



Skill	State		
Skill	Stats Cooldown: 0.8s		
Claw Strike	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 / 41	70 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 (ignore)	e debutt protection)	
		s debuil 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 (ignore — Has a 100% chance of causing [
	— 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%	Anna.	
	— 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 A shield with a value of 8750 HP is not a value.	eceived	
	Damage received -15%. The effect Side Effect: after 0.1 seconds Resists forced movement with 10 in the HP granted by the shield is	0% chance.	
Provocation	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 4 / 7 cell Mana: 18800 / 9400 mp		
	— Attracts enemies to 2 fields from y		
	— Has a 50 / 100% chance of causing [Atrocity]	
	This ability will be triggered every Has a 100% chance of causing [S	15 deciseconds for <mark>30</mark> / <mark>50</mark> decisecon hadow Element] (ignores debuff prote	ds around <mark>4</mark> / <mark>7</mark> cell ection)
	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%		
	Connectio		
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

			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 / Searing Bolt 	Amon's Connection (Level 6)	Shield protection bonus +50% Increases by 50% the duration of [Demon Shield] [PvE] Healing bonus +20%



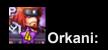
			— Defense power scaling: +85 / 90% of Colossal Quake
Amon's Connection (Level 3)	— Damage received -10% — Defence +25% — Defense power scaling: +40 / 45% of Searing Bolt	Amon's Connection (Level 6)	— Shield protection bonus +50% — Increases by 50% the duration of [Demon Shield] — [PvE] Healing bonus +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 / 41 Every 3 basic attacks [Water 		
	Water imbution General Buff (Level 4) Duration: 4.5 seconds		
		Vater element] (ignores debuff protecti	on)
Thorn Bush	Cooldown: 10s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 0 mp		
	— Elemental energy scaling: 215 / 3 Magic Attack Power +900 — Water element scaling: 105% Water Energies +750	ন্ত	
	Has a 100% chance of causing [[SSS] Recovers 1410 / 1175 MP [Water Element] is applied (ignores of the content) is applied (ignores of the content).		
	Thorn Bush Magic Debuff		
	(Level 5) Duration: <mark>6.0</mark> / <mark>8.0</mark> seconds		
	 Movement speed -3 Every 2 seconds: Decreases HP Water Resistance -5 	by 20% of the caster's water elementa	I energies
Storm cloud	Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 18 800 mp		
	Elemental energy scaling: 375 / 4 Magic Attack Power +900 Water element scaling: 90% Water Energies +250 This ability will be triggered every	40 deciseconds over 120 deciseconds	s around 2 cell
	— Has a 100% chance of causing [V	Vater Element] (ignores debuff protecti	ion)
	Connectio	n 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

— 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

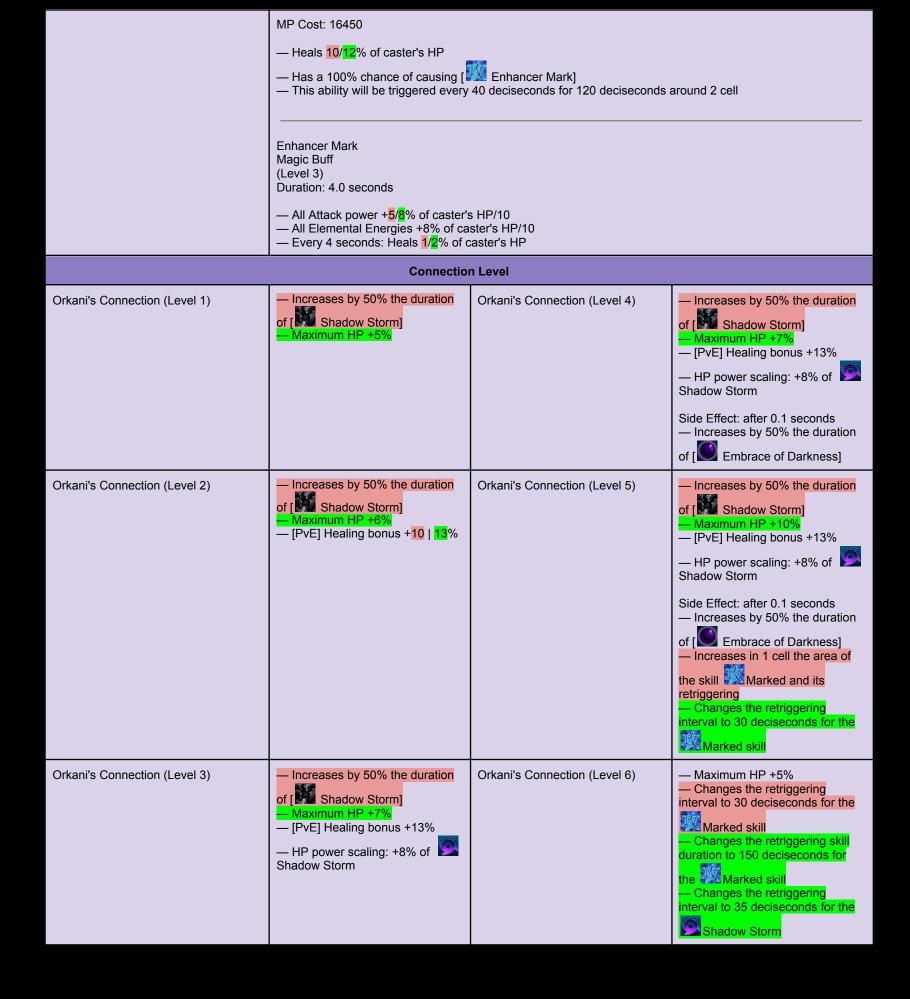


	the skill Storm Cloud and its retriggering		the Storm Cloud skill Water resistance drain +5
	— Elemental energy power scaling: +70 / 85 % of Storm		
	Cloud		
Skill	Stats		
Light Flicker	Cooldown: 0.6s Attack Range: 10 cell Target: Around Enemies in 0 cell Mana: 0 mp		
	 Attack power scaling: 90 / 95% Ranged attack power +150 Light element scaling: 50% Light Energies +50 Every 3 attacks, recovers 705 / 47 	<mark>70</mark> 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	7 8	
	Has a 50% chance of causing [
Name of God	Cooldown: 22s Attack Range: Itself Target: Select One Mana: 200 mp	~	
	— Has a 100% chance of causing [— [SSS] Recovers 705 / 1175 MP	Divine Word]	
	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 imbu Attack power scaling: +90% of [
	Light imbution		
	General Buff (Level 4)		
	Duration: 4.5 seconds — Has a 100% chance of causing [L	ight element] (ignores debuff protectio	n)
	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] ight Element] (ignores debuff protectio	n)
	Connection	1.0	
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	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]		— 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)

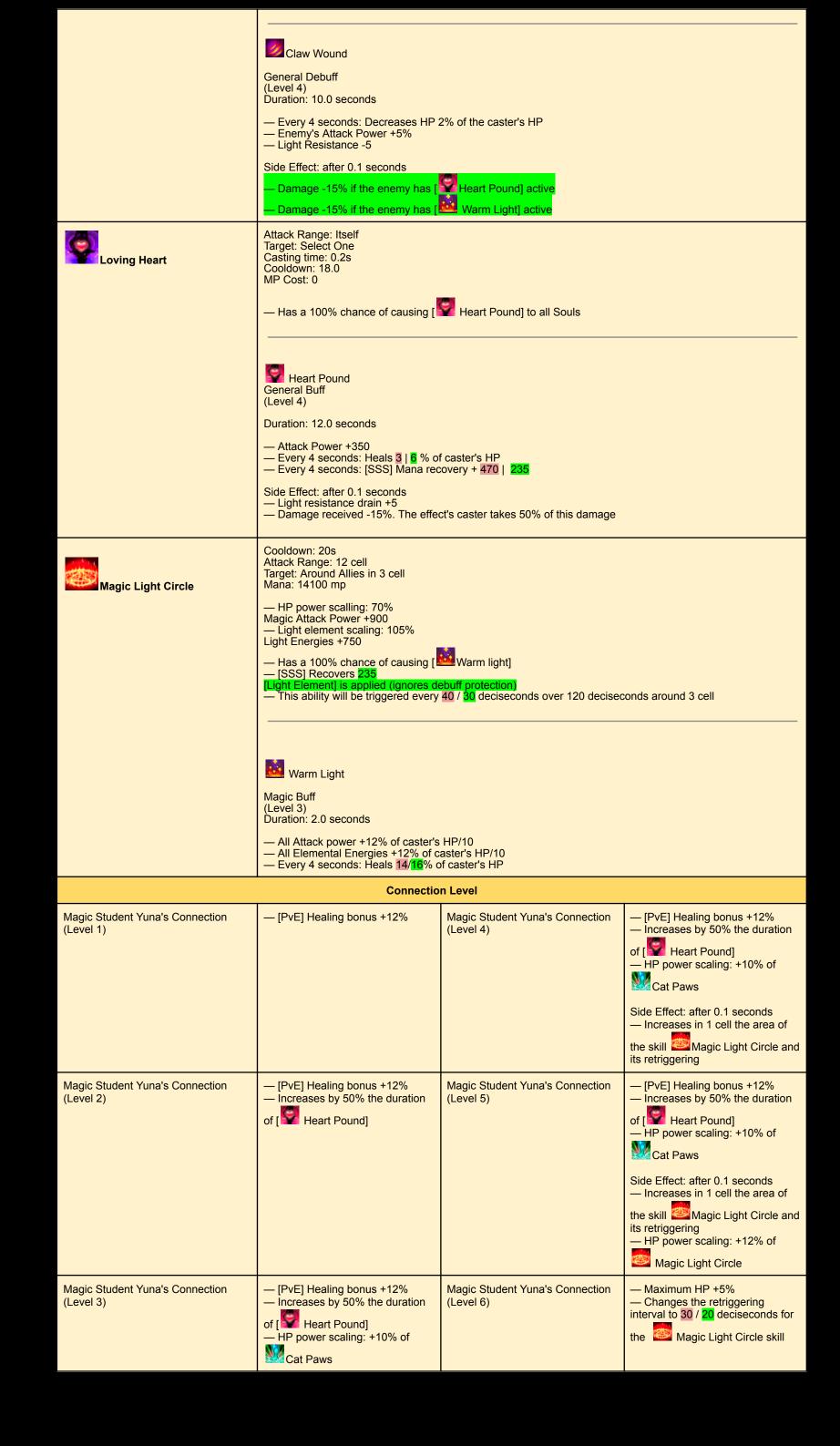


Skill	Stats
Magic Ball	Cooldown: 0.8s Attack Range: 7 cell Target: Around Enemies in 0 cell Mana: 0 mp — Attack power scaling: 50% Magic attack power +150 — Shadow element scaling: 50% Shadow Energies +150 — Every 3 attacks, recovers 705 / 470 MP — Every 3 basic attacks [Shadow imbution] is received 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 / 5 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 [Embrace of Darkness] active 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





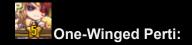
Skill	Stats
Magic Energy	Cooldown: 0.7s Attack Range: 8 cell Target: Around Enemies in 1 cell Mana: 0 mp — Attack power scaling: 55% Magic attack power +350 — Light element scaling: 55% Light Energies +300 — Every 3 attacks, recovers 705 / 470 MP — Every 3 basic attacks [Light imbution] is received Light 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)





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 / 47	M D	
Flashing Slice	Cooldown: 6.5s Attack Range: 14 cell Target: Around Enemy in 2 / 3 cell Mana: 0 mp — Elemental energy scaling: 160 / 2 Range Attack Power +900 — Shadow element scaling: 105% Shadow Energies +750 — Has a 100% chance of causing [— [SSS] Recovers 705 MP [Shadow Element] is applied (ignores)	50% Vicious Wound]	
	Vicious Wound General Debuff (Level 2) Duration: 6.0 / 10.0 seconds — Movement speed -2 — Every 2 seconds: Decreases HP to 10 seconds — Shadow Resistance -5 / 10 side Effect: after 0.1 seconds — [PvE] Healing bonus -15%	by 30% of the caster's shadow elemen	tal energies
Ghost Ship	Cooldown: 20s Attack Range: 12 cell Target: Around Enemy in 3 / 4 cell Mana: 0 mp — Elemental energy scaling: 230 / 4: Range Attack Power +1150 — Shadow element scaling: 105% Shadow Energies +750 — Has a 100% chance of causing [— Critical Damage -25% — [SSS] Recovers 1410 MP [Shadow Element] is applied (ignores)	Plunder] to all Souls	
	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 — Every 4 seconds: [SSS] Mana recovers	/ <mark>30/15</mark> % of the caster's shadow eleme overy +235	ental energies
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		
	Connectio	Shadow Element] (ignores debuff prote	
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

	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]



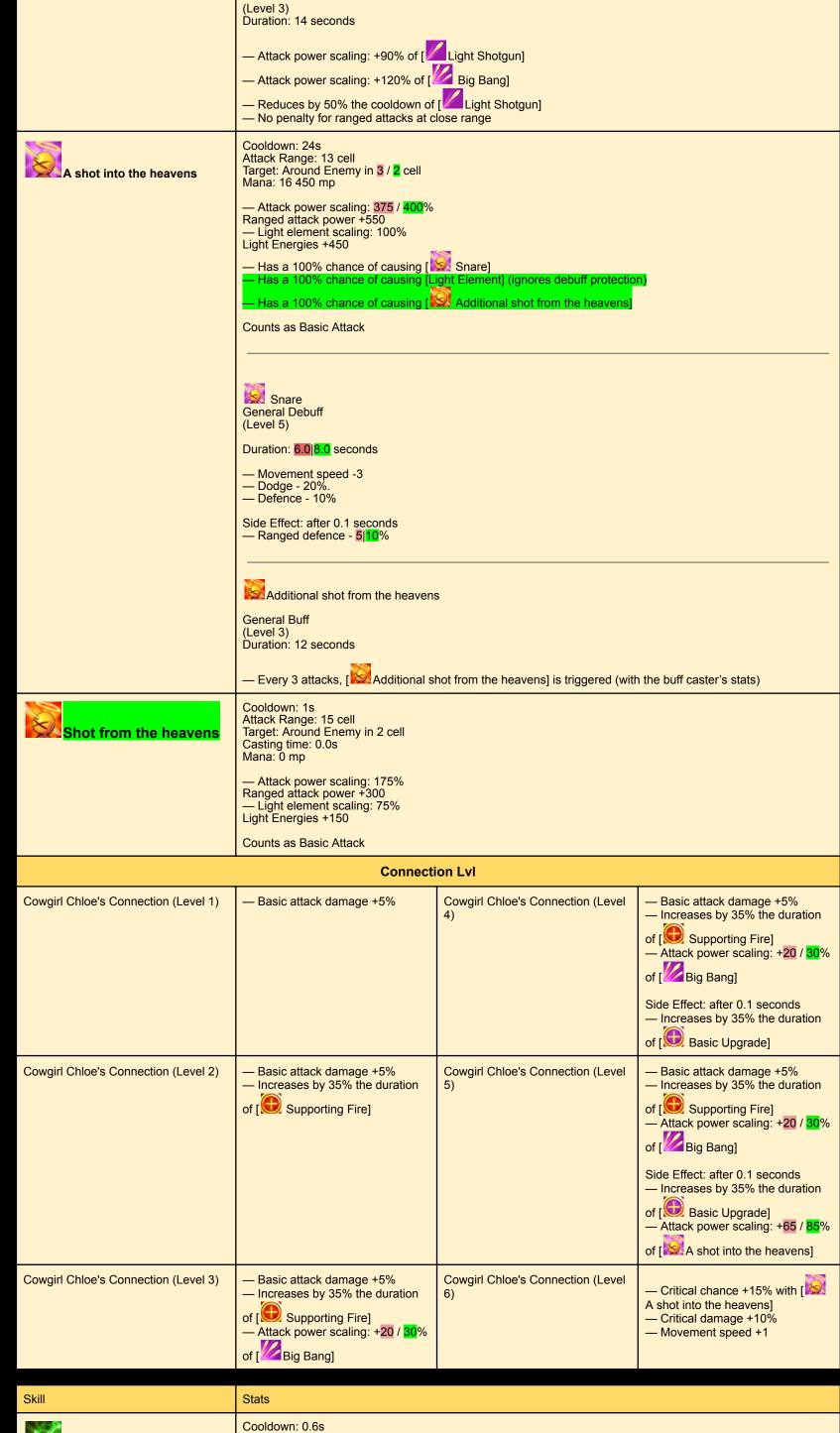
Skill	Stats
Fiery Sword Attack	Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemies in 1 cell Mana: 0 mp — Attack power scaling: 85% Melee Attack Power +700 — Fire element scaling: 75% Fire Energies +400 — Every 3 attacks, recovers 705 / 470 MP
Flame Attack	Cooldown: 3s Attack Range: 2 cell Target: 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 [
	— With a 50% probability fire attack damage +5% Cooldown: 10s Attack Range: Itself
Flaming attraction	Target: Around Enemy in 5/7 cell Mana: 0mp — Defense power scaling: 85% Melee Attack Power +950 — Fire element scaling: 75%

	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

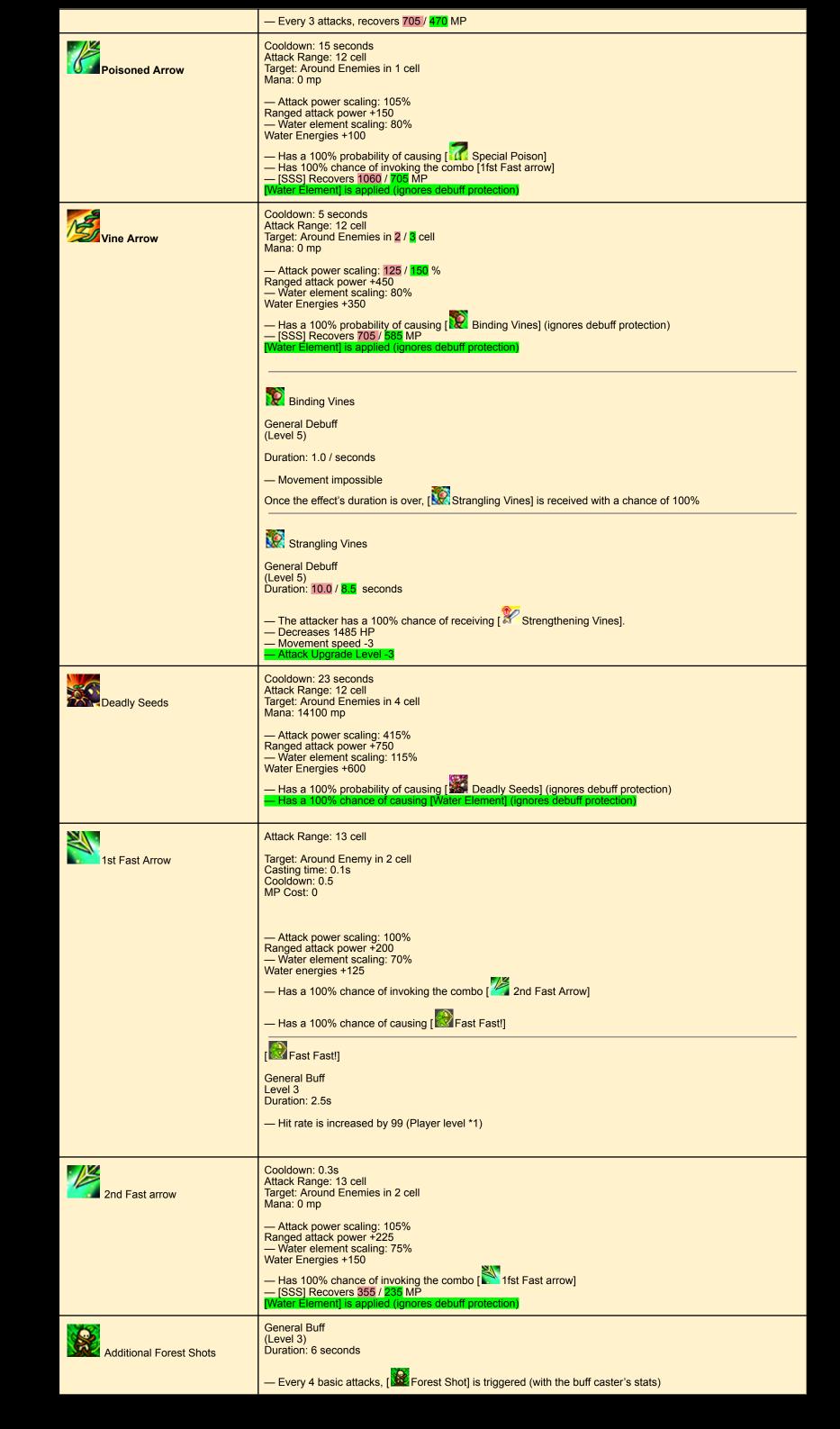
Cowgirl Chloe:

	— Increases by 50% the duration of [Strong Weapon imbued with fire] — 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
	Special Bullet Reload

General Buff





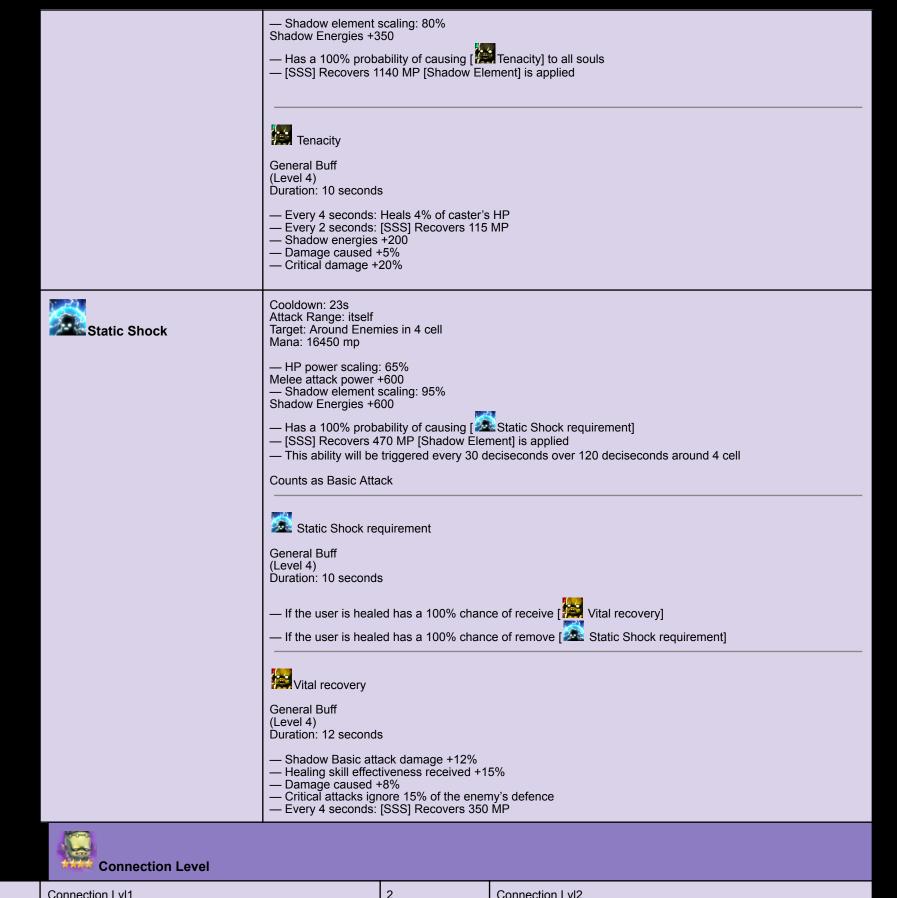


Forest Shot	Cooldown: 1s Attack Range: 15 cell Target: Around Enemy in 2 cell Casting time: 0.0s Mana: 0 mp — Attack power scaling: 225% Ranged attack power +300 — Water element scaling: 75% Water Energies +150 Counts as Basic Attack		
	Connecti	on Lvl	
Wood Elf Archer Forga's Connection (Level 1)	— Basic attack damage + <mark>5</mark> <mark>10</mark> %	Wood Elf Archer Forga's Connection (Level 4)	Basic attack damage +7 25 % Increases by 50% the duration of [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 [Special Poison]	Wood Elf Archer Forga's Connection (Level 5)	— Basic attack damage +7 25 % — Increases by 50% the duration of [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 [Special Poison] — Attack power scaling: +75% of Deadly Seeds	Wood Elf Archer Forga's Connection (Level 6)	Attack power scaling: +10 20% of 1fst 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*

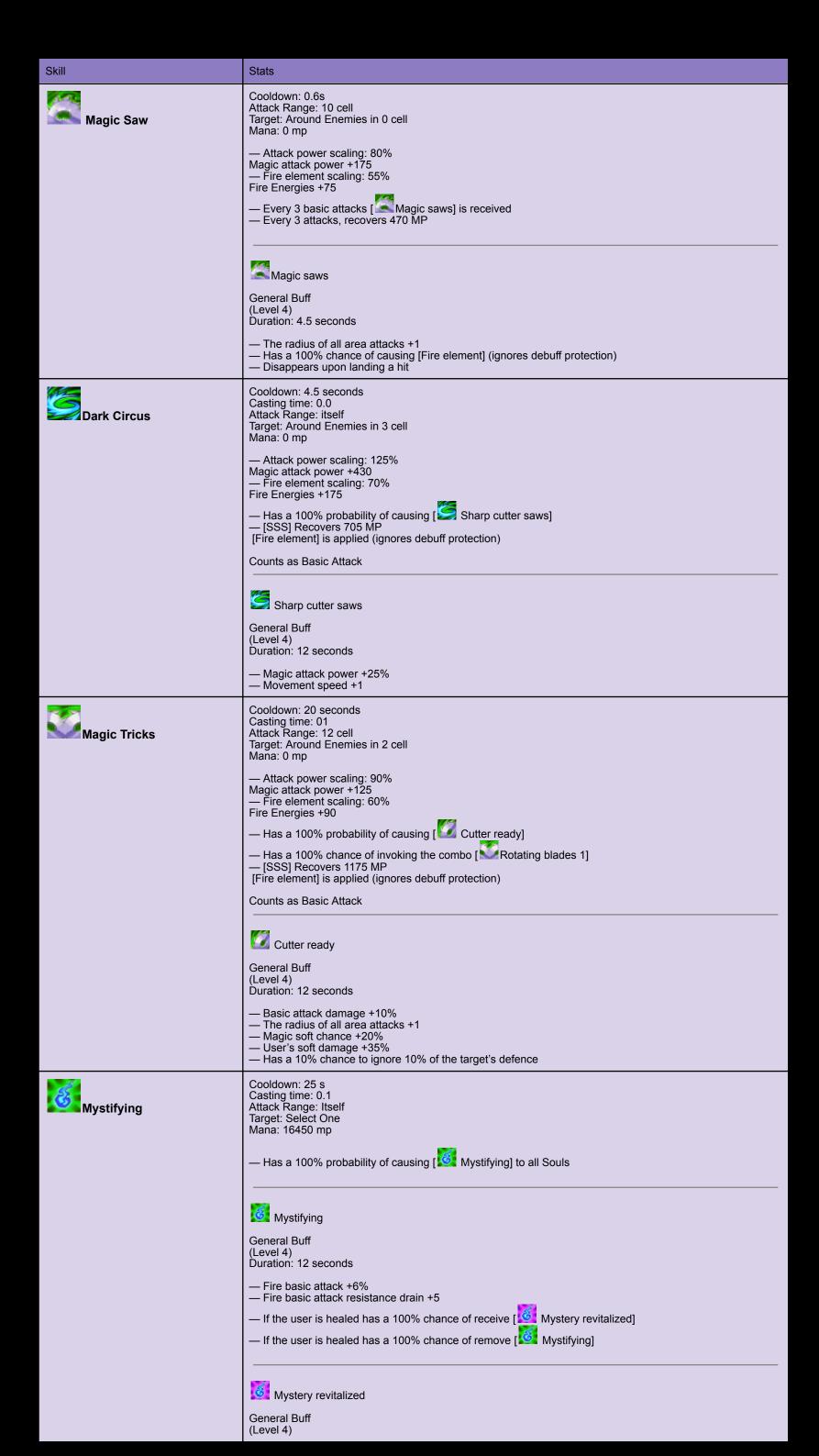
Frankenstein:
Battery with life scaling

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
	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 [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



	Magic Debuff (Level 3) Duration: 300 seconds — [SSS] Mana Recovery +15%	2	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 [Increases

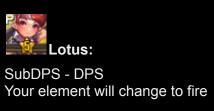




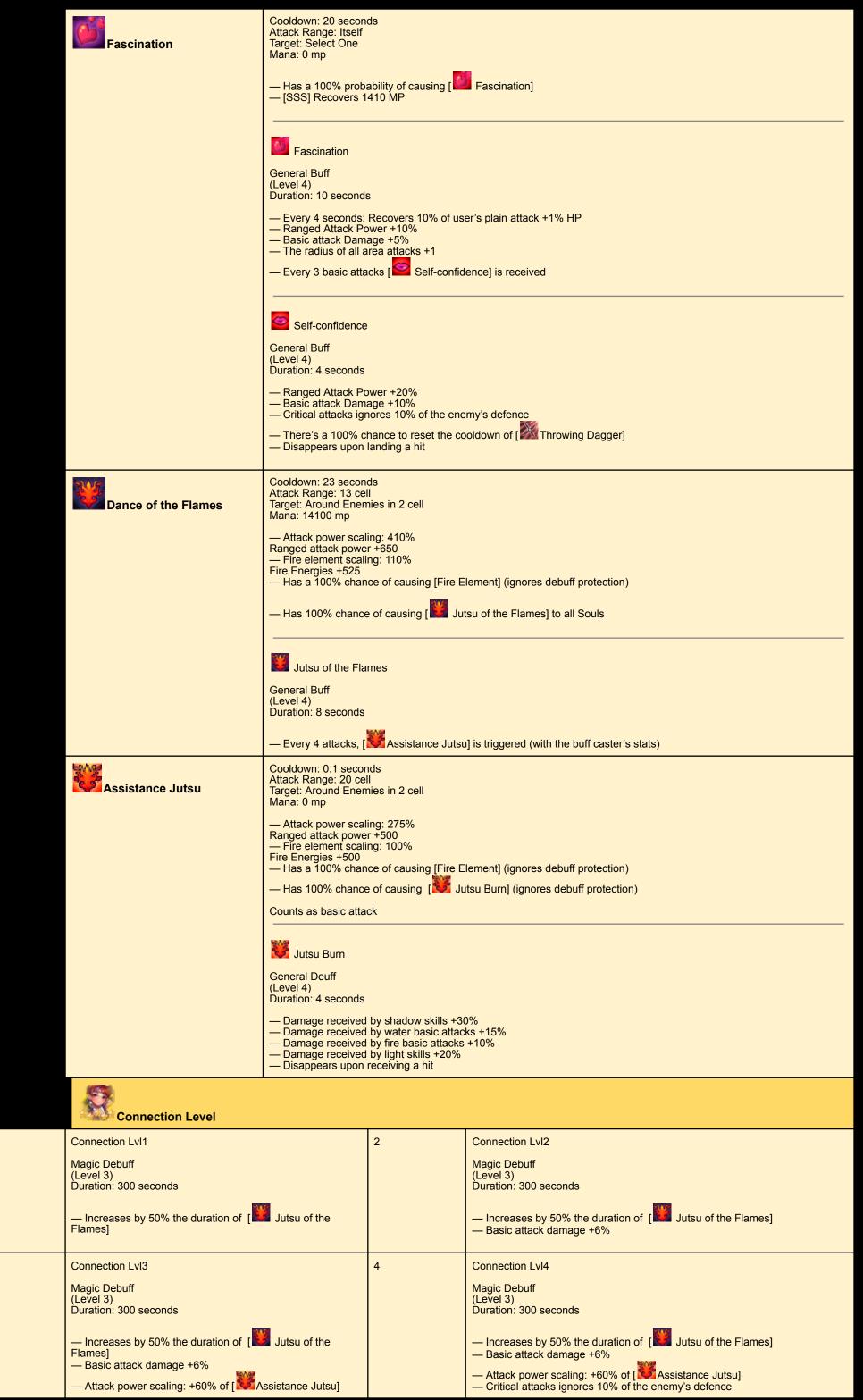
	Duration: 12.5 secon	nde	
	Fire basic attack of the property of the particular of the property of the	damage +12% esistance drain +10 ibility fire attack dama e to ignore 15% of th	age +8% e target's defence
Rotating blades 1	Cooldown: 0.1s Attack Range: 11 cell Target: Around Enemies in 1 cell Mana: 0 mp		
	Attack power scal Magic attack power - Fire element scali Fire Energies +95	+125	
	— Has a 100% chance of invoking the combo [Rotating blades 2] Fire Energies +75		
	Counts as Basic Atta	nck	
Rotating blades 2	Cooldown: 0.1s Attack Range: 11 cel Target: Around Enem Mana: 0 mp	I nies in 1 cell	
	Attack power scal Magic attack power - Fire element scali Fire Energies +100	+175	
	— 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 Atta	nck	
Connection Level			
Connection LvI1		2	Connection Lvl2
Magic Debuff			Magic Debuff

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*



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



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]





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

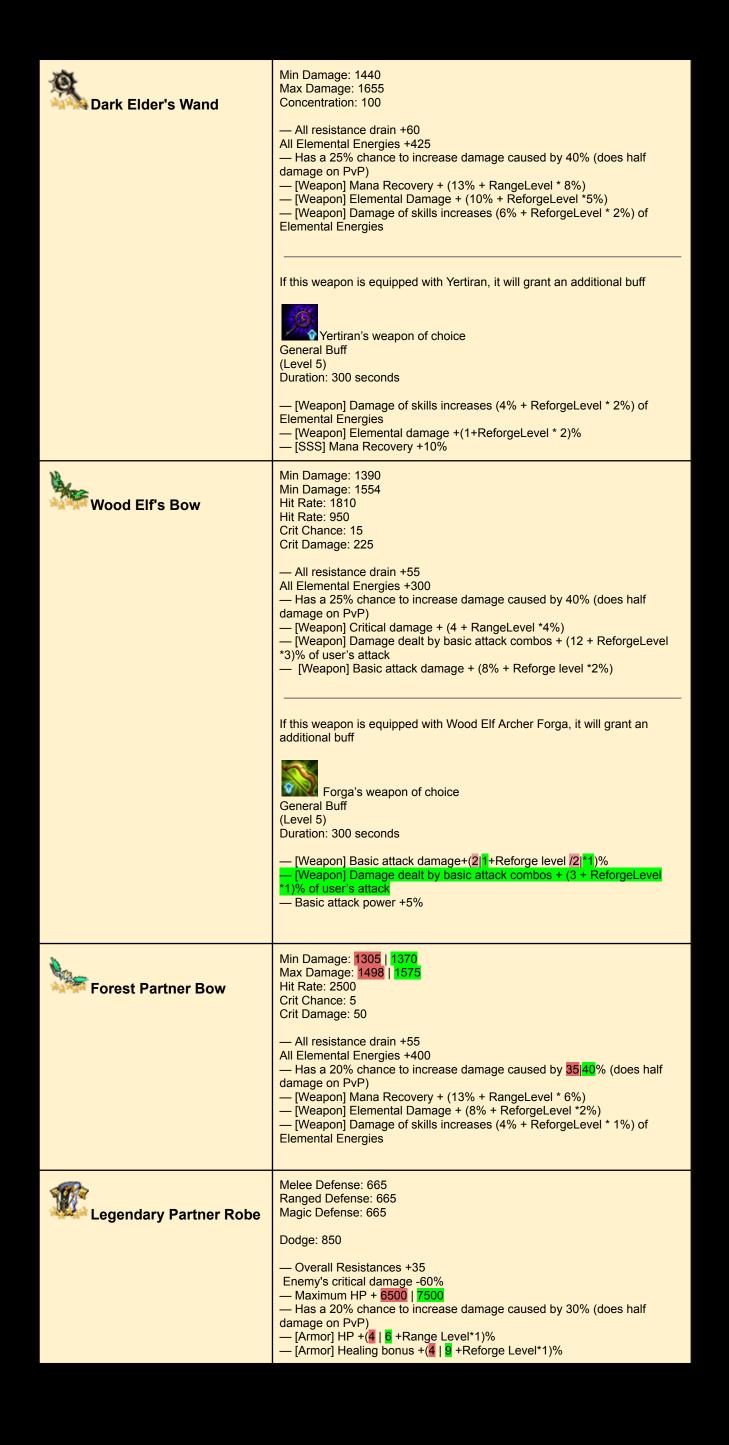
Has 100% chance of causing [Shadow Pulse]
 This ability will be triggered every 35 deciseconds for 140 deciseconds around 8 cell

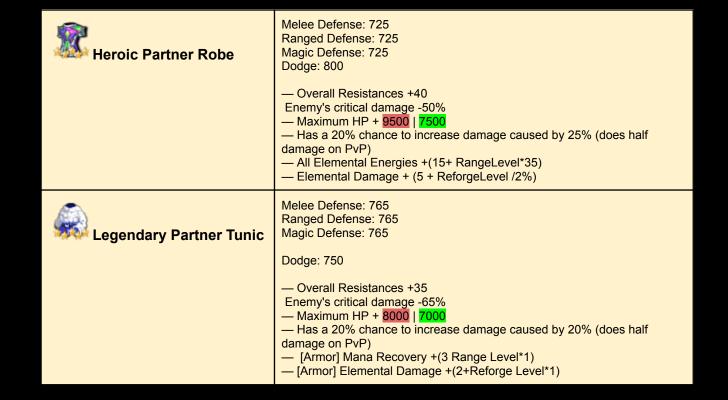


General Buff (Level 4) Duration: 4 seconds

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 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 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 LvI5 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]



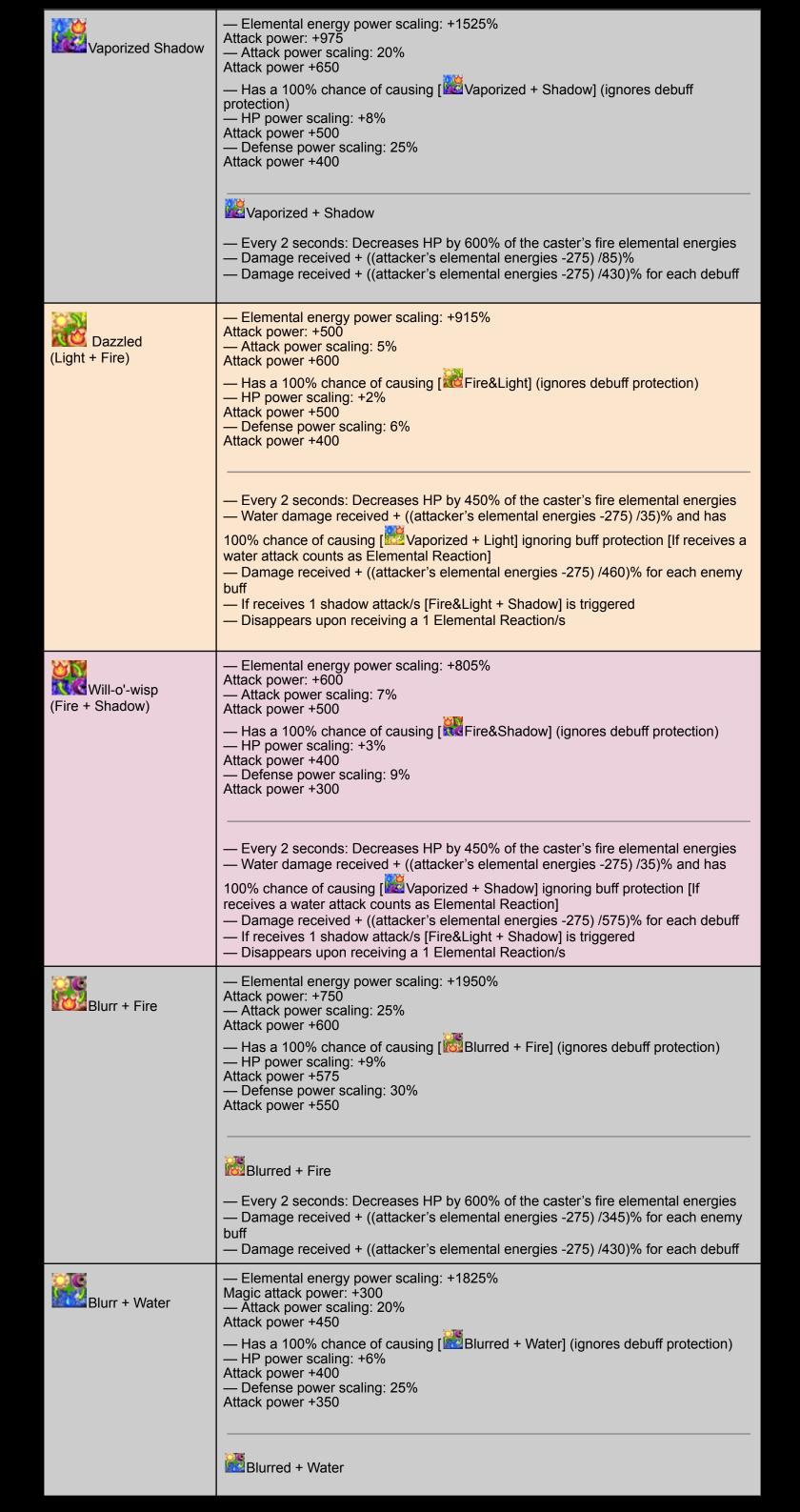




Elemental Reactions:

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 [Vaporized] is triggered If receives 1 shadow attack/s [Vaporized] 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
11s	Water element	 Disappears upon receiving a 1 Elemental Reaction/s 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 [Vaporized Holy water] is triggered If receives 1 shadow attack/s [Vaporized 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



	— 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