

Changes:
Before/After
4*



Amon:

Skill	Stats		
 Claw Strike	Cooldown: 0.8s Attack Range: 1 cell Target: Around Enemies in 0 cell Mana: 0 mp — Attack power scaling: 55% Melee attack power +350 — Shadow element scaling: 50% Shadow Energies +250 — Every 3 attacks, recovers 705 / 470 MP		
 Searing Bolt	Cooldown: 6s Attack Range: 7 cell Target: Around Enemies in 1 cell Mana: 0 mp — Defense power scaling: 225% Melee Attack Power +275 — Shadow element scaling: 75% Shadow Energies +500 — [SSS] Recovers 705 / 585 MP [Shadow Element] is applied (ignores debuff protection)		
 Colossal Quake	Cooldown: 20s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 0 mp — Defense power scaling: 475 / 510 % Melee Attack Power +500 — Shadow element scaling: 85% Shadow Energies +750 — [SSS] Recovers 1410 MP [Shadow Element] is applied (ignores debuff protection) — Has a 100% chance of causing [ Flames of Hell] — Has a 100% chance of causing [ Demon Shield] to all Souls  Flames of Hell General Debuff (Level 4) Duration: 10.0 seconds — Attack Power -20% — Damage -20% if the enemy has [ Demon Shield] active  Demon Shield General Buff (Level 2) Duration: 8.0 / 9.0 seconds — A shield with a value of 35% of the caster defense is received A shield with a value of 8750 HP is received — Damage received -15%. The effect's caster takes 50% of this damage Side Effect: after 0.1 seconds — Resists forced movement with 100% chance. — If the HP granted by the shield is lost, this effect disappears		
 Provocation	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 4 / 7 cell Mana: 18800 / 9400 mp — Attracts enemies to 2 fields from you — Has a 50 / 100% chance of causing [ Spell Tinder] — Has a 100% chance of causing [ Atrocity] — This ability will be triggered every 15 deciseconds for 30 / 50 deciseconds around 4 / 7 cell — Has a 100% chance of causing [Shadow Element] (ignores debuff protection)  Spell Tinder General Buff (Level 2) Duration: 20.0 / 9.0 seconds — Every 4 seconds: Recovers +50 / 75% of the defense as HP — Damage received -10%		
Connection Level			
Amon's Connection (Level 1)	— Damage received -10%	Amon's Connection (Level 4)	— Damage received -10% — Defence +25% — Defense power scaling: +40 / 45% of  Searing Bolt Side Effect: after 0.1 seconds — [PvE] Healing bonus +20% / Mana Recovery stat +20%
Amon's Connection (Level 2)	— Damage received -10% — Defence +25%	Amon's Connection (Level 5)	— Damage received -10% — Defence +25% — Defense power scaling: +45% of  Searing Bolt



Laurena:

			Side Effect: after 0.1 seconds — [PvE] Healing bonus +20% — Defense power scaling: +85 / 90% of Colossal Quake
Amon's Connection (Level 3)	— Damage received -10% — Defence +25% — Defense power scaling: +40 / 45% of Searing Bolt	Amon's Connection (Level 6)	— Shield protection bonus +50% — Increases by 50% the duration of [Demon Shield] — [PvE] Healing bonus +20%
Skill	Stats		
Mist Shot	Cooldown: 0.7s Attack Range: 8 cell Target: Around Enemies in 0 cell Mana: 0 mp — Attack power scaling: 50% Magic attack power +100 — Water element scaling: 50% Water Energies +100 — Every 3 attacks, recovers 705 / 470 MP — Every 3 basic attacks [Water imbution] is received Water imbution General Buff (Level 4) Duration: 4.5 seconds — Has a 100% chance of causing [Water element] (ignores debuff protection) after 0.1s — Disappears upon landing a hit		
Thorn Bush	Cooldown: 10s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 0 mp — Elemental energy scaling: 215 / 375 % Magic Attack Power +900 — Water element scaling: 105% Water Energies +750 — Has a 100% chance of causing [Thorn Bush] — [SSS] Recovers 1410 / 1175 MP [Water Element] is applied (ignores debuff protection) Thorn Bush Magic Debuff (Level 5) Duration: 6.0 / 8.0 seconds — Movement speed -3 — Every 2 seconds: Decreases HP by 20% of the caster's water elemental energies — Water Resistance -5		
Storm cloud	Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 18 800 mp — Elemental energy scaling: 375 / 445 % Magic Attack Power +900 — Water element scaling: 90% Water Energies +250 — This ability will be triggered every 40 deciseconds over 120 deciseconds around 2 cell — Has a 100% chance of causing [Water Element] (ignores debuff protection)		
Connection Level			
Laurena's Connection (Level 1)	— Water resistance drain +5	Laurena's Connection (Level 4)	— Water resistance drain +5 — Increases in 1 cell the area of the skill Storm Cloud and its retriggering — Elemental energy power scaling: +70 / 85 % of Storm Cloud Side Effect: after 0.1 seconds — Changes the retriggering interval to 30 deciseconds for the Storm Cloud skill
Laurena's Connection (Level 2)	— Water resistance drain +5 — Increases in 1 cell the area of the skill Storm Cloud and its retriggering	Laurena's Connection (Level 5)	— Water resistance drain +5 — Increases in 1 cell the area of the skill Storm Cloud and its retriggering — Elemental energy power scaling: +70 / 85 % of Storm Cloud Side Effect: after 0.1 seconds — Changes the retriggering interval to 30 deciseconds for the Storm Cloud skill — Elemental energy power scaling: +40% of Thorn Bush

 Archangel:

Laurena's Connection (Level 3)	— Water resistance drain +5 — Increases in 1 cell the area of the skill  Storm Cloud and its retriggering — Elemental energy power scaling: +70 / 85 % of  Storm Cloud	Laurena's Connection (Level 6)	— Changes the retriggering skill duration to 180 deciseconds for the  Storm Cloud skill — Water resistance drain +5
Skill	Stats		
 Light Flicker	Cooldown: 0.6s Attack Range: 10 cell Target: Around Enemies in 0 cell Mana: 0 mp — Attack power scaling: 90 / 95% Ranged attack power +150 — Light element scaling: 50% Light Energies +50 — Every 3 attacks, recovers 705 / 470 MP		
 Light of Judgement	Cooldown: 5s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 105 / 115% Ranged attack power +215 — Light element scaling: 55% Light Energies +65 — Has a 50% chance of causing [ Light of Judgement] — [SSS] Recovers 705 / 585 MP Light Element is applied (ignores debuff protection)		
 Name of God	Cooldown: 22s Attack Range: Itself Target: Select One Mana: 200 mp — Has a 100% chance of causing [ Divine Word] — [SSS] Recovers 705 / 1175 MP  Divine Word General Debuff (Level 5) Duration: 12 seconds. — Basic attack damage +8% — The radius of all area attacks +1 — Movement speed +1 — Every 3 basic attacks [Light imbuton] is received — Attack power scaling: +90% of [ Light Flicker] Light imbuton General Buff (Level 4) Duration: 4.5 seconds — Has a 100% chance of causing [Light element] (ignores debuff protection) after 0.1s — Disappears upon landing a hit		
 Mark of Light	Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 150 mp — Attack power scaling: 350 / 375 % Ranged attack power +150 — Light element scaling: 60% Light Energies +50 — Has a 100% chance of causing [ Mark of Light] — Has a 100% chance of causing [Light Element] (ignores debuff protection)		
Connection Level			
Archangel Lucifer's Connection (Level 1)	— Increases by 50% the chance of causing [ Light of Judgement] to the skill that applies it	Archangel Lucifer's Connection (Level 4)	— Increases by 50% the chance of causing [ Light of Judgement] to the skill that applies it — Increases by 50% the duration of [ Light of Judgement] — Attack power scaling: +20% of  Light of Judgement Side Effect: after 0.1 seconds — Element scaling: +10%
Archangel Lucifer's Connection (Level 2)	— Increases by 50% the chance of causing [ Light of Judgement] to the skill that applies it — Increases by 50% the duration of [ Light of Judgement]	Archangel Lucifer's Connection (Level 5)	— Increases by 50% the chance of causing [ Light of Judgement] to the skill that applies it — Increases by 50% the duration of [ Light of Judgement] — Attack power scaling: +20% of  Light of Judgement Side Effect: after 0.1 seconds — Element scaling: +10% — Attack power scaling: +60 / 75% of  Mark of Light

Archangel Lucifer's Connection (Level 3)	— Increases by 50% the chance of causing [ Light of Judgement] to the skill that applies it — Increases by 50% the duration of [ Light of Judgement] — Attack power scaling: +20 / 25% - of  Light of Judgement	Archangel Lucifer's Connection (Level 6)	— Increases by 50 / 35% the duration of [ Name of God] — If [ Name of God] is active receives [ Name of God's Augment]  Name of God's Augment General Buff (Level 5) Duration: 18 / 16 seconds. — Basic attack damage +8% — Movement speed +1 — Attack power scaling: +90% of  Light of Judgement — The radius of all area attacks +1 — Every 4 attacks,  [Light Flicker] is triggered (with the buff caster's stats)
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Orkani:

Skill	Stats
 Magic Ball	Cooldown: 0.8s Attack Range: 7 cell Target: Around Enemies in 0 cell Mana: 0 mp — Attack power scaling: 50% - Magic attack power +150 — Shadow element scaling: 50% - Shadow Energies +150 — Every 3 attacks, recovers 705 / 470 MP — Every 3 basic attacks [ Shadow imbution] is received Shadow imbution General Buff (Level 4) Duration: 4.5 seconds — Has a 100% chance of causing [Shadow element] (ignores debuff protection) after 0.1s — Disappears upon landing a hit
 Shadow Storm	Cooldown: 10.0s / 8.5s Attack Range: 9 cell Target: Around Enemies in 2 / 3 cell Mana: 0 mp — Health power scalling: 45% - Magic Attack Power +750 — Shadow element scaling: 85% - Shadow Energies +500 — Has a 100% chance of causing [ Slight Paralysis] (ignores debuff protection) — This ability will be triggered every 50 deciseconds for 105 deciseconds around 3 cell — Has a 100% chance of causing [ Shadow Storm] (ignores debuff protection) — [SSS] Recovers 705 MP [Shadow Element] is applied (ignores debuff protection)  Shadow Storm Magic Debuff (Level 5) Duration: 8.0 seconds — Every 4 seconds: Decreases HP 1% of the caster's HP — Shadow Resistance -5 — Movement speed -5 Side Effect: after 0.1 seconds — Damage -15% if the enemy has [ Embrace of Darkness] active — Damage -15% if the enemy has [ Enhancer Mark] active
 Power of Darkness	Attack Range: Itself Target: Select One Casting time: 0.1s Cooldown: 20.0 MP Cost: 0 — Has a 100% chance of causing [ Embrace of Darkness] to all Souls  Embrace of Darkness General Buff (Level 4) Duration: 8.0/12.0 seconds — Magic Attack Power +300 — Every 4 seconds: Heals 2/5% of caster's HP — Damage received -10%. The effect's caster takes 100% of this damage
 Marked	Attack Range: Itself Target: Around Allies in 2 3 cell Casting time: 0.4s Cooldown: 23.0

	MP Cost: 16450 — Heals 10/12% of caster's HP — Has a 100% chance of causing [攻 Enhancer Mark] — This ability will be triggered every 40 deciseconds for 120 deciseconds around 2 cell		
	Enhancer Mark Magic Buff (Level 3) Duration: 4.0 seconds — All Attack power +5/8% of caster's HP/10 — All Elemental Energies +8% of caster's HP/10 — Every 4 seconds: Heals 1/2% of caster's HP		
Connection Level			
Orkani's Connection (Level 1)	— Increases by 50% the duration of [影 Shadow Storm] — Maximum HP +5%	Orkani's Connection (Level 4)	— Increases by 50% the duration of [影 Shadow Storm] — Maximum HP +7% — [PvE] Healing bonus +13% — HP power scaling: +8% of 影 Shadow Storm Side Effect: after 0.1 seconds — Increases by 50% the duration of [影 Embrace of Darkness]
Orkani's Connection (Level 2)	— Increases by 50% the duration of [影 Shadow Storm] — Maximum HP +6% — [PvE] Healing bonus +10 13%	Orkani's Connection (Level 5)	— Increases by 50% the duration of [影 Shadow Storm] — Maximum HP +10% — [PvE] Healing bonus +13% — HP power scaling: +8% of 影 Shadow Storm Side Effect: after 0.1 seconds — Increases by 50% the duration of [影 Embrace of Darkness] — Increases in 1 cell the area of the skill 攻 Marked and its retriggering — Changes the retriggering interval to 30 deciseconds for the 攻 Marked skill
Orkani's Connection (Level 3)	— Increases by 50% the duration of [影 Shadow Storm] — Maximum HP +7% — [PvE] Healing bonus +13% — HP power scaling: +8% of 影 Shadow Storm	Orkani's Connection (Level 6)	— Maximum HP +5% — Changes the retriggering interval to 30 deciseconds for the 攻 Marked skill — Changes the retriggering skill duration to 150 deciseconds for the 攻 Marked skill — Changes the retriggering interval to 35 deciseconds for the 影 Shadow Storm

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Magic Student Yuna:

Skill	Stats
Magic Energy	Cooldown: 0.7s Attack Range: 8 cell Target: Around Enemies in 1 cell Mana: 0 mp — Attack power scaling: 55% Magic attack power +350 — Light element scaling: 55% Light Energies +300 — Every 3 attacks, recovers 705 / 470 MP — Every 3 basic attacks [Light imbution] is received
	Light imbution General Buff (Level 4) Duration: 4.5 seconds — Has a 100% chance of causing [Light element] (ignores debuff protection) after 0.1s — Disappears upon landing a hit
Cat Paws	Cooldown: 8.5s Attack Range: 10 cell Target: Around Enemies in 3 cell Mana: 0 mp — Health power scalling: 60% Magic Attack Power +800 — Light element scaling: 95% Light Energies +550 — Has a 100% chance of causing [Slight Paralysis] (ignores debuff protection) — Has a 100% chance of causing [Claw Wound] (ignores debuff protection) — [SSS] Recovers 705 [Light Element] is applied (ignores debuff protection)

	 Claw Wound General Debuff (Level 4) Duration: 10.0 seconds — Every 4 seconds: Decreases HP 2% of the caster's HP — Enemy's Attack Power +5% — Light Resistance -5 Side Effect: after 0.1 seconds — Damage -15% if the enemy has [ Heart Pound] active — Damage -15% if the enemy has [ Warm Light] active		
 Loving Heart	Attack Range: Itself Target: Select One Casting time: 0.2s Cooldown: 18.0 MP Cost: 0 — Has a 100% chance of causing [ Heart Pound] to all Souls		
	 Heart Pound General Buff (Level 4) Duration: 12.0 seconds — Attack Power +350 — Every 4 seconds: Heals 3 6 % of caster's HP — Every 4 seconds: [SSS] Mana recovery + 470 235 Side Effect: after 0.1 seconds — Light resistance drain +5 — Damage received -15%. The effect's caster takes 50% of this damage		
 Magic Light Circle	Cooldown: 20s Attack Range: 12 cell Target: Around Allies in 3 cell Mana: 14100 mp — HP power scalling: 70% Magic Attack Power +900 — Light element scaling: 105% Light Energies +750 — Has a 100% chance of causing [ Warm light] — [SSS] Recovers 235 [Light Element] is applied (ignores debuff protection) — This ability will be triggered every 40 / 30 deciseconds over 120 deciseconds around 3 cell		
Connection Level			
Magic Student Yuna's Connection (Level 1)	— [PvE] Healing bonus +12%	Magic Student Yuna's Connection (Level 4)	— [PvE] Healing bonus +12% — Increases by 50% the duration of [ Heart Pound] — HP power scaling: +10% of  Cat Paws Side Effect: after 0.1 seconds — Increases in 1 cell the area of the skill  Magic Light Circle and its retriggering
Magic Student Yuna's Connection (Level 2)	— [PvE] Healing bonus +12% — Increases by 50% the duration of [ Heart Pound]	Magic Student Yuna's Connection (Level 5)	— [PvE] Healing bonus +12% — Increases by 50% the duration of [ Heart Pound] — HP power scaling: +10% of  Cat Paws Side Effect: after 0.1 seconds — Increases in 1 cell the area of the skill  Magic Light Circle and its retriggering — HP power scaling: +12% of  Magic Light Circle
Magic Student Yuna's Connection (Level 3)	— [PvE] Healing bonus +12% — Increases by 50% the duration of [ Heart Pound] — HP power scaling: +10% of  Cat Paws	Magic Student Yuna's Connection (Level 6)	— Maximum HP +5% — Changes the retriggering interval to 30 / 20 deciseconds for the  Magic Light Circle skill



Daniel Ducats:

Skill	Stats		
 Dark Shotgun	Cooldown: 0.6s Attack Range: 9 cell Target: Around Enemies in 0 cell Mana: 0 mp — Attack power scaling: 55% Range attack power +175 — Shadow element scaling: 55% Shadow Energies +200 — Every 3 attacks, recovers 705 / 470 MP		
 Flashing Slice	Cooldown: 6.5s Attack Range: 14 cell Target: Around Enemy in 2 / 3 cell Mana: 0 mp — Elemental energy scaling: 160 / 250 % Range Attack Power +900 — Shadow element scaling: 105% Shadow Energies +750 — Has a 100% chance of causing [ Vicious Wound] — [SSS] Recovers 705 MP [Shadow Element] is applied (ignores debuff protection)  Vicious Wound General Debuff (Level 2) Duration: 6.0 / 10.0 seconds — Movement speed -2 — Every 2 seconds: Decreases HP by 30% of the caster's shadow elemental energies — Shadow Resistance -5 / -10 Side Effect: after 0.1 seconds — [PvE] Healing bonus -15%		
 Ghost Ship	Cooldown: 20s Attack Range: 12 cell Target: Around Enemy in 3 / 4 cell Mana: 0 mp — Elemental energy scaling: 230 / 450 % Range Attack Power +1150 — Shadow element scaling: 105% Shadow Energies +750 — Has a 100% chance of causing [ Plunder] to all Souls — Critical Damage -25% — [SSS] Recovers 1410 MP [Shadow Element] is applied (ignores debuff protection)  Plunder General Buff (Level 2) Duration: 16.0 seconds — Gold Gain +15% (max. 100%) — Shadow energies + 350/450 — Shadow resistance drain +5 Side Effect: after 0.1 seconds — Every 4 seconds: Recovers HP by 30/15 % of the caster's shadow elemental energies — Every 4 seconds: [SSS] Mana recovery +235		
 Thundering dark cannon shots	Cooldown: 23s Attack Range: 13 cell Target: Around Enemy in 4 cell Mana: 16 450 mp — Elemental energy scaling: 410 / 500 % Range Attack Power +1250 — Shadow element scaling: 100/110 % Shadow Energies +600 — This ability will be triggered every 35 deciseconds over 140 deciseconds around 4 cell — Never inflicts critical hits — Cannot be evaded There's a 100% chance of causing [Shadow Element] (ignores debuff protection)		
Connection Level			
Daniel Ducats's Connection (Level 1)	— Shadow resistance drain +5 / +10	Daniel Ducats's Connection (Level 4)	— Shadow resistance drain +5 / +10 — Increases in 1 cell the area of the skill  Thundering Dark Cannon Shots and its retriggering — Elemental energy power scaling: +70% / +100% of Thundering Dark Cannon Shots Side Effect: after 0.1 seconds — Changes the retriggering interval to 25 deciseconds for the Thundering Dark Cannon Shots skill
Daniel Ducats's Connection (Level 2)	— Shadow resistance drain +5 / +10 — Increases in 1 cell the area of	Daniel Ducats's Connection (Level 5)	— Shadow resistance drain +5 / +10 — Increases in 1 cell the area of



One-Winged Perti:

	the skill Thundering Dark Cannon Shots and its retriggering		the skill Thundering Dark Cannon Shots and its retriggering — Elemental energy power scaling: +70% / +100% of Thundering Dark Cannon Shots Side Effect: after 0.1 seconds — Changes the retriggering interval to 25 deciseconds for the Thundering Dark Cannon Shots skill — Elemental energy power scaling: +40% / +90% of Ghost Ship
Daniel Ducats's Connection (Level 3)	— Shadow resistance drain +5 / +10 — Increases in 1 cell the area of the skill Thundering Dark Cannon Shots and its retriggering — Elemental energy power scaling: +70% / +100% of Thundering Dark Cannon Shots	Daniel Ducats's Connection (Level 6)	— Changes the retriggering skill duration to 180 deciseconds for the Thundering Dark Cannon Shots skill — Shadow resistance drain +5 — Increases by 50% the duration of [Vicious Wound]

Skill	Stats	
Fiery Sword Attack	Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemies in 1 cell Mana: 0 mp — Attack power scaling: 85% Melee Attack Power +700 — Fire element scaling: 75% Fire Energies +400 — Every 3 attacks, recovers 705 / 470 MP	
Flame Attack	Cooldown: 3s Attack Range: 2 cell Target: Around Enemies in 1 cell Mana: 0 mp — Defense power scaling: 250% Melee Attack Power +750 — Fire element scaling: 80% Fire Energies +500 — Has a 100% chance of causing [Cursed Flame] — [SSS] Recovers 705 / 470 MP [Fire Element] is applied (ignores debuff protection) Cursed Flame General Debuff (Level 5) Duration: 10 seconds — Every 4 seconds: Decreases 800 HP / Decreases -5% of the caster's Defense as HP — Melee damage received +5% — Attack power -20%	
Fiery Breath	Cooldown: 20s Attack Range: 3 cell Target: Around Enemies in 1 cell Mana: 14100 mp — Defense power scaling: 500% Melee Attack Power +1850 — Fire element scaling: 95% Fire Energies +1400 — Has a 100% chance of causing [Blazing Armour] — This skill cannot be evaded if the opponent is afflicted by [Cursed Flame] — There's a 100% chance of causing [Fire Element] (ignores debuff protection) Blazing Armour Magic Buff (Level 3) Duration: 12 seconds — Movement speed +4 — With a 50% probability fire attack damage +5% — There's 100% chance of causing [Strong Weapon imbued with fire] — Damage to HP conversion +15% / Damage to HP conversion +35% (Max 1 Enemy/s) — Every 4 seconds: Recovers +75% of the defense as HP — Damage of basic attacks increases 50% of user defense Strong Weapon imbued with fire Magic Buff (Level 3) Duration: 12 seconds — Every 2 basic attacks [Fire imbution] is received — With a 50% probability fire attack damage +5%	
Flaming attraction	Cooldown: 10s Attack Range: Itself Target: Around Enemy in 5/7 cell Mana: 0mp — Defense power scaling: 85% Melee Attack Power +950 — Fire element scaling: 75%	



Cowgirl Chloe:

	Fire Energies +600 — Attracts enemies to 2 fields from you — Has a 100% chance of causing [ Heat stroke] (ignores debuff protection) — This ability will be triggered every 10 deciseconds for 40 / 50 deciseconds around 5/7 cell
	 Heat stroke Debuff (Level 3) Duration: 2.5 seconds — Movement impossible — Attack Power -10% — There's a 100% chance of causing [Fire Element] (ignores debuff protection)
Connection Lvl6	Magic Debuff (Level 3) Duration: 9999 seconds — If [ Blazing Armour] is active receives [ Blazing Weapon] — Increases by 50% the duration of [ Blazing Armour] — Changes the retriggering skill duration to 50 / 60 deciseconds for the skill [ Flaming attraction] — Increases by 50% the duration of [Strong Weapon imbued with fire]

Skill	Stats
 Light Shotgun	Cooldown: 0.6s Attack Range: 11 cell Target: Around Enemies in 1 / 0 cell Casting time: 0.1s / 0.0s Mana: 0 mp — Attack power scaling: 95 / 100% Ranged attack power +150 — Light element scaling: 65% Light Energies +100 — Every 3 attacks, recovers 705 / 470 MP
 Big Bang	Cooldown: 4s Attack Range: 12 cell Target: Around Enemy in 2 / 1 cell Casting time: 0.2s / 0.0s Mana: 0 mp — Attack power scaling: 110 / 130% Ranged attack power +350 — Light element scaling: 75% Light Energies +200 — Has a 100% chance of causing [ Targeting] — [SSS] Recovers 705 / 585 MP [Light Element] is applied (ignores debuff protection) Counts as Basic Attack
 Supporting Fire	Cooldown: 20s Attack Range: Itself Target: Select One Mana: 0 mp — Has a 100% chance of causing [ Basic upgrade] to all Souls — Has a 100% chance of causing [ Supporting Fire] — Has a 100% chance of causing [ Special Bullet Reload] — [SSS] Recovers 1410 MP
	 Supporting Fire General Buff (Level 2) Duration: 14 seconds — Ranged Attack Power +10 / 15% — Basic attack damage +5% — Movement speed +1 — Every 2 basic attacks [ Light imbution] is received — The radius of all area attacks +2
	 Light imbution General Buff (Level 4) Duration: 4.5 seconds — Has a 100% chance of causing [Light element] (ignores debuff protection) after 0.1s — Disappears upon landing a hit
	 Basic upgrade General Buff (Level 5) Duration: 14 seconds — Basic attack damage +8 / 3% — Basic Attack Power +10% — Movement speed +1
	 Special Bullet Reload General Buff

	(Level 3) Duration: 14 seconds — Attack power scaling: +90% of [Light Shotgun] — Attack power scaling: +120% of [Big Bang] — Reduces by 50% the cooldown of [Light Shotgun] — No penalty for ranged attacks at close range		
A shot into the heavens	Cooldown: 24s Attack Range: 13 cell Target: Around Enemy in / cell Mana: 16 450 mp — Attack power scaling: / % Ranged attack power +550 — Light element scaling: 100% Light Energies +450 — Has a 100% chance of causing [Snare] — Has a 100% chance of causing [Light Element] (ignores debuff protection) — Has a 100% chance of causing [Additional shot from the heavens] Counts as Basic Attack Snare General Debuff (Level 5) Duration: seconds — Movement speed -3 — Dodge - 20%. — Defence - 10% Side Effect: after 0.1 seconds — Ranged defence - % Additional shot from the heavens General Buff (Level 3) Duration: 12 seconds — Every 3 attacks, [Additional shot from the heavens] is triggered (with the buff caster's stats)		
Shot from the heavens	Cooldown: 1s Attack Range: 15 cell Target: Around Enemy in 2 cell Casting time: 0.0s Mana: 0 mp — Attack power scaling: 175% Ranged attack power +300 — Light element scaling: 75% Light Energies +150 Counts as Basic Attack		
Connection Lvl			
Cowgirl Chloe's Connection (Level 1)	— Basic attack damage +5%	Cowgirl Chloe's Connection (Level 4)	— Basic attack damage +5% — Increases by 35% the duration of [Supporting Fire] — Attack power scaling: + / % of [Big Bang] Side Effect: after 0.1 seconds — Increases by 35% the duration of [Basic Upgrade]
Cowgirl Chloe's Connection (Level 2)	— Basic attack damage +5% — Increases by 35% the duration of [Supporting Fire]	Cowgirl Chloe's Connection (Level 5)	— Basic attack damage +5% — Increases by 35% the duration of [Supporting Fire] — Attack power scaling: + / % of [Big Bang] Side Effect: after 0.1 seconds — Increases by 35% the duration of [Basic Upgrade] — Attack power scaling: + / % of [A shot into the heavens]
Cowgirl Chloe's Connection (Level 3)	— Basic attack damage +5% — Increases by 35% the duration of [Supporting Fire] — Attack power scaling: + / % of [Big Bang]	Cowgirl Chloe's Connection (Level 6)	— Critical chance +15% with [A shot into the heavens] — Critical damage +10% — Movement speed +1
Skill	Stats		
Archery Shot	Cooldown: 0.6s Attack Range: 12 cell Target: Around Enemies in / cell Mana: 0 mp — Attack power scaling: 100% Ranged attack power +175 — Water element scaling: 70% Water Energies +125		



Wood Elf Archer Forga:

	— Every 3 attacks, recovers 705 / 470 MP
Poisoned Arrow	Cooldown: 15 seconds Attack Range: 12 cell Target: Around Enemies in 1 cell Mana: 0 mp — Attack power scaling: 105% Ranged attack power +150 — Water element scaling: 80% Water Energies +100 — Has a 100% probability of causing [ Special Poison] — Has 100% chance of invoking the combo [1st Fast arrow] — [SSS] Recovers 1060 / 705 MP [Water Element] is applied (ignores debuff protection)
Vine Arrow	Cooldown: 5 seconds Attack Range: 12 cell Target: Around Enemies in 2 / 3 cell Mana: 0 mp — Attack power scaling: 125 / 150 % Ranged attack power +450 — Water element scaling: 80% Water Energies +350 — Has a 100% probability of causing [ Binding Vines] (ignores debuff protection) — [SSS] Recovers 705 / 585 MP [Water Element] is applied (ignores debuff protection)  Binding Vines General Debuff (Level 5) Duration: 1.0 / seconds — Movement impossible Once the effect's duration is over, [ Strangling Vines] is received with a chance of 100%  Strangling Vines General Debuff (Level 5) Duration: 10.0 / 8.5 seconds — The attacker has a 100% chance of receiving [ Strengthening Vines]. — Decreases 1485 HP — Movement speed -3 — Attack Upgrade Level -3
Deadly Seeds	Cooldown: 23 seconds Attack Range: 12 cell Target: Around Enemies in 4 cell Mana: 14100 mp — Attack power scaling: 415% Ranged attack power +750 — Water element scaling: 115% Water Energies +600 — Has a 100% probability of causing [ Deadly Seeds] (ignores debuff protection) — Has a 100% chance of causing [Water Element] (ignores debuff protection)
1st Fast Arrow	Attack Range: 13 cell Target: Around Enemy in 2 cell Casting time: 0.1s Cooldown: 0.5 MP Cost: 0 — Attack power scaling: 100% Ranged attack power +200 — Water element scaling: 70% Water energies +125 — Has a 100% chance of invoking the combo [ 2nd Fast Arrow] — Has a 100% chance of causing [ Fast Fast!] [ Fast Fast!] General Buff Level 3 Duration: 2.5s — Hit rate is increased by 99 (Player level *1)
2nd Fast arrow	Cooldown: 0.3s Attack Range: 13 cell Target: Around Enemies in 2 cell Mana: 0 mp — Attack power scaling: 105% Ranged attack power +225 — Water element scaling: 75% Water Energies +150 — Has 100% chance of invoking the combo [ 1st Fast arrow] — [SSS] Recovers 355 / 235 MP [Water Element] is applied (ignores debuff protection)
Additional Forest Shots	General Buff (Level 3) Duration: 6 seconds — Every 4 basic attacks, [ Forest Shot] is triggered (with the buff caster's stats)

 Forest Shot	Cooldown: 1s Attack Range: 15 cell Target: Around Enemy in 2 cell Casting time: 0.0s Mana: 0 mp — Attack power scaling: 225% Ranged attack power +300 — Water element scaling: 75% Water Energies +150 Counts as Basic Attack		
Connection Lvl			
Wood Elf Archer Forga's Connection (Level 1)	— Basic attack damage +5 10 %	Wood Elf Archer Forga's Connection (Level 4)	— Basic attack damage +7 25 % — Increases by 50% the duration of [7 Special Poison] — Attack power scaling: +75% of  Deadly Seeds Side Effect: after 0.1 seconds — Increases by 50% the duration of [ Deadly Seeds]
Wood Elf Archer Forga's Connection (Level 2)	— Basic attack damage +5 20 % — Increases by 50% the duration of [7 Special Poison]	Wood Elf Archer Forga's Connection (Level 5)	— Basic attack damage +7 25 % — Increases by 50% the duration of [7 Special Poison] — Attack power scaling: +75% of  Deadly Seeds Side Effect: after 0.1 seconds — Increases by 50% the duration of [ Deadly Seeds] — Attack power scaling: +25 / 40 % of  Vine Arrow
Wood Elf Archer Forga's Connection (Level 3)	— Basic attack damage +5 25 % — Increases by 50% the duration of [7 Special Poison] — Attack power scaling: +75% of  Deadly Seeds	Wood Elf Archer Forga's Connection (Level 6)	— Attack power scaling: +10 20% of 1st Fast Arrow — Attack power scaling: +10 20% of 2nd Fast Arrow — Critical damage +10% — If [ Fast Fast!] is active, Receives [ Additional Forest Shots] Side Effect: after 0.1 seconds — Movement speed +1 — Critical chance +5%

New Partners Specialists to SSS mode:
4*

 **Frankenstein:**
Battery with life scaling

Skill	Stats
 Punch	Cooldown: 0.6s Attack Range: 1 cell Target: Around Enemies in 1 cell Mana: 0 mp — Attack power scaling: 50% Melee attack power +175 — Shadow element scaling: 55% Shadow Energies +100 — Every 3 attacks, recovers 470 MP
 Crush	Cooldown: 5 seconds Attack Range: 5 cell Target: Around Enemies in 1 cell Mana: 0 mp — HP power scaling: 50% Melee attack power +850 — Shadow element scaling: 80% Shadow Energies +400 — Has a 100% probability of causing [Precise Charge] — [SSS] Recovers 705 MP [Shadow Element] is applied  Precise Charge General Debuff (Level 4) Duration: 6 seconds — There's 100% chance that [Static Shock] cannot be evaded — Final damage received +25% if the enemy attacks with [Static Shock] — Has 100% of receiving a critical hit if the enemy attacks with [Static Shock] — Has 100% of receiving a critical hit if the enemy attacks with [Maddening Thirst] — Damage caused -15%
 Maddening Thirst	Cooldown: 20 seconds Attack Range: itself Target: Around Enemies in 3 cell Mana: 0 mp — HP power scaling: 75% Melee attack power +1500

	— Shadow element scaling: 80% Shadow Energies +350 — Has a 100% probability of causing [ Tenacity] to all souls — [SSS] Recovers 1140 MP [Shadow Element] is applied
	 Tenacity General Buff (Level 4) Duration: 10 seconds — Every 4 seconds: Heals 4% of caster's HP — Every 2 seconds: [SSS] Recovers 115 MP — Shadow energies +200 — Damage caused +5% — Critical damage +20%
 Static Shock	Cooldown: 23s Attack Range: itself Target: Around Enemies in 4 cell Mana: 16450 mp — HP power scaling: 65% Melee attack power +600 — Shadow element scaling: 95% Shadow Energies +600 — Has a 100% probability of causing [ Static Shock requirement] — [SSS] Recovers 470 MP [Shadow Element] is applied — This ability will be triggered every 30 deciseconds over 120 deciseconds around 4 cell Counts as Basic Attack
	 Static Shock requirement General Buff (Level 4) Duration: 10 seconds — If the user is healed has a 100% chance of receive [ Vital recovery] — If the user is healed has a 100% chance of remove [ Static Shock requirement]
	 Vital recovery General Buff (Level 4) Duration: 12 seconds — Shadow Basic attack damage +12% — Healing skill effectiveness received +15% — Damage caused +8% — Critical attacks ignore 15% of the enemy's defence — Every 4 seconds: [SSS] Recovers 350 MP

Connection Level

1	Connection Lvl1 Magic Debuff (Level 3) Duration: 300 seconds — [SSS] Mana Recovery +15%	2	Connection Lvl2 Magic Debuff (Level 3) Duration: 300 seconds — [SSS] Mana Recovery +15% — Changes the retriggering skill duration to 150 deciseconds for the [ Static Shock]
3	Connection Lvl3 Magic Debuff (Level 3) Duration: 300 seconds — [SSS] Mana Recovery +15% — Changes the retriggering skill duration to 150 deciseconds for the [ Static Shock] — HP power scaling: +14% of [ Static Shock]	4	Connection Lvl4 Magic Debuff (Level 3) Duration: 300 seconds — [SSS] Mana Recovery +15% — Changes the retriggering skill duration to 150 deciseconds for the [ Static Shock] — HP power scaling: +14% of [ Static Shock] — Increases by 100% the duration of [ Precise Charge]
5	Connection Lvl5 Magic Debuff (Level 3) Duration: 300 seconds — [SSS] Mana Recovery +15% — Changes the retriggering skill duration to 150 deciseconds for the [ Static Shock] — HP power scaling: +14% of [ Static Shock] — Increases by 100% the duration of [ Precise Charge] — HP power scaling: +15% of [ Maddening Thirst]	6: This buff + Connection Lvl 5 buff	Connection Lvl6 Magic Debuff (Level 3) Duration: 300 seconds — Increases by 50% the duration of [ Tenacity] — Changes the retriggering interval to 25 deciseconds for the [ Static Shock] skill — Critical chance +5% — Maximum HP +5%



Harlequin:

AoE DPS (Buffer with his Ultimate)

Skill	Stats
 Magic Saw	Cooldown: 0.6s Attack Range: 10 cell Target: Around Enemies in 0 cell Mana: 0 mp — Attack power scaling: 80% Magic attack power +175 — Fire element scaling: 55% Fire Energies +75 — Every 3 basic attacks [ Magic saws] is received — Every 3 attacks, recovers 470 MP

 Magic saws

General Buff
(Level 4)
Duration: 4.5 seconds

— The radius of all area attacks +1
— Has a 100% chance of causing [Fire element] (ignores debuff protection)
— Disappears upon landing a hit

	Duration: 12.5 seconds — Fire basic attack damage +12% — Fire basic attack resistance drain +10 — With a 30% probability fire attack damage +8% — Has a 25% chance to ignore 15% of the target's defence — User's soft damage +15%
 Rotating blades 1	Cooldown: 0.1s Attack Range: 11 cell Target: Around Enemies in 1 cell Mana: 0 mp — Attack power scaling: 85% Magic attack power +125 — Fire element scaling: 65% Fire Energies +95 — Has a 100% chance of invoking the combo [ Rotating blades 2] Fire Energies +75 Counts as Basic Attack
 Rotating blades 2	Cooldown: 0.1s Attack Range: 11 cell Target: Around Enemies in 1 cell Mana: 0 mp — Attack power scaling: 90% Magic attack power +175 — Fire element scaling: 75% Fire Energies +100 — Has a 100% chance of invoking the combo [ Rotating blades 1] — [SSS] Recovers 235 MP [Fire element] is applied (ignores debuff protection) Counts as Basic Attack



Connection Level

1	Connection Lvl1 Magic Debuff (Level 3) Duration: 3000 seconds — Increases by 50% the duration of [ Cutter ready]	2	Connection Lvl2 Magic Debuff (Level 3) Duration: 3000 seconds — Increases by 50% the duration of [ Cutter ready] — Basic attack damage +5%
3	Connection Lvl3 Magic Debuff (Level 3) Duration: 3000 seconds — Increases by 50% the duration of [ Cutter ready] — Basic attack damage +5% — Attack power scaling: +20% of [ Rotating blades 1]	4	Connection Lvl4 Magic Debuff (Level 3) Duration: 3000 seconds — Increases by 50% the duration of [ Cutter ready] — Basic attack damage +5% — Attack power scaling: +20% of [ Rotating blades 1] — Increases by 50% the duration of [ Mystery revitalized]
5	Connection Lvl5 Magic Debuff (Level 3) Duration: 3000 seconds — Increases by 50% the duration of [ Cutter ready] — Basic attack damage +5% — Attack power scaling: +15% of [ Rotating blades 1] — Increases by 50% the duration of [ Mystery revitalized] — Attack power scaling: +20% of [ Rotating blades 2]	6: This buff + Connection Lvl 5 buff	Connection Lvl6 Magic Debuff (Level 3) Duration: 3000 seconds — Increases by 50% the duration of [ Sharp cutter saws] — Magic attack power +5% — User's soft damage +15% — Attack power scaling: +25% of [ Dark Circus]

5*



Lotus:

SubDPS - DPS
Your element will change to fire

Skill	Stats
 Shuriken Attack	Cooldown: 0.6s Attack Range: 11 cell Target: Around Enemies in 1 cell Mana: 0 mp — Attack power scaling: 95% Ranged attack power +165 — Fire element scaling: 65% Fire Energies +110 — Every 3 attacks, recovers 470 MP
 Throwing Shuriken	Cooldown: 5 seconds Attack Range: 11 cell Target: Around Enemies in 2 cell Mana: 0 mp — Attack power scaling: 105% Ranged attack power +400 — Fire element scaling: 75% Fire Energies +250 — [SSS] Recovers 235 MP [Fire Element] is applied (ignores debuff protection) Counts as basic attack

 Fascination		Cooldown: 20 seconds Attack Range: Itself Target: Select One Mana: 0 mp — Has a 100% probability of causing [ Fascination] — [SSS] Recovers 1410 MP  Fascination General Buff (Level 4) Duration: 10 seconds — Every 4 seconds: Recovers 10% of user's plain attack +1% HP — Ranged Attack Power +10% — Basic attack Damage +5% — The radius of all area attacks +1 — Every 3 basic attacks [ Self-confidence] is received  Self-confidence General Buff (Level 4) Duration: 4 seconds — Ranged Attack Power +20% — Basic attack Damage +10% — Critical attacks ignores 10% of the enemy's defence — There's a 100% chance to reset the cooldown of [ Throwing Dagger] — Disappears upon landing a hit	
 Dance of the Flames		Cooldown: 23 seconds Attack Range: 13 cell Target: Around Enemies in 2 cell Mana: 14100 mp — Attack power scaling: 410% Ranged attack power +650 — Fire element scaling: 110% Fire Energies +525 — Has a 100% chance of causing [Fire Element] (ignores debuff protection) — Has 100% chance of causing [ Jutsu of the Flames] to all Souls  Jutsu of the Flames General Buff (Level 4) Duration: 8 seconds — Every 4 attacks, [ Assistance Jutsu] is triggered (with the buff caster's stats)	
 Assistance Jutsu		Cooldown: 0.1 seconds Attack Range: 20 cell Target: Around Enemies in 2 cell Mana: 0 mp — Attack power scaling: 275% Ranged attack power +500 — Fire element scaling: 100% Fire Energies +500 — Has a 100% chance of causing [Fire Element] (ignores debuff protection) — Has 100% chance of causing [ Jutsu Burn] (ignores debuff protection) Counts as basic attack  Jutsu Burn General Deuff (Level 4) Duration: 4 seconds — Damage received by shadow skills +30% — Damage received by water basic attacks +15% — Damage received by fire basic attacks +10% — Damage received by light skills +20% — Disappears upon receiving a hit	



Connection Level

1	Connection Lvl1 Magic Debuff (Level 3) Duration: 300 seconds — Increases by 50% the duration of [ Jutsu of the Flames]	2	Connection Lvl2 Magic Debuff (Level 3) Duration: 300 seconds — Increases by 50% the duration of [ Jutsu of the Flames] — Basic attack damage +6%
3	Connection Lvl3 Magic Debuff (Level 3) Duration: 300 seconds — Increases by 50% the duration of [ Jutsu of the Flames] — Basic attack damage +6% — Attack power scaling: +60% of [ Assistance Jutsu]	4	Connection Lvl4 Magic Debuff (Level 3) Duration: 300 seconds — Increases by 50% the duration of [ Jutsu of the Flames] — Basic attack damage +6% — Attack power scaling: +60% of [ Assistance Jutsu] — Critical attacks ignores 10% of the enemy's defence

5	Connection Lvl5 Magic Debuff (Level 3) Duration: 300 seconds — Increases by 50% the duration of [ Jutsu of the Flames] — Basic attack damage +6% — Attack power scaling: +60% of [ Assistance Jutsu] — Critical attacks ignores 10% of the enemy's defence — Attack power scaling: +22% of [ Throwing Shuriken]	6: This buff + Connection Lvl 5 buff	Connection Lvl6 Magic Debuff (Level 3) Duration: 300 seconds — Ranged Attack Power +10% — Increases by 50% the duration of [ Fascination] — Attack power scaling: +85% of [ Dance of the Flames]



Yertiran:
Buffer / SubDPS



Skill	Stats
 Yertiran's	Cooldown: 0.6s Attack Range: 10 cell Target: Around Enemies in 1 cell Mana: 0 mp — Attack power scaling: 60% Magic attack power +215 — Shadow element scaling: 60% Shadow Energies +225 — Every 3 attacks, recovers 470 MP — Every 3 basic attacks [ Shadow imbution] is received  Shadow imbution General Buff (Level 4) Duration: 4.5 seconds — Has a 100% chance of causing [Shadow element] (ignores debuff protection) after 0.1s — Disappears upon landing a hit
 Dark Spheres	Cooldown: 16 seconds Attack Range: 13 cell Target: Around Enemies in 4 cell Mana: 0 mp — Elemental energy power scaling: 380% Magic attack power +300 — Shadow element scaling: 100% Shadow Energies +250 — This ability will be triggered every 50 deciseconds for 105 deciseconds around 3 cell — [SSS] Recovers 235 MP — Has a 100% chance of causing [ Death Realm]  Shadow element is applied (ignores debuff protection)  Death Realm General Debuff (Level 4) Duration: 4 seconds — Shadow resistance -10 — Damage received by shadow attacks +5% — Damage received by shadow skills +15%
 Dark Masquerade	Cooldown: 20 seconds Attack Range: itself Target: Around Enemies in 5 cell Mana: 0 mp — Elemental energy power scaling: +320% Magic attack power: +1750 — Shadow element scaling: 110% Shadow energies +750 — Has a 100% probability of causing [ Dark Masquerade] only to other souls — [SSS] Recovers 1175 MP  Shadow element is applied (ignores debuff protection)  Dark Masquerade General Buff (Level 4) Duration: 14 seconds — Shadow skill damage caused +10% — Shadow skill resistance drain +5 — Attack power +5% — User's leeching healing +150% — You get 40000 points, as you receive healings those points will be reduced. When you lose all the points you're souls will receive [ Strong Dark Masquerade]  Strong Dark Masquerade General Buff (Level 4) Duration: 10 seconds — Shadow skill damage caused +25% — Shadow skill resistance drain +10 — Attack power +15% — Skill attack power +35% — Magic soft chance +20%
 Shadow Pulse	Cooldown: 22 seconds Attack Range: 13 cell Target: Around Enemies in 7 cell Mana: 18800 mp — Elemental energy power scaling: +535% Magic attack power +1350 — Shadow element scaling: 115% Shadow Energies +800

	— Has 100% chance of causing [ Shadow Pulse] — This ability will be triggered every 35 deciseconds for 140 deciseconds around 8 cell
	 Shadow Pulse General Buff (Level 4) Duration: 4 seconds — Every 4 seconds: Recovers HP by 35% of the caster's shadow elemental energies — Shadow skill damage caused +10% — Shadow skill resistance drain +5



Connection Level

1	Connection Lvl1 Magic Debuff (Level 3) Duration: 9999 seconds — Shadow resistance drain +10	2	Connection Lvl2 Magic Debuff (Level 3) Duration: 9999 seconds — Shadow resistance drain +10 — Changes the retriggering interval to 30 deciseconds for the  Dark Spheres skill
3	Connection Lvl3 Magic Debuff (Level 3) Duration: 9999 seconds — Shadow resistance drain +15 — Changes the retriggering interval to 30 deciseconds for the  Dark Spheres skill — Elemental energy power scaling: +115% of  Shadow Pulse	4	Connection Lvl4 Magic Debuff (Level 3) Duration: 9999 seconds — Shadow resistance drain +15 — Changes the retriggering interval to 30 deciseconds for the  Dark Spheres skill — Elemental energy power scaling: +115% of  Shadow Pulse — Changes the retriggering interval to 25 deciseconds for the  Shadow Pulse skill
5	Connection Lvl5 Magic Debuff (Level 3) Duration: 9999 seconds — Shadow resistance drain +15 — Changes the retriggering interval to 30 deciseconds for the  Dark Spheres skill — Elemental energy power scaling: +115% of  Shadow Pulse — Changes the retriggering interval to 25 deciseconds for the  Shadow Pulse skill — Elemental energy power scaling: +80% of  Dark Spheres skill	6: This buff + Connection Lvl 5 buff	Connection Lvl6 Magic Debuff (Level 3) Duration: 9999 seconds — Changes the retriggering skill duration to 180 deciseconds for the  Shadow Pulse skill — Increases by 50% the duration of  Strong Dark Masquerade]

 Dark Elder's Wand	Min Damage: 1440 Max Damage: 1655 Concentration: 100 — All resistance drain +60 All Elemental Energies +425 — Has a 25% chance to increase damage caused by 40% (does half damage on PvP) — [Weapon] Mana Recovery + (13% + RangeLevel * 8%) — [Weapon] Elemental Damage + (10% + ReforgeLevel *5%) — [Weapon] Damage of skills increases (6% + ReforgeLevel * 2%) of Elemental Energies If this weapon is equipped with Yertiran, it will grant an additional buff  Yertiran's weapon of choice General Buff (Level 5) Duration: 300 seconds — [Weapon] Damage of skills increases (4% + ReforgeLevel * 2%) of Elemental Energies — [Weapon] Elemental damage +(1+ReforgeLevel * 2)% — [SSS] Mana Recovery +10%
 Wood Elf's Bow	Min Damage: 1390 Min Damage: 1554 Hit Rate: 1810 Hit Rate: 950 Crit Chance: 15 Crit Damage: 225 — All resistance drain +55 All Elemental Energies +300 — Has a 25% chance to increase damage caused by 40% (does half damage on PvP) — [Weapon] Critical damage + (4 + RangeLevel *4%) — [Weapon] Damage dealt by basic attack combos + (12 + ReforgeLevel *3)% of user's attack — [Weapon] Basic attack damage + (8% + Reforge level *2%) If this weapon is equipped with Wood Elf Archer Forga, it will grant an additional buff  Forga's weapon of choice General Buff (Level 5) Duration: 300 seconds — [Weapon] Basic attack damage+(2 1+Reforge level /2 *1)% — [Weapon] Damage dealt by basic attack combos + (3 + ReforgeLevel *1)% of user's attack — Basic attack power +5%
 Forest Partner Bow	Min Damage: 1305 1370 Max Damage: 1498 1575 Hit Rate: 2500 Crit Chance: 5 Crit Damage: 50 — All resistance drain +55 All Elemental Energies +400 — Has a 20% chance to increase damage caused by 35 40% (does half damage on PvP) — [Weapon] Mana Recovery + (13% + RangeLevel * 6%) — [Weapon] Elemental Damage + (8% + ReforgeLevel *2%) — [Weapon] Damage of skills increases (4% + ReforgeLevel * 1%) of Elemental Energies
 Legendary Partner Robe	Melee Defense: 665 Ranged Defense: 665 Magic Defense: 665 Dodge: 850 — Overall Resistances +35 Enemy's critical damage -60% — Maximum HP + 6500 7500 — Has a 20% chance to increase damage caused by 30% (does half damage on PvP) — [Armor] HP +(4 6 +Range Level*1)% — [Armor] Healing bonus +(4 9 +Reforge Level*1)%

 Heroic Partner Robe	Melee Defense: 725 Ranged Defense: 725 Magic Defense: 725 Dodge: 800 — Overall Resistances +40 Enemy's critical damage -50% — Maximum HP + 9500 7500 — Has a 20% chance to increase damage caused by 25% (does half damage on PvP) — All Elemental Energies +(15+ RangeLevel*35) — Elemental Damage + (5 + ReforgeLevel /2%)
 Legendary Partner Tunic	Melee Defense: 765 Ranged Defense: 765 Magic Defense: 765 Dodge: 750 — Overall Resistances +35 Enemy's critical damage -65% — Maximum HP + 8000 7000 — Has a 20% chance to increase damage caused by 20% (does half damage on PvP) — [Armor] Mana Recovery +(3 Range Level*1) — [Armor] Elemental Damage +(2+Reforge Level*1)

 Expert Partner Wand	Min Damage: 1170 1250 Max Damage: 1382 Concentration: 90 — All resistance drain +45 All Elemental Energies +250 — Has a 25% chance to increase damage caused by 30 35% (does half damage on PvP) — [Weapon] Attack power + (2 + RangeLevel *2%) — [Weapon] Elemental Damage +(6+Reforge*1)% — [Weapon] Basic attack damage +(6% + Reforge level *1)% — [Weapon] Damage dealt by basic attack combos +(4 6 + Reforge level*1) of user's attack
 Ancient Partner Sword	Min Damage: 1085 Max Damage: 1190 Hit Rate: 1320 Crit Chance: 4 Crit Damage: 85 — All resistance drain +45 All Elemental Energies +275 — Has a 15% chance to increase damage caused by 25% (does half damage on PvP) — [Weapon] Defense +(4% + RangeLevel * 2%) — [Weapon] Healing bonus+ (4 8 % + ReforgeLevel * 1 2 %) — [Weapon] Basic attack damage +(8% + ReforgeLevel *2%) of user defense
 Expert Partner Robe	Melee Defense: 565 Ranged Defense: 565 Magic Defense: 565 Dodge: 725 — Overall Resistances +25 Enemy's critical damage -45% — Maximum HP + 5500 6250 — Has a 15% chance to increase damage caused by 25% (does half damage on PvP) — [Armor] HP + (1 3 + RangeLevel /2)% — [Armor] Healing bonus + (1 4 + ReforgeLevel /2 *1)%

Elemental Reactions:

Cooldown	Elements	Debuff
11s	 Fire element	— Every 2 seconds: Decreases HP by 300% of the caster's fire elemental energies — Water damage received + ((attacker's elemental energies -275) /52)% and has 100% chance of causing [ Vaporized] ignoring buff protection [If receives a water attack counts as Elemental Reaction] — If receives 1 light attack/s [ Dazzled] is triggered — If receives 1 shadow attack/s [ Will-o'-wisp] is triggered — Disappears upon receiving a 1 Elemental Reaction/s  Vaporized — Every 2 seconds: Decreases HP by 450% of the caster's fire elemental energies — Damage received + ((attacker's elemental energies -275) /115)% — If receives 1 light attack/s [ Vaporized + Light] is triggered — If receives 1 shadow attack/s [ Vaporized + Shadow] is triggered — Disappears upon receiving a 1 Elemental Reaction/s
11s	 Water element	— Damage received + ((attacker's elemental energies -275) /165)% — Fire damage received + ((attacker's elemental energies -275) /52)% and has 100% chance of causing [ Vaporized] ignoring buff protection [If receives a fire attack counts as Elemental Reaction] — If receives 1 light attack/s [ Holy water] is triggered — If receives 1 shadow attack/s [ Abyss drown] is triggered — Disappears upon receiving a 1 Elemental Reaction/s  Vaporized — Every 2 seconds: Decreases HP by 450% of the caster's fire elemental energies — Damage received + ((attacker's elemental energies -275) /115)% — If receives 1 light attack/s [ Vaporized + Light] is triggered — If receives 1 shadow attack/s [ Vaporized + Shadow] is triggered — Disappears upon receiving a 1 Elemental Reaction/s
11s	 Light element	— Damage received + ((attacker's elemental energies -275) /690)% for each enemy buff — If receives 1 fire attack/s [ Dazzled] is triggered — If receives 1 water attack/s [ Holy water] is triggered — If receives 1 shadow attack/s [ Blurr] is triggered — Disappears upon receiving a 1 Elemental Reaction/s
11s	 Shadow element	— Damage received + ((attacker's elemental energies -275) /862)% for each debuff — If receives 1 water attack/s [ Abyss drown] is triggered — If receives 1 fire attack/s [ Will-o'-wisp] is triggered — If receives 1 light attack/s [ Blurr] is triggered — Disappears upon receiving a 1 Elemental Reaction/s

Skill	Effect
 Vaporized + Light	— Elemental energy power scaling: +1650% Attack power +650 — Attack power scaling: 15% Attack power +975 — Has a 100% chance of causing [ Vaporized + Light] (ignores debuff protection) — HP power scaling: +6% Attack power +850 — Defense power scaling: 20% Attack power +725  Vaporized + Light — Every 2 seconds: Decreases HP by 600% of the caster's fire elemental energies — Damage received + ((attacker's elemental energies -275) /85)% — Damage received + ((attacker's elemental energies -275) /345)% for each enemy buff

 Vaporized Shadow	— Elemental energy power scaling: +1525% Attack power: +975 — Attack power scaling: 20% Attack power +650 — Has a 100% chance of causing [ Vaporized + Shadow] (ignores debuff protection) — HP power scaling: +8% Attack power +500 — Defense power scaling: 25% Attack power +400  Vaporized + Shadow — Every 2 seconds: Decreases HP by 600% of the caster's fire elemental energies — Damage received + ((attacker's elemental energies -275) /85)% — Damage received + ((attacker's elemental energies -275) /430)% for each debuff
 Dazzled (Light + Fire)	— Elemental energy power scaling: +915% Attack power: +500 — Attack power scaling: 5% Attack power +600 — Has a 100% chance of causing [ Fire&Light] (ignores debuff protection) — HP power scaling: +2% Attack power +500 — Defense power scaling: 6% Attack power +400 — Every 2 seconds: Decreases HP by 450% of the caster's fire elemental energies — Water damage received + ((attacker's elemental energies -275) /35)% and has 100% chance of causing [ Vaporized + Light] ignoring buff protection [If receives a water attack counts as Elemental Reaction] — Damage received + ((attacker's elemental energies -275) /460)% for each enemy buff — If receives 1 shadow attack/s [Fire&Light + Shadow] is triggered — Disappears upon receiving a 1 Elemental Reaction/s
 Will-o'-wisp (Fire + Shadow)	— Elemental energy power scaling: +805% Attack power: +600 — Attack power scaling: 7% Attack power +500 — Has a 100% chance of causing [ Fire&Shadow] (ignores debuff protection) — HP power scaling: +3% Attack power +400 — Defense power scaling: 9% Attack power +300 — Every 2 seconds: Decreases HP by 450% of the caster's fire elemental energies — Water damage received + ((attacker's elemental energies -275) /35)% and has 100% chance of causing [ Vaporized + Shadow] ignoring buff protection [If receives a water attack counts as Elemental Reaction] — Damage received + ((attacker's elemental energies -275) /575)% for each debuff — If receives 1 shadow attack/s [Fire&Light + Shadow] is triggered — Disappears upon receiving a 1 Elemental Reaction/s
 Blurr + Fire	— Elemental energy power scaling: +1950% Attack power: +750 — Attack power scaling: 25% Attack power +600 — Has a 100% chance of causing [ Blurred + Fire] (ignores debuff protection) — HP power scaling: +9% Attack power +575 — Defense power scaling: 30% Attack power +550  Blurred + Fire — Every 2 seconds: Decreases HP by 600% of the caster's fire elemental energies — Damage received + ((attacker's elemental energies -275) /345)% for each enemy buff — Damage received + ((attacker's elemental energies -275) /430)% for each debuff
 Blurr + Water	— Elemental energy power scaling: +1825% Magic attack power: +300 — Attack power scaling: 20% Attack power +450 — Has a 100% chance of causing [ Blurred + Water] (ignores debuff protection) — HP power scaling: +6% Attack power +400 — Defense power scaling: 25% Attack power +350  Blurred + Water

	— Damage received + ((attacker's elemental energies -275) /85)% — Damage received + ((attacker's elemental energies -275) /345)% for each enemy buff — Damage received + ((attacker's elemental energies -275) /430)% for each debuf
Holy water	— Elemental energy power scaling: +700% Magic attack power: +100 — Attack power scaling: 4% Attack power +250 — Has a 100% chance of causing [Holy water] (ignores debuff protection) — HP power scaling: +2% Attack power +200 — Defense power scaling: 5% Attack power +150 — Damage received + ((attacker's elemental energies -275) /115)% — Fire damage received + ((attacker's elemental energies -275) /35)% and has 100% chance of causing [Vaporized + Light] ignoring buff protection [If receives a water attack counts as Elemental Reaction] — Damage received + ((attacker's elemental energies -275) /460)% for each enemy buff — If receives 1 shadow attack/s [Water&Light + Shadow] is triggered — Disappears upon receiving a 1 Elemental Reaction/s
Abyss sea (Water + Shadow)	— Elemental energy power scaling: +600% Magic attack power: +250 — Attack power scaling: 6% Attack power +100 — Has a 100% chance of causing [Abyss drowned] (ignores debuff protection) — HP power scaling: +2% Attack power +75 — Defense power scaling: 8% Attack power +50 — Damage received + ((attacker's elemental energies -275) /115)% — Fire damage received + ((attacker's elemental energies -275) /35)% and has 100% chance of causing [Vaporized + Shadow] ignoring buff protection [If receives a water attack counts as Elemental Reaction] — Damage received + ((attacker's elemental energies -275) /575)% for each debuff — If receives 1 shadow attack/s [Water&Light + Shadow] is triggered — Disappears upon receiving a 1 Elemental Reaction/s
Blurr (Light + Shadow)	— Elemental energy power scaling: +1050% Attack power: +50 — Attack power scaling: 9% Attack power +40 — Has a 100% chance of causing [Blurred] (ignores debuff protection) — HP power scaling: +4% Attack power +30 — Defense power scaling: 11% Attack power +25 Blurred — Damage received + ((attacker's elemental energies -275) /460)% for each enemy buff — Damage received + ((attacker's elemental energies -275) /575)% for each debuff