</p>









		General Buff (Level 3) Duration: 600 seconds — Attack Power +198 (Player Level * 2) — Hit rate +99 (Player Level * 1) — Critical chance +10%	
 Dancing Sword		Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 200 mp [REMOVED] — Melee attack power is increased by 1800 [REMOVED] — Water energies are increased by 1000 — There is a 70% chance of causing  Shock	Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 200 mp [NEW] — Attack power scaling: 115% [NEW] — Melee attack power +1800 [NEW] — Water element scaling: 100% [NEW] — Water energies +500 [NEW] — Increases damage by (current number of Edge Points) * 100%. All Edge Points are consumed. — There is a 70% chance of causing  Shock [NEW] — Cannot be evaded
Blade Edge System: Some skills increase the sharpening bar, once the bar is full, the samurai receives a temporary positive effect. Once the duration of the effect is over, the bar is emptied again. The bar can be refilled with up to 100 points. When the player fills the bar completely he receives a temporary positive effect. The last has a damage scaling that uses the amount of accumulated points as a base.			
 Samurai's Sharpened Edge General Buff (Level 4) Duration: 8.0 seconds — Basic attack damage +10% — Critical damage +15% — Hit rate +198 (Player Level * 2) Side effect: after 7.5 seconds [NEW] — You lose 100 Edge Points			


















Assassin







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



 Dagger Attack	<p>Cooldown: 0.7s Attack Range: 2 cell Target: Select One Mana: 0 mp</p> <p>[REMOVED] — Melee attack power is increased by 50 [REMOVED] — Shadow energies are increased by 80</p>	<p>Cooldown: 0.7s Attack Range: 2 cell Target: Select One Mana: 0 mp</p> <p>[NEW] — Attack power scaling: 70% Melee attack power +30 [NEW] — Shadow element scaling: 80% Shadow energies +70</p>
 Slash	<p>Cooldown: 4s Attack Range: 6 cell Target: Select One Mana: 15 mp</p> <p>[REMOVED] — Melee attack power is increased by 80 [REMOVED] — Shadow energies are increased by 50 [REMOVED] — There is a 50% chance of causing  Fatal Bleeding — Ambush attacks cause 270 additional damage.</p>	<p>Cooldown: 3s Attack Range: 6 cell Target: Select One Mana: 15 mp</p> <p>[NEW] — Attack power scaling: 75% [NEW] — Melee attack power +40 [NEW] — Shadow element scaling: 100% [NEW] — Shadow energies +50 — Ambush attacks cause 270 additional damage. [NEW] — There is a 100% chance of invoking the combo  Shadow Slash</p>
 Shadow Slash		<p>Cooldown: 1s Attack Range: 6 cell Target: Select One Mana: 15 mp</p> <p>[NEW] — Attack power scaling: 80% [NEW] — Melee attack power +60 [NEW] — Shadow element scaling: 100% [NEW] — Shadow energies +100 [NEW] — Provides a 25% probability to reset the cooldown of  Tomahawk [NEW] — On skill usage, there's a 100% chance of summoning a shadow clone to carry an additional attack and deal 15% of the damage you have already inflicted. [NEW] — Ambush attacks cause 270 additional damage.</p>

 Thick Smog	<p>Cooldown: 36s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 100 mp</p> <p>— There is a 100% chance of causing  Fleet of Foot</p> <p>— There is a 100% chance of causing  Smog</p>	<p>[NEW] — There is a 100% chance that [Thick Smog] will be caused at the set location.</p> <p>[ Thick Fog] General Buff (Level 3) Duration: 2 seconds — Ignore damage with 20% chance</p>
 Critical Hit	<p>Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing  Critical hit</p>	<p>Cooldown: 32s Attack Range: Itself Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing  Critical hit</p> <p>[NEW] — There is a 100% chance of causing  Assassin techniques</p> <hr/> <p>[Critical Hit] General Buff (Level 3) Duration: 4 seconds</p> <p>[NEW] — Always inflicts critical hits [NEW] — [PvE] Shadow resistance drain +15 [NEW] — On skill usage, there's a 100% chance of summoning a shadow clone to carry an additional attack and deal 5% of the damage you have already inflicted.</p> <p>Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit [NEW] — Movement speed +2</p> <hr/> <p>[Assassin's technique] General Buff (Level 3) Duration: 600 seconds — Movement speed +1 — A shadowy figure appears — Final damage from critical hits +10% of the user element</p>

 Chain Hook Throw	<p>Cooldown: 20s Attack Range: 10 cell Target: Select One Mana: 150 mp</p> <p>[REMOVED] — There is a 60% chance of causing  Shock — Attracts enemies to 1 fields from you</p>	<p>Cooldown: 20s Attack Range: 10 cell Target: Select One Mana: 150 mp</p> <p>[NEW] — Has a 100% chance of causing [Assassin's Mark] — Attracts enemies to 1 fields from you</p> <hr/> <p>General Debuff (Level 6) Duration: 5 seconds</p> <p>— Damage received from the user that caused the debuff +20%</p> <p>Side effect: — Disappears upon receiving a hit from the user that caused the debuff</p>
 Tumble	<p>Cooldown: 7s Attack Range: 0 cell Target: Select One Mana: 120 mp</p> <p>[REMOVED] — There is a 100% chance of causing  Evade</p>	<p>Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 120 mp</p> <p>[NEW] — There is a 100% chance of causing  Tumble</p> <hr/> <p>General Buff (Level 5) Duration: 2 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 — When you're defending, there is a 100% chance of receiving [ Improved Dagger]</p> <hr/> <p>Improved Dagger Buff Level 5 Duration: 3.0 seconds</p> <p>— Damage caused by skills +15%</p>


		<p>— Critical damage +25%</p> <p>Side effect: after 0.1 seconds</p> <p>— Disappears upon landing a hit</p>
 Tomahawk	<p>Cooldown: 30s</p> <p>Attack Range: 5 cell</p> <p>Target: Around Enemy in 2 cell</p> <p>Mana: 120 mp</p> <p>[REMOVED] — Ranged attack power is increased by 600</p> <p>[REMOVED] — Shadow energies are increased by 500</p> <p>[REMOVED] — There is a 70% chance of causing  Mental Poison</p> <p>— Ambush attacks cause 600 additional damage.</p>	<p>Cooldown: 18s</p> <p>Attack Range: 5 cell</p> <p>Target: Around Enemy in 2 cell</p> <p>Mana: 120 mp</p> <p>[NEW] — Attack power scaling: 80%</p> <p>[NEW] — Melee attack power +200</p> <p>[NEW] — Shadow element scaling: 105%</p> <p>[NEW] — Shadow energies +450</p> <p>[NEW] — Provides a 35% probability to reset the cooldown of  Storm Slash]</p> <p>— Ambush attacks cause 1500 additional damage.</p>
 Shadow	<p>Cooldown: 35s</p> <p>Attack Range: 6 cell</p> <p>Target: Select One</p> <p>Mana: 400 mp</p> <p>— There is a 100% chance of causing  Pact of Darkness</p> <p>— There is a 100% chance of causing  Hideout</p> <p>— Teleports you to a selected location.</p>	<p>Cooldown: 30s</p> <p>Attack Range: 6 cell</p> <p>Target: Select One</p> <p>Mana: 400 mp</p> <p>— There is a 100% chance of causing  Pact of Darkness</p> <p>— There is a 100% chance of causing  Hideout</p> <p>[NEW] — There is a 100% chance of invoking  Absolute darkness</p> <p>the combo</p> <p>— Teleports you to a selected location.</p> <hr/> <p>[Pact of Darkness]</p> <p>General Buff</p> <p>(Level 3)</p> <p>Duration: 8 seconds</p> <p>— Critical chance +20%</p> <p>— Movement speed +1</p> <p>— Critical damage +20%</p> <p>[NEW] — Shadow clone damage 20%</p> <hr/> <p>[Hideout]</p> <p>General Buff</p> <p>(Level 4)</p> <p>Duration: 15 seconds</p>

		<p>— Movement speed -4</p> <p>[NEW] — Shadow clone damage +10%</p> <p>Side effect: after 0.1 seconds</p> <p>— Sneak in</p> <p>[NEW] — Once the effect's duration is over, [ Shady favor] is received with a chance of 100%</p> <hr/> <p>[Shady favor] General Buff (Level 4) Duration: 8 seconds</p> <p>— Shadow clone damage +10%</p>
 Absolute darkness		<p>Cooldown: 1s Attack Range: Itself Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing [ Absolute Darkness]</p> <hr/> <p> Absolute Darkness General Buff (Level 5) Duration: 6 seconds — Movement speed -4</p> <p>Side effect: after 0.1 seconds — Carry out a targeted ambush on the opponent — Shadow clone damage +10%</p>
 Storm Slash	<p>Cooldown: 40s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 50 mp</p> <p>[REMOVED] — Melee attack power is increased by 900</p> <p>[REMOVED] — Shadow energies are increased by 600</p> <p>[REMOVED] — There is a 90% chance of causing  Wounded Leg</p> <p>— Ambush attacks cause 900 additional damage.</p>	<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 50 mp</p> <p>[NEW] — Attack power scaling: 80%</p> <p>[NEW] — Melee attack power +300</p> <p>[NEW] — Shadow element scaling: 120%</p> <p>[NEW] — Shadow energies +550</p> <p>[NEW] — Provides a 100% probability to reset the cooldown of [ Tomahawk]</p> <p>— Ambush attacks cause 1900 additional damage.</p>











 Deadly Strike	<p>Cooldown: 50s Attack Range: 1 cell Target: Select One Mana: 90 mp</p> <p>[REMOVED] — Melee attack power is increased by 300 [REMOVED] — Shadow energies are increased by 500 — Ambush attacks cause 2500 additional damage.</p>	<p>Cooldown: 50s Attack Range: 1 cell Target: Select One Mana: 90 mp</p> <p>[NEW] — Attack power scaling: 90% [NEW] — Melee attack power +300 [NEW] — Shadow element scaling: 130% [NEW] — Shadow energies +500 [NEW] — Provides a 100% probability to reset the cooldown of [Critical Hit] — Ambush attacks cause 3000 additional damage.</p>
 Bomb	<p>Cooldown: 90s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 80 mp</p> <p>[REMOVED] — Melee attack power is increased by 1000 [REMOVED] — Shadow energies are increased by 1800 [REMOVED] — There is a 100% chance of causing  Short Blackout [REMOVED] — There is a 80% chance of causing  Reinforcing Poison</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 80 mp</p> <p>[NEW] — Attack power scaling: 90% [NEW] — Melee attack power +500 [NEW] — Shadow element scaling: 140% [NEW] — Shadow energies +1200 [NEW] — Ambush attacks cause 800 additional damage. [NEW] — Provides a 100% probability to reset the cooldown of [Critical Hit] [NEW] — Cannot be evaded</p>















Holy Magician

Name	Original	New
 Holy Attack	<p>Cooldown: 0.4s Target: Select one Range: 11 cell Area: Around enemies in 1 field Mana: 0 mp</p> <p>[REMOVED] — Magic attack power is increased by 40 [REMOVED] — Light energies are increased by 90</p>	<p>Cooldown: 0.4s Target: Select one Range: 11 cell Area: Around enemies in 1 field Mana: 0 mp</p> <p>[NEW] — Attack power scaling: 80% [NEW] — Magic attack power +40 [NEW] — Light element scaling: 90% [NEW] — Light energies +90</p>

 Healing	<p>Cooldown: 5.0s Target: Select one Area: None Mana: 0 mp</p> <p>— Recovers 500 + 2% HP — There's a 100% probability to remove debuffs of level 3 or lower</p>	<p>Cooldown: 5.0s Target: Select one Area: None Mana: 0 mp</p> <p>— Recovers 500 + 2% HP — There's a 100% probability to remove debuffs of level 3 or lower — Provides a 10% probability to reset the cooldown of [ Holy Hammer]</p> <p>[NEW] — Has a 100% chance of causing [ Holy Reinforcement]</p> <hr/> <p>General Buff (Level 4) Duration: 8 seconds</p> <p>— [PvE] Attack power +8%</p>
 Holy Light	<p>Cooldown: 6.0s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 65 mp</p> <p>[REMOVED] — Magic attack power is increased by 200 [REMOVED] — Light energies are increased by 500</p> <p>— There is a 45% chance of causing  Magic Light</p> <p>— There is a 45% chance of invoke  Blessed Light Combo</p>	<p>Cooldown: 3.0s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 65 mp</p> <p>[NEW] — Attack power scaling: 90% [NEW] — Magic attack power +100 [NEW] — Light element scaling: 110% [NEW] — Light energies +600</p> <p>— There is a 45% chance of causing  Magic Light</p> <p>— There is a 100% chance of invoke  Blessed Light Combo</p>
 Blessed Light	<p>Cooldown: 1.0s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 85 mp</p> <p>[REMOVED] — Magic attack power is increased by 750 [REMOVED] — Light energies are increased by 950</p> <p>— There is a 55% chance of causing  Divine Punishment</p>	<p>Cooldown: 1.0s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 85 mp</p> <p>[NEW] — Attack power scaling: 95% [NEW] — Magic attack power +200 [NEW] — Light element scaling: 115% [NEW] — Light energies +900</p> <p>— There is a 55% chance of causing  Divine Punishment</p>

 Mana Shield	<p> Cooldown: 30.0s Target: Itself Range: None Area: None Mana: 300 mp </p> <p>— There is a 100% chance of causing  Mana Shield</p>	
 Heaven Song	<p> Cooldown: 50.0s Target: Itself Range: 7 cell Area: Around enemies Mana: 216 mp </p> <p>— There is a 100% chance of causing  Heaven Song</p> <p>Has a 100% chance of causing [ Drowsy]</p>	
 Cure All	<p> Cooldown: 30.0s Target: Itself Range: 4 cell Area: Around friends Mana: 140 mp </p> <p>— There is a 100% chance of causing  Holy Shield</p> <p>— There is a 100% probability to remove debuffs of level 8 or lower</p> <p>— Recovers 12% MP</p>	<p> Cooldown: 20.0s Target: Itself Range: 8 cell Area: Around friends Mana: 250 mp </p> <p>— There is a 100% chance of causing  Holy Shield</p> <p>— There is a 100% probability to remove debuffs of level 8 or lower</p> <p>— Recovers 12% MP</p> <p>[NEW] — Summons x1 of Holy Totem (Disappear after a set amount of time)</p> <hr/> <p>[ Power of the Holy Totem] General Buff (Level 4) Duration: 3 seconds</p> <p>— [PvE] Attack power +5%</p> <p>— [PvE] Debuff protect. (lv.4) +15%</p> <p>— [PvE] Damage received -10%</p> <hr/> <p>[ Holy Totem] General Buff (Level 4) Duration: 14 seconds</p>

		<p>— Every 2 seconds: Around 4 fields apply [Power of the Holy Totem] on allies</p>
 Impure Purge	<p>Cooldown: 24.0s Target: Itself Range: 5 cell Area: Around enemies Mana: 216 mp</p> <p>[REMOVED] — Magic attack power is increased by 500 [REMOVED] — Light energies are increased by 1300 [REMOVED] — Inflicts damage on undead with lower level [REMOVED] — There is a 70% chance of causing  God Punish</p>	<p>Cooldown: 20.0s Target: Itself Range: 5 cell Area: Around enemies Mana: 216 mp</p> <p>[NEW] — Attack power scaling: 95% [NEW] — Magic attack power +50 [NEW] — Light element scaling: 110% [NEW] — Light energies +1200 [NEW] — There is a 75% chance of causing  Strong God Punish</p> <hr/> <p>Magic Debuff (Level 4) Duration: 10 seconds</p> <p>— [PvE] All enemy's elemental energies +8% — [PvE] All elemental resistances -5</p>
 Group Healing	<p>Cooldown: 25.5s Target: Itself Range: 8 cell Area: Around friends Mana: 0 mp</p> <p>— Recovers 1250 + 6% HP — There's a 100% probability to remove debuffs of level 4 or lower</p>	<p>Cooldown: 25.5s Target: Itself Range: 8 cell Area: Around friends Mana: 0 mp</p> <p>— Recovers 1250 + 6% HP — There's a 100% probability to remove debuffs of level 4 or lower</p> <p>[NEW] — Has a 100% chance of causing  [PvE] Holy Reinforcement</p> <hr/> <p>General Buff (Level 4) Duration: 8 seconds</p> <p>— [PvE] Attack power +8%</p>
 Holy Weapon	<p>Cooldown: 180.0s Target: Itself Range: 4 cell Area: Around friends Mana: 150 mp</p> <p>— Has a 100% chance of causing  Holy Weapon</p>	

 Holy Shield	<p> Cooldown: 180.0s Target: Itself Range: 4 cell Area: Around friends Mana: 150 mp </p> <p>— Has a 100% chance of causing  Holy Shield</p>	
 Holy Hammer	<p> Cooldown: 60.0s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 270 mp </p> <p> [REMOVED] — Magic attack power is increased by 1200 [REMOVED] — Light energies are increased by 1800 </p> <p>— There is a 80% chance of causing  Deadly Blackout</p>	<p> Cooldown: 60.0s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 270 mp </p> <p> [NEW] — Attack power scaling: 100% [NEW] — Magic attack power +1000 [NEW] — Light element scaling: 125% [NEW] — Light energies +1800 </p> <p>— There is a 80% chance of causing  Deadly Blackout</p> <p> [NEW] — There is a 100% chance of causing  Celestial Force </p> <hr/> <p> [Celestial Force] General Buff (Level 3) Duration: 15 seconds </p> <p> — [PvE] All resistance drain +15 — Every 2 seconds: Around 5 field(s), inflict [ Celestial Echoes] on allies </p> <p> Once the effect's duration is over, [ Celestial Echoes] is received with a chance of 100% </p> <hr/> <p> [Celestial Echoes] General Buff (Level 3) Duration: 2 seconds </p> <p>— [PvE] All resistance drain +10</p>



































Mystic Arts






Name	Original	New
 Palm Attack	Cooldown: 0.6s Attack Range: 1 cell Target: Around Enemy in 1 cell Mana: 0 mp [REMOVED] — Melee attack power is increased by 100 [REMOVED] — Water energies are increased by 100	Cooldown: 0.6s Attack Range: 1 cell Target: Select One Mana: 0 mp [NEW] — Attack power scaling: 70% [NEW] — Melee attack power +80 [NEW] — Water element scaling: 70% [NEW] — Water energies +80
 Shockwave	Cooldown: 5s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 90 mp [REMOVED] — Melee attack power is increased by 300 [REMOVED] — Water energies are increased by 300 [REMOVED] — There is a 20% chance of causing  Internal Injuries	Cooldown: 4s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 90 mp [NEW] — Attack power scaling: 95% [NEW] — Melee attack power +250 [NEW] — Water element scaling: 100% [NEW] — Water energies +250
 Shadowless Legs	Cooldown: 13s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 110 mp [REMOVED] — Melee attack power is increased by 500 [REMOVED] — Water energies are increased by 300 — There is a 60% chance of causing  Featherweight [REMOVED] — There is a 20% chance of causing  Blackout	Cooldown: 8s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 110 mp [NEW] — Attack power scaling: 100% [NEW] — Melee attack power +350 [NEW] — Water element scaling: 105% [NEW] — Water energies +300 — There is a 60% chance of causing  Featherweight
 Acuity	Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 80 mp [REMOVED] — Has a 100% chance of causing  Sidestep]	Cooldown: 300s Attack Range: 0 cell Target: Select One Mana: 800 mp — Increase Moon Points by 75 — Increase Lotus Points by 75





 Moonlight Absorption	<p>Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— There is a 100% chance of causing  Moonlight Absorption</p> <p>[REMOVED] — If the user has the  Enlightenment effect active while using this skill,  Bathed in Moonlight is also received</p>	<p>Cooldown: 3s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— If the user at least 1 Moon Point there is a 100% chance of causing  Moonlight Absorption</p> <p>— If the user at least 100 Moon Point there is a 100% chance of causing  Bathed in Moonlight</p>
 Gathering Petals	<p>Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— There is a 100% chance of causing  Gathering Petals</p> <p>[REMOVED] — If the user has the  Enlightenment effect active while using this skill,  Bed of Lotus Flowers is also received</p>	<p>Cooldown: 3s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— If the user at least 1 Lotus Point There is a 100% chance of causing  Gathering Petals</p> <p>— If the user at least 100 Lotus Point There is a 100% chance of causing  Bed of Lotus Flowers</p>
 Withstand	<p>Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing [ Withstand]</p>	<p>Cooldown: 8s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing [ Withstand]</p> <p>[NEW] — If [ Moonlight Absorption] is active, causes [ Moon Sidestep]</p> <p>[NEW] — If [ Bathed in Moonlight] is active, causes [ Strong Moon Sidestep]</p> <p>[NEW] — If [ Gathering Petals] is active, causes [ Lotus Sidestep]</p> <p>[NEW] — If [ Bed of Lotus Flowers] is active, causes [ Strong Lotus Sidestep]</p> <hr/>

		<div> Moon Sidestep Buff (Level 3) Duration: 2.0 seconds</div> <div><p>[NEW] — On defence, increases Moon points by 25</p><p>Side effect: after 0.1 seconds</p><p>[NEW] — Disappears upon receiving a hit</p></div> <hr/> <div> Strong Moon Sidestep Buff (Level 4) Duration: 2.0 seconds</div> <div><p>[NEW] — On defence, increases Moon points by 40</p><p>Side effect: after 0.1 seconds</p><p>[NEW] — Disappears upon receiving a hit</p></div> <hr/> <div> Lotus Sidestep Buff (Level 3) Duration: 2.0 seconds</div> <div><p>[NEW] — On defence, increases Lotus points by 258</p><p>Side effect: after 0.1 seconds</p><p>[NEW] — Disappears upon receiving a hit</p></div> <hr/> <div> Strong Lotus Sidestep Buff (Level 4) Duration: 2.0 seconds</div> <div><p>[NEW] — On defence, increases Lotus points by 40</p><p>Side effect: after 0.1 seconds</p><p>[NEW] — Disappears upon receiving a hit</p></div>
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
 Crescent Moon Dance	<p>Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 700 [REMOVED] — Water energies are increased by 700 [REMOVED] — There is a 40% chance of causing  Blackout — Receives  Crescent Moonshade if  [Extra Power] is active</p>	<p>Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 110% [NEW] — Melee attack power +800 [NEW] — Water element scaling: 120% [NEW] — Water energies +1000 — Receives  Crescent Moonshade if  [Extra Power] is active</p>
 Lunar Slice	<p>Cooldown: 12s Attack Range: 9 cell Target: Special Area Mana: 180 mp</p> <p>[REMOVED] — Melee attack power is increased by 700 [REMOVED] — Water energies are increased by 900 [REMOVED] — There's a 80% chance of leeching PlayerLevel*8 HP from the enemy. — Receives  Bound by Moonlight if  [Extra Power] is active</p>	<p>Cooldown: 3s Attack Range: 9 cell Target: Special Area Mana: 180 mp</p> <p>[NEW] — Attack power scaling: 100% [NEW] — Melee attack power +500 [NEW] — Water element scaling: 110% [NEW] — Water energies +700 [NEW] — Increase Moon Points by 3 — Receives  Bound by Moonlight if  [Extra Power] is active</p> <hr/> <p> Bound by Moonlight Buff (Level 4) Duration: 6 seconds — All Elemental Energies +10% — Damage caused by skills +5%</p>
 Bound by Moonlight	<p>Cooldown: 35s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 900 [REMOVED] — Water energies are increased by 1200 [REMOVED] — There is a 100% chance of causing  Bound by Moonlight</p>	<p>Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 115% [NEW] — Melee attack power +1000 [NEW] — Water element scaling: 125% [NEW] — Water energies +1250 — Removes all debuffs up to level 4 if  [Extra Power] is active</p>


	<p>— Removes all debuffs up to level 4 if  [Extra Power] is active</p>	
 Lunar Eclipse	<p>Cooldown: 70s Attack Range: 10 cell Target: Select One Mana: 200 mp</p> <p>— There is a 100% chance of causing  Mark of the Moon</p> <p>— There is a 100% chance of causing  Crescent Moonshade</p> <p>— If the effect  Bound by Moonlight is active on your opponent, you will trigger  Bound by the Full Moon's Light</p> <p>— Inflicts  Mark of the Full Moon if  [Extra Power] is active</p>	<p>Cooldown: 60s Attack Range: 10 cell Target: Select One Mana: 200 mp</p> <p>— There is a 100% chance of causing  Mark of the Moon</p> <p>— There is a 100% chance of causing  Crescent Moonshade</p> <p>— If the effect  Bound by Moonlight is active on your opponent, you will trigger  Full Moonlight Bound</p> <p>— Inflicts  Mark of the Full Moon if  [Extra Power] is active</p> <hr/> <p> Moon Mark Debuff (Level 6) Duration: 8 seconds — Damage received from the user that caused the debuff +20% — Disappears upon receiving 3 hits from the user that caused the debuff</p> <hr/> <p> Full Moon Mark Debuff (Level 6) Duration: 8 seconds — Damage received from the user that caused the debuff +30% — Disappears upon receiving 4 hits from the user that caused the debuff</p> <hr/> <p> Full Moonlight Bound Buff (Level 5) Duration: 8 seconds — All Elemental Energies +15% — Damage caused by skills +10%</p>

 Lotus Leap	<p>Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 130 mp</p> <p>[REMOVED] — Melee attack power is increased by 700 [REMOVED] — Water energies are increased by 800</p> <p>— Skill cooldown reset if  [Extra Power] is active</p>	<p>Cooldown: 6s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 130 mp</p> <p>[NEW] — Attack power scaling: 85% [NEW] — Melee attack power +500 [NEW] — Water element scaling: 100% [NEW] — Water energies +750</p> <p>— Skill cooldown reset if  [Extra Power] is active</p>
 Lotus Seed	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 200 mp</p> <p>— Summons 2 x Lotus Flower. — Summons x2 additional Lotus Flowers if  [Extra Power] is active</p>	<p>Cooldown: 20s Attack Range: Around Allies in 6 cell Target: Select One Mana: 200 mp</p> <p>[NEW] — If  Gathering Petals] is active, summons 2 x Lotus Flower. [NEW] — If  Bed of Lotus Flowers] is active, summons 2 x Strong Lotus Flower. [NEW] — There's a 100% probability to remove debuffs of level 4 or lower [NEW] — Recovers 950 + 4% HP — Summons x2 additional Lotus Flowers if  [Extra Power] is active</p>
 Lotus Snare	<p>Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 6 cell Mana: 230 mp</p> <p>[REMOVED] — Melee attack power is increased by 700 [REMOVED] — Water energies are increased by 1000 [REMOVED] — There is a 70% chance of causing  Petal Hell</p> <p>— Inflicts 700 additional damage if  [Extra Power] is active</p>	<p>Cooldown: 16s Attack Range: 0 cell Target: Around Enemy in 6 cell Mana: 230 mp</p> <p>[NEW] — Attack power scaling: 95% [NEW] — Melee attack power +600 [NEW] — Water element scaling: 110% [NEW] — Water energies +1000 [NEW] — Receives  Petal Aura if  [Extra Power] is active</p> <hr/> <p> Petal Aura Buff (Level 3) Duration: 10 seconds — Every 2 seconds: Around 5 fields apply [ Lotus Wind] on allies — Dodge +200 — Debuff protection (lv.4) +10%</p>

		 Lotus Wind Buff (Level 3) Duration: 2 seconds — Dodge +200 — Debuff protection (lv.4) +10%
 Full Bloom	Cooldown: 120s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 300 mp [REMOVED] — Melee attack power is increased by 1500 [REMOVED] — Water energies are increased by 1000 [REMOVED] — There is a 100% chance that every attack hits. [REMOVED] — There is a 70% chance of causing  Lotus Curse	Cooldown: 60s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 300 mp [NEW] — Attack power scaling: 115% [NEW] — Melee attack power +1400 [NEW] — Water element scaling: 140% [NEW] — Water energies +1400 [NEW] — Cannot be evaded — Inflicts 700 additional damage if  [Extra Power] is active

Form system: This SP has two bars, one linked to the moon mode and one to the lotus mode. Attacking in one form consumes points of this one and increases those of the other. Depending on the amount of points, when changing form, the points related to that form will be checked and a buff or another will be granted depending on them.

If the amount of points of the player reaches below 25,  Bathed in Moonlight is replaced by  Moonlight Absorption or  Bed of Lotus Flowers will be replaced by  Gathering Petals. (It cannot work in the opposite way, i.e. even if the player exceeds 25 points, he does not receive the good blessing. It can only be received when using one of the two skills.)
In lotus mode, the skills can summon petal monsters, there will be 2 petal monsters, depending on the blessing, one or the other will be summoned.

 Moonlight Absorption
General Buff
(Level 3)
Duration: 600.0 seconds

— Allows you to use Full Moon skills.
— Damage caused by skills +5%
— Critical chance +8% of the user's total

Side Effect: after 0.1 seconds

— Hit rate of melee attacks +99 (Player Level * 1)

[NEW] — On skill usage, you receive 9 Lotus Points and lose 8 Moon Points.



Bathed in Moonlight

General Buff

(Level 4)

Duration: 600.0 seconds

- Allows you to use Full Moon skills.
- Damage caused by skills +15%
- Critical chance +20% of the user's total

Side Effect: after 0.1 seconds

— Hit rate of melee attacks +297 (Player Level * 3)

[NEW] — On skill usage, you receive 12 Lotus Points and lose 9 Moon Points.



Gathering Petals

General Buff

(Level 3)

Duration: 600.0 seconds

- Allows you to use Lotus Flower skills.
- Healing skill efficacy +100%
- Damage received -5%

Side effect: after 0.1 seconds

[NEW] — On skill usage, there is a 25% of summon Lotus Flower

[NEW] — On skill usage, you receive 12 Moon Points and lose 8 Lotus Points.



Bed of Lotus Flowers

General Buff

(Level 4)

Duration: 600.0 seconds

- Allows you to use Lotus Flower skills.
- Healing skill efficacy +300%
- Damage received -15%



Side effect: after 0.1 seconds

[NEW] — On skill usage, there is a 75% of summon Strong Lotus Flower
 [NEW] — On skill usage, you receive 12 Moon Points and lose 8 Lotus Points.







Warrior

Name	Original	New
Two-Handed Sword Attack	<ul style="list-style-type: none"> — Attack power scaling: 80% — Melee attack power +80 — Fire element scaling: 90% — Fire energies +180 	<ul style="list-style-type: none"> — Attack power scaling: 70% — Melee attack power +80 — Fire element scaling: 90% — Fire energies +180
Triple Slash	<ul style="list-style-type: none"> — Attack power scaling: 100% — Melee attack power +700 — 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 	<ul style="list-style-type: none"> — Attack power scaling: 95% — Melee attack power +700 — 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
Whirlwind	<ul style="list-style-type: none"> — Attack power scaling: 80% — Melee attack power +250 — Fire element scaling: 100% — Fire energies +200 — Has a 100% chance of invoking the combo [Strong Whirlwind] — Has a 100% chance of causing [Blackout] 	<ul style="list-style-type: none"> — Attack power scaling: 70% — Melee attack power +250 — Fire element scaling: 80% — Fire energies +200 — Has a 100% chance of invoking the combo [Strong Whirlwind] — Has a 100% chance of causing [Blackout]
Strong Whirlwind	<ul style="list-style-type: none"> — Attack power scaling: 80% — Melee attack power +400 — Fire element scaling: 100% — Fire energies +300 	<ul style="list-style-type: none"> — Attack power scaling: 70% — Melee attack power +400 — Fire element scaling: 80% — Fire energies +300
Finishing Blow	<ul style="list-style-type: none"> — Attack power scaling: 110% — Melee attack power +650 — Fire element scaling: 110% — Fire energies +350 — Increases chance of inflicting critical hit by (player Level/4) % 	<ul style="list-style-type: none"> — Attack power scaling: 100% — Melee attack power +650 — Fire element scaling: 110% — Fire energies +350 — Increases chance of inflicting critical hit by (player Level/4) %

 Earth Shock	<ul style="list-style-type: none"> — Attack power scaling: 105% — Melee attack power +800 — Fire element scaling: 110% — Fire energies +400 	<ul style="list-style-type: none"> — Attack power scaling: 95% — Melee attack power +800 — Fire element scaling: 110% — Fire energies +400
 Earth Mega-Shock	<ul style="list-style-type: none"> — Attack power scaling: 110% — Melee attack power +800 — Fire element scaling: 110% — Fire energies +400 — Always inflicts critical hits. 	<ul style="list-style-type: none"> — Attack power scaling: 100% — Melee attack power +800 — Fire element scaling: 110% — Fire energies +400 — Always inflicts critical hits.




















Ranger

Name	Original	New
 Archery	<ul style="list-style-type: none"> — Attack power scaling: 80% — Ranged attack power +80 — Water element scaling: 90% — Water energies +120 	<ul style="list-style-type: none"> — Attack power scaling: 70% — Ranged attack power +50 — Water element scaling: 80% — Water energies +100
 Head Shot	<ul style="list-style-type: none"> — Attack power scaling: 100% — Ranged attack power +180 — Water element scaling: 105% — Water energies +250 — Always inflicts critical hits — Has a 100% chance to cause [ Expose Weaknesses] 	<ul style="list-style-type: none"> — Attack power scaling: 95% — Ranged attack power +180 — Water element scaling: 110% — Water energies +250 — Always inflicts critical hits — Has a 100% chance to cause [ Expose Weaknesses]



Red Magician

Name	Original	New
 Fire Bolt	<ul style="list-style-type: none"> — Attack power scaling: 80% — Magic attack power +100 — Fire element scaling: 90% — Fire energies +250 	<ul style="list-style-type: none"> — Attack power scaling: 70% — Magic attack power +90 — Fire element scaling: 80% — Fire energies +200
 Fire Burst	<ul style="list-style-type: none"> — Attack power scaling: 100% — Magic attack power +200 — Fire element scaling: 105% — Fire energies +600 — Has a 100% chance of causing [ Arcane Mark] 	<ul style="list-style-type: none"> — Attack power scaling: 80% — Magic attack power +100 — Fire element scaling: 90% — Fire energies +200 — Has a 100% chance of causing [ Arcane Mark]

 Fiery Breath	<ul style="list-style-type: none"> — Attack power scaling: 100% — Magic attack power +450 — Fire element scaling: 105% — Fire energies +700 — There is a 80% chance of causing  Burn 	<ul style="list-style-type: none"> — Attack power scaling: 85% — Magic attack power +200 — Fire element scaling: 95% — Fire energies +300 — There is a 80% chance of causing  Burn
 Firestorm	<ul style="list-style-type: none"> — Attack power scaling: 100% — Magic attack power +300 — Fire element scaling: 105% — Fire energies +800 — Has a 100% chance of causing [ Short Paralysis] — Pulls enemies from 4 spaces around the target together in one place 	<ul style="list-style-type: none"> — Attack power scaling: 90% — Magic attack power +300 — Fire element scaling: 105% — Fire energies +800 — Has a 100% chance of causing [ Short Paralysis] — Pulls enemies from 4 spaces around the target together in one place
 Firelance	<ul style="list-style-type: none"> — Attack power scaling: 100% — Magic attack power +700 — Fire element scaling: 110% — Fire energies +1200 — There is a 70% chance of causing  Weaken Defence Power — Has a 100% chance of invoke [ Double Spear Combo] 	<ul style="list-style-type: none"> — Attack power scaling: 90% — Magic attack power +700 — Fire element scaling: 110% — Fire energies +1200 — There is a 70% chance of causing  Weaken Defence Power — Has a 100% chance of invoke [ Double Spear Combo]
 Double Spear	<ul style="list-style-type: none"> — Attack power scaling: 105% — Magic attack power +850 — Fire element scaling: 110% — Fire energies +1200 — There is a 50% chance of causing  Burn 	<ul style="list-style-type: none"> — Attack power scaling: 95% — Magic attack power +850 — Fire element scaling: 110% — Fire energies +1200 — There is a 50% chance of causing  Burn