














Stone Breaker	2
Fog Hunter	7
Fire Storm	13
Thunderer	18
[PvP] Stone Breaker	25
[PvP] Fog Hunter	31
[PvP] Fire Storm	38
[PvP] Thunderer	44

















Stone Breaker







Role: Basic Attacks

Name	New
Passive	Movement Speed +2
 Hammer Blow	<div>Attack Range: 2 cell Target: Around Enemies in 2 cell Casting time: Cooldown: 0.6s Maná: 0 mp</div> <div>— Attack power scaling: 100% — Melee attack power +150 — Fire element scaling: 80% — Fire energies +50 — Token gauge increased by 20 — Has a 5% chance of causing [  Heat Beam]</div> <div> Heat Beam Buff (Level 4) Duration: 5.0 sec</div> <div>— Critical Chance +20%</div>
 Mine	<div>Attack Range: 2 cell Target: Around Enemies in 2 cell Casting time: 0.1 sec Cooldown: 5s Mana: 50 mp</div> <div>— Attack power scaling: 120% — Melee attack power +550 — Fire element scaling: 85% — Fire energies +75 — Token gauge increased by 40 Has a 100% chance of causing [  [Mining]</div> <div> Mining Buff (Level 4) Duration: 5.0 seconds</div> <div>— Basic attack damage caused 20% — Final damage caused +30% with [  Rubble Trouble]</div>

 Mineral Injection	<p>Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 30s Mana: 100 mp</p> <p>— Has a 100% chance of causing [  Injection Mode]</p> <hr/> <p> Injection Mode Buff (Level 10) Duration: 10.0 sec</p> <p>— Token consumption buff active. — Gives 1 tokens at once</p>
 Rocket Charge	<p>Attack Range: 12 cell Target: Around Enemies in 2 cell Casting time: 0.5 sec Cooldown: 10s Mana: 90 mp</p> <p>— Attack power scaling: 120% — Melee attack power +500 — Fire element scaling: 80% — Fire energies +75 — Token gauge increased by 40</p>
 Fireblast	<p>Attack Range: 12 cell Target: Special Area Casting time: 0.1 sec Cooldown: 25s Mana: 100 mp</p> <p>— Attack power scaling: 145% — Melee attack power +1400 — Fire element scaling: 95% — Fire energies +150 — Gives 1 tokens at once — If you spend 1 tokens, damage caused +30% — Has 100% chance of causing [  Rocket Blast]</p> <hr/> <p> Rocket Blast Buff (Level 4) Duration: 8.0s</p> <p>— Critical damage +40% — Final damage caused +30% with [  Blast Mining]</p>

<div></div> <div>Rotating Hammer</div>	<p>Attack Range: Itself Target: Around Enemies in 8 cell Casting time: 0.1 sec Cooldown: 15s Mana: 90 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 130%</li><li>— Melee attack power +800</li><li>— Fire element scaling: 85%</li><li>— Fire energies +100</li><li>— Attracts enemies to 1 fields from you</li><li>— Token gauge increased by 40</li><li>— If you spend 1 tokens, you are guaranteed to receive [  Hammer Leech]</li></ul> <hr/> <div></div> <div>Hammer Leech</div> <p>Buff (Level 4) Duration: 5.0s</p> <ul style="list-style-type: none"><li>— Damage to HP conversion +3% (Max. 5 enemy/s)</li></ul>
<div></div> <div>Rocket Jump</div>	<p>Attack Range: 12 cell Target: Around Enemies in 5 cell Casting time: 0.1 sec Cooldown: 20s Mana: 150 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 155%</li><li>— Melee attack power +1800</li><li>— Fire element scaling: 80%</li><li>— Fire energies +150</li><li>— If you spend 1 tokens, damage caused +30%</li><li>— Token gauge increased by 30</li><li>— Has 100% chance of causing [  Rocket Charge]</li></ul> <hr/> <div></div> <div>Rocket Charge</div> <p>Buff (Level 4) Duration: 5.0 seconds</p> <ul style="list-style-type: none"><li>— Hit rate +198 (Player Level*2)</li><li>— Movement speed +1</li></ul>









 Rubble Trouble	<p>Attack Range: 3 cell Target: Around Enemies in 5 cell Casting time: 0.3 sec Cooldown: 10s Mana: 150 mp</p> <p>— Attack power scaling: 170% — Melee attack power +2200 — Fire element scaling: 85% — Fire energies +175</p> <p>— Has 100% chance of causing [  Shrapnel Blast] — Token gauge increased by 40 — Can only be cast if you have 1 tokens</p> <hr/> <p> Shrapnel Blast Buff (Level 4) Duration: 5.0 seconds</p> <p>— Basic attack damage 40%</p>
 Rocket Power	<p>Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 60s Mana: 300 mp</p> <p>— If you spend 2 tokens, you are guaranteed to receive  Perfect Overdrive — If you spend 1 tokens, you are guaranteed to receive  Improved Overdrive — Has a 100% chance of causing [  Overdrive]</p> <hr/> <p> Overdrive Buff (Level 4) Duration: 600s</p> <p>— Critical chance +10% — Critical damage +30%</p> <hr/> <p> Improved Overdrive Buff (Level 5) Duration: 12s</p> <p>— Critical chance +12% — Critical damage +35% — Attack power +10% — Attack power +100</p> <p>Once the effect's duration is over, [  Overdrive] is received with a chance of 100%</p> <hr/> <p> Perfect Overdrive</p>














	<p>Buff (Level 6) Duration: 15s</p> <ul style="list-style-type: none"><li>— Critical chance +15%</li><li>— Critical damage +45%</li><li>— Attack power +15%</li><li>— Attack power +300</li></ul> <p>Once the effect's duration is over, [ Improved Overdrive] is received with a chance of 100%</p>
<div><div>Rotational Defence</div></div> <p>Cannot be decreased cooldown</p>	<p>Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 10s Mana: 150 mp</p> <ul style="list-style-type: none"><li>— Has a 100% chance of causing [ Rotational Defense]</li></ul> <hr/> <p> Rotational Defense Buff (Level 9) Duration: 1.5 sec</p> <ul style="list-style-type: none"><li>— No HP consumption</li><li>— Cannot receive debuffs from skills that cause damage</li><li>— Cannot be displaced by skills that causes damage</li></ul> <p>Side effect: after 0.1 sec</p> <ul style="list-style-type: none"><li>— On defence, has a 100% chance to receive [ Improved Rotational Defence]</li><li>— Disappears upon receiving a hit</li></ul> <hr/> <p> Improved Rotational Defence Buff (Level 10) Duration: 3.0 sec</p> <ul style="list-style-type: none"><li>— Basic attack damage caused +25%</li><li>— Critical chance +25%</li><li>— Token gauge increases by 60</li></ul>
<div><div>Blast Mining</div></div>	<p>Attack Range: 3 cell Target: Around Enemies in 6 cell Casting time: 0.4 sec Cooldown: 80s Mana: 350 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 200%</li><li>— Melee attack power +3500</li><li>— Fire element scaling: 95%</li><li>— Fire energies +250</li><li>— If you spend 2 tokens, damage caused +50%</li><li>— Token gauge increased by 80</li><li>— Can only be cast if you have 2 tokens</li></ul>



Fog Hunter

Role: Debuffer / Skills

Name	New
Passive	Movement Speed +2
 Basic Shot	<div>Attack Range: 12 cell Target: Around Enemies in 1 cell Casting time: Cooldown: 0.6s Mana: 0 mp</div> <div><div>— Attack power scaling: 85%</div><div>— Ranged attack power +90</div><div>— Shadow element scaling: 100%</div><div>— Shadow energies +150</div><div>— Token gauge increased by 20</div><div>— If [ Curse Fog] is active, there's a 25% chance of causing [ Weaken Defensive Power]</div></div> <div><div> Weaken Defensive Power]</div><div>Debuff (Level 6) Duration: 5.0 sec</div><div>— Damage received +1%</div></div>
 Continuous Barrage	<div>Attack Range: 12 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 8s Mana: 30 mp</div> <div><div>— Attack power scaling: 85%</div><div>— Ranged attack power +90</div><div>— Shadow element scaling: 105%</div><div>— Shadow energies +350</div><div>— Token gauge increased by 20</div><div>— Critical chance +20% of the user's total if [ Gas Fog] is active</div><div>— Has 100% chance of invoking[ Continuous Barrage II]</div></div> <div><div> Continuous Barrage II</div><div>Attack Range: 12 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 1s Mana: 30 mp</div></div>

	<div><div><div>— Attack power scaling: 85%</div><div>— Ranged attack power +90</div><div>— Shadow element scaling: 110%</div><div>— Shadow energies +400</div><div>— Token gauge increased by 20</div><div>— Critical chance +40% of the user's total if [ Gas Fog] is active</div></div><div>Has a 100% chance of invoking [ Continuous Barrage III]</div></div> <div><div><div></div><div>Continuous Barrage III</div></div><div>Attack Range: 12 cell</div><div>Target: Around Enemies in 1 cell</div><div>Casting time: 0.1 sec</div><div>Cooldown: 0.1s</div><div>Mana: 30 mp</div><div><div><div>— Attack power scaling: 90%</div><div>— Ranged attack power +100</div><div>— Shadow element scaling: 115%</div><div>— Shadow energies +450</div><div>— Token gauge increased by 20</div><div>— Critical chance +60% of the user's total if [ Gas Fog] is active</div></div></div></div>
<div><div></div><div>Nerve Gas Flask</div></div>	<div><div>Attack Range: 12 cell</div><div>Target: Around Enemies in 1 cell</div><div>Casting time: 1 sec</div><div>Cooldown: 40s</div><div>Mana: 50 mp</div><div><div><div>— Gives 1 tokens at once</div><div>— If [ Gas Fog] is active, has 100% chance of causing [ Nerve Gas]</div><div>— If [ Curse Fog] is active, has 100% chance of causing [ Improved Nerve Gas]</div></div></div></div> <div><div><div></div><div>Nerve Gas</div></div><div>Debuff</div><div>(Level 5)</div><div>Duration: 5.0 sec</div><div><div><div>— Final damage received +20% if the enemy attacks with  Continuous Barrage and his combos.</div><div>— Final damage received +20% if the enemy attacks with  Mental Target</div></div></div></div> <div><div><div></div><div>Improved Nerve Gas</div></div><div>Poison Debuff</div><div>(Level 6)</div><div>Duration: 8.0 sec</div><div><div><div>— All resistance -5</div><div>— Enemy's elemental damage +10%</div><div>— Enemy's critical damage +20%</div></div></div></div>





Retreating Fire

Attack Range: 12 cell  
Target: Select One  
Casting time: 0.2 sec  
Cooldown: 15s  
Mana: 120 mp

— Attack power scaling: 95%  
— Ranged attack power +250  
— Shadow element scaling: 125%  
— Shadow energies +650  
— Token gauge increased by 40  
— There is a 100% chance of moving back 4 field(s).  
— If [Gas fog] is active has a 100% chance of causing [ X-Ray Sniper]

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X-Ray Sniper  
Buff  
(Level 5)  
Duration: 3.0s

— The attack range +4  
— If you are more than 16 range, elemental damage +50%

Side effect: after 0.1 seconds  
— Disappears upon landing 2 hits



Mental  
Target

Attack Range: 16 cell  
Target: Special Area  
Casting time: 0.1 sec  
Cooldown: 16s  
Mana: 140 mp

— Attack power scaling: 90%  
— Ranged attack power +200  
— Shadow element scaling: 140%  
— Shadow energies +1000  
— Token gauge increased by 40  
— If you spend 1 tokens, elemental damage +20%  
— Can only be cast if you have 1 tokens













Pressurised  
Gas



Attack Range: Itself  
Target: Select One  
Casting time: 0.1 sec  
Cooldown: 30.0s  
Mana: 100 mp




— Has a 100% chance of causing [ Explosive Charge Mode]

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Explosive Charge  
Buff  
(Level 10)  
Duration: 10s

	<div>— Token consumption buff active.</div> <div>— Gives 3 tokens at once</div>
<div><div></div><div>Gas Cloud</div></div>	<div>Attack Range: Itself</div> <div>Target: Select One</div> <div>Casting time: 0.1 sec</div> <div>Cooldown: 30s</div> <div>Mana: 200 mp</div> <div>— Token gauge increased by 40</div> <div>— Has a 100% chance of causing [ Gas Cloud]</div> <div><div> Gas Cloud</div><div>Buff</div><div>(Level 10)</div><div>Duration: 6.0 seconds</div><div>—You are invisible. This state will not change if you are attacked.</div><div>— Shadow resistance drain +10</div><div>— Ambush attack causes 2000 additional attack power.</div><div>— The attack range +2</div><div>Side effect: after 0.1 sec</div><div>— Disappears upon landing 4 hits</div></div>
<div><div></div><div>Gas Burst</div></div>	<div>Attack Range: 6 cell</div> <div>Target: Special Area</div> <div>Casting time: 0.1 sec</div> <div>Cooldown: 20s</div> <div>Mana: 200 mp</div> <div>— Attack power scaling: 95%</div> <div>— Ranged attack power +200</div> <div>— Shadow element scaling: 145%</div> <div>— Shadow energies +1200</div> <div>— Token gauge increased by 30</div> <div>— If [ Gas Fog] is active has a 100% chance of causing [ Gas Intoxication]</div> <div>— If [ Curse Fog] is active has a 100% chance of causing [ Improved Gas Intoxication]</div> <div><div> Gas Intoxication</div><div>Poison Debuff (Level 5)</div><div>Duration: 8 seconds</div><div>— Skill damage received +3%</div><div>— All elemental resistance -3</div><div><div> Improved Gas</div><div>Poison Debuff (Level 6)</div><div>Duration: 8 seconds</div><div>— Skill damage received +8%</div></div></div>







	— All elemental resistance -8
<div><div>Visibility Barrier</div></div>	<div>Attack Range: Itself Target: Select one Casting time: 0.1 sec Cooldown: 300s Mana: 180 mp</div> <div>Has a 100% chance of causing [ Gas Fog]</div> <div><div> Gas Fog Buff (Level 5) Duration: 600.0s</div><div>— The attack range +2 — Shadow elemental damage +10% — Elemental damage +2% (Relative to distance)</div></div>
<div><div>Curse Barrier</div></div>	<div>Attack Range: Itself Target: Select one Casting time: 0.1 sec Cooldown: 300s Mana: 180 mp</div> <div>Has a 100% chance of causing [ Curse Fog]</div> <div><div> Curse Fog Buff (Level 5) Duration: 600.0s</div><div>— Skill cooldown -20% (max. 90%) — Damage caused -30% — Caused debuffs duration +50%</div></div>
<div><div>Armour Piercing Round</div></div>	<div>Attack Range: 16 cell Target: Special Area Casting time: 0.6 sec Cooldown: 40s Mana: 300 mp</div> <div>— Attack power scaling: 100% — Ranged attack power +350 — Shadow element scaling: 155% — Shadow energies +1500 — If [ Curse Fog] is active has a 100% chance of causing [ Organ Damage] — Token gauge increased by 60 — If you spend 1 tokens, you are guaranteed to receive [ Piercing armour penetration]</div> <div><div> Organ Damage Debuff (Level 6) Duration: 20.0 sec</div></div>

	<div>— Damage caused +4%</div> <div></div> <div> Piercing armour penetration Buff (Level 6) Duration: 5.0 sec</div> <div>— Critical damage +150% If [ Gas Fog] is active.</div> <div>Side effect: after 0.1 seconds — Disappears upon landing a hit</div>
<div><div>Maximum Charge</div></div>	<div>Attack Range: 14 cell Target: Around Enemies in 6 cell Casting time: 1.2 sec Cooldown: 60s Mana: 300 mp</div> <div>— Attack power scaling: 105% — Ranged attack power +450 — Shadow element scaling: 160% — Shadow energies +1900 — Can only be cast if you have 2 tokens. — If you spend 2 tokens, increases attack power by 2000 per enemy's debuff stack (max. 6000)</div>











Fire Storm

Role: Physical Burst







Name	New
Passive	Movement Speed +2
 Inferno	<div>Attack Range: 10 cell Target: Around Enemies in 1 cell Casting time: Cooldown: 0.6s Mana: 0 mp</div> <div>— Attack power scaling: 100% — Ranged attack power +150 — Fire element scaling: 80% — Fire energies +50 — Token gauge increased by 20 — If you have 1 tokens or more, attack power +100 — Has a 20% to receive[  Charring]</div> <div> Charring Buff (Level 1) Duration: 5.0 sec</div> <div>— Critical damage +20%</div>
<div> Enhanced Inferno</div> <div>Counts as a basic attack</div>	<div>Attack Range: 10 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 6s Mana: 100 mp</div> <div>— Attack power scaling: 130% — Ranged attack power +650 — Fire element scaling: 80% — Fire energies +80 — Token gauge increased by 30 — Critical damage +25% — Has a 100% chance of invoking the combo [  Enhanced Inferno II]</div> <div> Enhanced Inferno II</div> <div>— Attack power scaling: 130% — Ranged attack power +650 — Fire element scaling: 80% — Fire energies +80 — Token gauge increased by 30 — Critical damage +25% — Has a 100% to receive[Flamethrower]</div>

	<p>-----</p> <p>New:Counts as a basic attack</p> <hr/>
	<p>Flamethrower Buff (Level 1) Duration: 5.0 sec</p> <p>— Movement speed +1</p>
<div> Circle of Flames</div> <p>Counts as a basic attack</p>	<p>Attack Range: Itself Target: Around Enemies in 5 cell Casting time: 0.1 sec Cooldown: 40s Mana: 120 mp</p> <p>— Attack power scaling: 125% — Ranged attack power +550 — Fire element scaling: 85% — Fire energies +100 — Token gauge increased by 50</p> <p>New: Has a 100% chance of causing [ Swirl Power Up]</p> <hr/>
	<div> Swirl Power Up</div> <p>Buff (Level 1) Duration: 6.0 sec</p> <p>— Basic attack damage +15% — Critical damage +25%</p>
<div> Oil Cannister</div> <p>Counts as a basic attack</p>	<p>Attack Range: 12 cell Target: Around Enemies in 2 cell Casting time: 0.1 sec Cooldown: 30s Mana: 90 mp</p> <p>— Attack power scaling: 120% — Ranged attack power +450 — Fire element scaling: 75% — Fire energies +150 — Token gauge increased by 60</p> <p>— If you spend 1 tokens, inflicts Improved [ Burning Napalm].</p> <p>— Has a 100% chance of causing [ Napalm]</p> <hr/>
	<div> Napalm</div> <p>Debuff (Level 6) Duration: 15.0 sec</p>

	<div>— Final damage received +15% if the enemy attacks with  Explosive Inferno</div> <div> Burning Napal Debuff (Level 7) Duration: 10.0 sec</div> <div>— Final damage received +30% if the enemy attacks with  Explosive Inferno</div>
<div><div>Fire Tornado</div></div> <div>Counts as a basic attack</div>	<div>Attack Range: 10 cell Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 25s Mana: 120 mp</div> <div>— Attack power scaling: 145% — Ranged attack power +950 — Fire element scaling: 90% — Fire energies +200 — Token gauge increased by 60 — Pulls enemies from 4 spaces around the target together in one place</div>
<div><div>Firepower Enhancement</div></div>	<div>Attack Range: Itself Target: Select One Casting time: 0.2 sec Cooldown: 30.0s Mana: 100 mp</div> <div>— Has a 100% chance of causing [  Firepower Mode]</div> <div> Firepower Mode Buff (Level 10) Duration: 10s</div> <div>— Token consumption buff active. — Gives 1 tokens at once</div>
<div><div>Fuel Overcharge</div></div>	<div>Attack Range: Itself Target: Select One Casting time: 0.4 sec Cooldown: 30.0s Mana: 100 mp</div> <div>— If you spend 1 tokens, you are guaranteed to receive  Powerful Flame Burst — Has a 100% chance of causing [  Flame Burst]</div> <div> Powerful Flame Burst Magic Buff (Level 5) Duration: 30s</div>

	<div><div><div>— Attack Power +20%</div><div>— Attack power +400</div><div>— The Attack range +2</div><div>— Movement speed +2</div></div><div></div><div><div> Flame Burst</div><div>Magic Buff (Level 5)</div><div>Duration: 30s</div></div><div><div><div>— Attack Power +5%</div><div>— Attack power +100</div><div>— The Attack range +1</div><div>— Movement speed +1</div></div></div></div>
<div><div></div><div>Flame Barrier</div></div>	<div><div>Attack Range: Itself</div><div>Target: Select One</div><div>Casting time: 0.1 sec</div><div>Cooldown: 20s</div><div>Mana: 250 mp</div><div><div>— If you spend 1 tokens, you are guaranteed to receive  Powerful Flame Barrier.</div><div>— Has a 100% chance of causing [  Flame Barrier]</div></div><div></div><div><div> Powerful Flame Barrier</div><div>Buff (Level 10)</div><div>Duration: 180 seconds</div><div><div>— Reduces 30% of damage received by consuming MP</div><div>— Basic attack damage +5%</div></div></div><div></div><div><div> Flame Barrier</div><div>Buff (Level 9)</div><div>Duration: 180 seconds</div><div><div>— Reduces 30% of damage received by consuming MP</div></div></div></div>
<div><div></div><div>Flame Jet</div><div>Counts as a basic attack</div></div>	<div><div>Attack Range: 13 cell</div><div>Target: Special Area</div><div>Casting time: 0.1 sec</div><div>Cooldown: 30s</div><div>Mana: 200 mp</div><div><div>— Attack power scaling: 160%</div><div>— Ranged attack power +1750</div><div>— Fire element scaling: 95%</div><div>— Fire energies +250</div><div>— Has a 100% chance of causing [  Powerful Burn]</div><div>— Can only be cast if you have 1 token.</div><div>— If you spend 1 tokens, critical chance +80% of the user's total</div></div></div>









<div>Reignition</div>	<div>Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 20s Mana: 350 mp</div> <div>— If you spend 1 tokens, you are guaranteed to receive  Powerful Reignition</div> <div>— Has a 100% chance of causing [  Reignition]</div>
	<div> Powerful Reignition Poison Debuff (Level 5) Duration: 15.0s</div> <div>— Every 2 seconds: Token gauge increased by 8 — Ranged attack power +297 (PlayerLevel*3) — Critical damage +20%</div> <div>Once the effect's duration is over, [  Reignition] received with a chance of 100%</div>
<div><div>Explosive Inferno</div><div>Counts as a basic attack</div></div>	<div>Attack Range: 13 cell Target: Around Enemies in 6 cell Casting time: 0.5 sec Cooldown: 80s Mana: 400 mp</div> <div>— Attack power scaling: 185% — Ranged attack power +2250 — Fire element scaling: 100% — Fire energies +350 — Token gauge increased by 80 — Can only be cast if you have 2 tokens. — If you spend 2 tokens, critical damage +100%</div>















Thunderer







Role: DPS

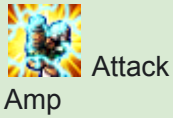
Name	New
Passive	Movement Speed +2
 Shock Cannon	<p>Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 Cooldown: 0.6s Mana: 0 mp</p> <p>— Attack power scaling: 100% — Ranged attack power +200 — Light element scaling: 75% — Light energies +30 — Token gauge increased by 12</p> <p>— If you have 1 token or more, has a 20% chance of receiving [ Static Electricity]</p> <hr/> <p> Static Electricity Buff (Level 4) Duration: 8.0 sec</p> <p>— Critical Chance +20%</p>
 Continuous Fire  Counts as a basic attack	<p>Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 5s Mana: 90 mp</p> <p>— Attack power scaling: 105% — Ranged attack power +350 — Light element scaling: 75% — Light energies +50 — Token gauge increased by 20</p> <p>— Has 100% chance of invoking [ Continuous Fire II]</p> <hr/> <p> Continuous Fire II Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 1s Mana: 90 mp</p> <p>— Attack power scaling: 110% — Ranged attack power +400</p>

	<div><div><div>— Light element scaling: 75%</div><div>— Light energies +60</div><div>— Token gauge increased by 20</div><div>— Has 100% chance of invoking [ Continuous Fire III]</div></div></div> <div><div><div> Continuous Fire III</div><div>Attack Range: 11 cell</div><div>Target: Around Enemies in 1 cell</div><div>Casting time: 0.1 sec</div><div>Cooldown: 1s</div><div>Mana: 90 mp</div></div><div><div><div>— Attack power scaling: 115%</div><div>— Ranged attack power +450</div><div>— Light element scaling: 80%</div><div>— Light energies +70</div><div>— Token gauge increased by 20</div></div></div></div>
<div><div><div></div><div>Continuous Shock Cannon</div></div><div>Counts as a basic attack</div></div>	<div><div><div>Attack Range: 11 cell</div><div>Target: Around Enemies in 1 cell</div><div>Casting time: 0.1 sec</div><div>Cooldown: 10s</div><div>Mana: 250mp</div></div><div><div><div>— Attack power scaling: 120%</div><div>— Ranged attack power +600</div><div>— Light element scaling: 80%</div><div>— Light energies +90</div><div>— Token gauge increased by 20</div><div>— Has a 100% chance of invoking the combo [ Continuous Shock Cannon II]</div></div></div></div> <div><div><div> Continuous Shock Cannon II</div><div>Attack Range: 11 cell</div><div>Target: Around Enemies in 1 cell</div><div>Casting time: 0.1 sec</div><div>Cooldown: 0.1s</div><div>Mana: 250mp</div></div><div><div><div>— Attack power scaling: 125%</div><div>— Ranged attack power +750</div><div>— Light element scaling: 80%</div><div>— Light energies +100</div><div>— On attack, has a 100% chance to cause [ Shock Cannon Power Boost]</div></div></div></div> <div><div><div> Shock Cannon Power Boost</div><div>Buff (Level 5)</div><div>Duration: 3s</div></div></div>

	— Basic attack damage caused +15%
<div>Fluid Reload</div> <div>Counts as a basic attack</div>	<div>Attack Range: 11 cell (Dash Skill) Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 20s Mana: 200 mp</div> <div>— Attack power scaling: 115% — Ranged attack power +500 — Light element scaling: 85% — Light energies +120 — Token gauge increased by 30</div>
<div>High Voltage Shot</div> <div>Counts as a basic attack</div>	<div>Attack Range: 11 cell Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 25s Mana: 250 mp</div> <div>— Attack power scaling: 140% — Ranged attack power +900 — Light element scaling: 90% — Light energies +150 — Token gauge increased by 30 — If you spend 1 tokens, damage caused +30% — Has a 100% chance of invoking the combo [High Voltage Shot II]</div> <hr/> <div>High Voltage Shot II</div> <div>Attack Range: 11 cell Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 25s Mana: 250 mp</div> <div>— Attack power scaling: 145% — Ranged attack power +1000 — Light element scaling: 90% — Light energies +170 — Token gauge increased by 30 — If you speed 1 tokens,your damage increases by 30%</div>

<div><div>Battery Amp</div></div>	<div>Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 30.0s Mana: 100 mp</div> <div>— Has a 100% chance of causing [ Battery Amp]</div> <hr/> <div> Battery Amp Buff (Level 10) Duration: 10s</div> <div>— Token consumption buff active. — Gives 3 tokens at once</div>
<div><div>Electrowave</div></div> <div>Counts as a basic attack</div>	<div>Attack Range: Itself Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 30.0s Mana: 250 mp</div> <div>— Attack power scaling: 135% — Ranged attack power +850 — Light element scaling: 85% — Light energies +140 — Attracts enemies to 0 fields from you — Token gauge increased by 50</div> <div>— Has a 100% chance of invoking the combo [ Electro Jump]</div> <hr/> <div> Electro Jump Attack Range: Itself Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 1.0s Mana: 250 mp</div> <div>— Attack power scaling: 140% — Ranged attack power +950 — Light element scaling: 85% — Light energies +150 — Teleports you within a radius of 6</div> <div>— Has a 100% chance of causing [ Magnetic power]</div> <hr/> <div> Magnetic power Buff (Level 10) Duration: 4s</div> <div>— Movement speed+2 — Critical chance +15% — Critical damage +20%</div>

	<p>Side effect: after 0.1 seconds</p> <p>— Disappears upon landing 2 hits</p>
<div><p>Electric Shock</p><p>Counts as a basic attack</p></div>	<p>Attack Range: 12 cell</p> <p>Target: Special Area</p> <p>Casting time: 0.1 sec</p> <p>Cooldown: 30.0s</p> <p>Mana: 250 mp</p> <p>— Attack power scaling: 155%</p> <p>— Ranged attack power +1550</p> <p>— Light element scaling: 85%</p> <p>— Light energies +150</p> <p>— Token gauge increased by 60</p> <p>— If you spend 1 tokens, critical damage +150%</p>
<div><p>Electron shield</p></div>	<p>Attack Range: Itself</p> <p>Target: Select One</p> <p>Casting time: 0.1 sec</p> <p>Cooldown: 18s (Reducciones de CD no posible)</p> <p>Mana: 200 mp</p> <p>— Has a 100% chance of causing [ Electro Barrier]</p> <hr/> <p> Electrobarrier</p> <p>Buff (Level 9)</p> <p>Duration: 1.5 sec</p> <p>— No HP consumption</p> <p>— Cannot receive debuffs from skills that cause damage</p> <p>— Cannot be displaced by skills that causes damage</p> <p>Side effect: after 0.1 sec</p> <p>— On defence, has a 100% chance to receive [ Improved Electro barrier]</p> <p>— Disappears upon receiving a hit</p> <hr/> <p> Improved Electro barrier</p> <p>Buff (Level 4)</p> <p>Duration: 3.0 sec</p> <p>— Basic attack damage caused +25%</p> <p>— Critical chance +25%</p> <p>— Token gauge increases by 60</p>



Attack

Amp

Attack Range: Itself  
Target: Select One  
Casting time: 0.1 sec  
Cooldown: 20s  
Mana: 250 mp

- Has a 100% chance of causing [ Attack amp]
- If you spend 2 tokens, you are guaranteed to receive Large Electricity Bonus
- If you spend 1 tokens, you are guaranteed to receive Electricity Bonus
- Has a 100% chance of causing [ Small Electricity Bonus]

Attack amp  
Buff (Level 5)  
Duration: 600s

- Attack power 20%
- Critical damage +20%
- Critical chance +5%
- Movement speed +1

Large Electricity Bonus  
Buff (Level 7)  
Duration: 12s

- Attack power 12%
- Critical damage +12%
- Critical chance +12%
- If you have 1 tokens or more, critical damage +70%
- Every 2 seconds: Token gauge increased by 4

Once the effect's duration is over, [ Electricity Bonus] is received with a chance of 100%




Electricity Bonus  
Buff (Level 7)  
Duration: 18s

- Attack power 8%
- Critical damage +8%
- Critical chance +8%
- If you have 1 tokens or more, critical damage +30%
- Every 2 seconds: Token gauge increased by 3

Once the effect's duration is over, [ Small Electricity Bonus] is received with a chance of 100%

Small Electricity Bonus  
Buff (Level 5)  
Duration: 600s

- Every 2 seconds: Token gauge increased by 2
- Attack power 5%




	<div>— Critical damage +5%</div> <div>— Critical chance +5%</div>
<div><div></div><div>Power Charge</div></div>	<div>Attack Range: 11 cell</div> <div>Target: Around Enemies in 5 cell</div> <div>Casting time: 0.5 sec</div> <div>Cooldown: 80s</div> <div>Mana: 300 mp</div> <div><div>— Attack power scaling: 105%</div><div>— Ranged attack power +450</div><div>— Light element scaling: 95%</div><div>— Light energies +250</div></div> <div>New:Has a 100% chance of causing [Over charge]</div> <div><div>— If you spend 2 tokens, damage caused +50%</div><div>— Can only be cast if you have 2 tokens.</div></div> <div><div>Over charge</div><div>Buff (Level 5)</div><div>Duration: 2.0 sec</div><div><div>— Movement speed +10</div></div></div>












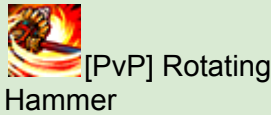


[PvP] Stone Breaker

Role: Assassin

Name	New
Passive	<ul style="list-style-type: none"><li>— [PvP] Base HP -8000</li><li>— [PvP] Attack power scaling + (enemy's total HP/13000)% (min. 190000 Max Enemy's HP)</li><li>— Movement Speed +2</li><li>[Jotunheim] Damage caused -20%</li></ul>
 [PvP] Hammer Blow	<p>Attack Range: 2 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 0.6s Maná: 0 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 60%</li><li>— Melee attack power +150</li><li>— Fire energies +100</li><li>— Token gauge increased by 20</li><li>— If you have 2 tokens, has a 20% chance of causing [  [PvP] Heat Beam]</li></ul> <hr/> <p> [PvP] Heat Beam Debuff (Level 4) Duration: 6.0 sec</p> <ul style="list-style-type: none"><li>— [PvP] Enemy's critical damage +25%</li><li>— Movement speed -1</li></ul>
 [PvP] Mine	<p>Attack Range: 2 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 7s Mana: 50 mp</p> <ul style="list-style-type: none"><li>—Attack power scaling: 60%</li><li>— Melee attack power +180</li><li>— Fire energies +200</li><li>— Token gauge increased by 40</li><li>—Has a 100% chance of causing [  [PvP] Mined]</li></ul> <hr/> <p> [PvP] Mined Debuff (Level 4) Duration: 4.0 seconds</p> <ul style="list-style-type: none"><li>— Movement speed -20%</li></ul>

 [PvP] Mineral Injection	<p>Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 2s Mana: 100 mp</p> <p>— Has a 100% chance of causing [  [PvP] Injection Mode]</p> <hr/> <p> [PvP] Injection Mode Buff (Level 10) Duration: 3.0 sec</p> <p>— Token consumption buff active</p>
 [PvP] Rocket Charge	<p>Attack Range: 10 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 22s Mana: 90 mp</p> <p>— Attack power scaling: 85% — Melee attack power +400 — Fire energies +400 — Token gauge increased by 60</p> <p>— Has a 100% chance of causing [  [PvP] Short Blackout]</p>
 [PvP] Fireblast	<p>Attack Range: 12 cell Target: Special Area Casting time: 0.1 sec Cooldown: 25s Mana: 100 mp</p> <p>— Attack power scaling: 85% — Melee attack power +500 — Fire energies +800.</p> <p>— If you spend 1 token inflicts [  [PvP] Rocket Fire] — Token gauge increased by 100 — Can only be cast if you have 1 tokens</p> <hr/> <p> [PvP] Rocket Fire Debuff (Level 4) Duration: 8.0s</p> <p>— [PvP] Enemy's critical damage +10% — [PvP] Melee damage received +10%</p> <p>— Has a 100% of receiving a critical hit if the enemy attacks with [  [PvP] Blast Mining]</p>

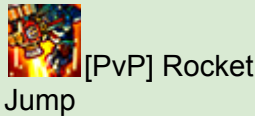


[PvP] Rotating Hammer

Attack Range: Itself  
Target: Around Enemies in 5 cell  
Casting time: 0.1 sec  
Cooldown: 25s  
Mana: 90 mp

— Attack power scaling: 70%  
— Melee attack power +800  
— Fire energies +600  
— Attracts enemies to 1 fields from you  
— Token gauge increased by 80

—If you have 2 token or more inflicts Blackout



[PvP] Rocket Jump

Attack Range: 12 cell  
Target: Around Enemies in 3 cell  
Casting time: 0.1 sec  
Cooldown: 20s  
Mana: 150 mp

— Attack power scaling: 90%  
— Melee attack power +400  
— Fire energies +700

— If you have 1 token or more receives [PvP] Rocket Charge

— Has 100% chance of invoking [PvP] Rocketboom

— Token gauge increased by 50

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[PvP] Rocket Fire  
Buff (Level 4)  
Duration: 3.0 seconds

- [PvP] Damage received -70%  
— [PvP] Debuff protect. (lv5) +25%  
— [PvP] Movement speed +3 if user's deference reduction is equal o higher than 150

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[PvP] Rocketboom  
Attack Range: 3 cell  
Target: Around Enemies in 1 cell  
Casting time: 0.1 sec  
Cooldown: 0.5s  
Mana: 50 mp

— Attack power scaling: 60%  
— Melee attack power +180  
— Fire energies +200

<div></div> <div>[PvP] Rubble Trouble</div>	<p>Attack Range: 3 cell Target: Around Enemies in 3 cell Casting time: 0.1 sec Cooldown: 10s Mana: 150 mp</p> <p>— Attack power scaling: 70% — Melee attack power +250 — Fire energies +900</p> <p>— Has 75% chance of causing [  [PvP] Shrapnel Wound] — Token gauge increased by 40</p> <hr/> <p> [PvP] Shrapnel Wound Debuff (Level 4) Duration: 4.0 seconds</p> <p>— Movement speed -2 — Every 2 seconds: Decreases 1089(Player Level *11) HP</p>
<div></div> <div>[PvP] Rocket Power</div>	<p>Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 25s Mana: 300 mp</p> <p>— If you spend 2 tokens receives  [PvP] Perfect Overdrive — If you have 1 token or more receives  [PvP] Improved Overdrive — Has a 100% chance of causing [  [PvP] Overdrive]</p> <hr/> <p> [PvP] Perfect Overdrive Buff (Level 6) Duration: 10s</p> <p>— [PvP] Attack Power +20% — [PvP] Critical damage +10% — Hit rate 396(player level *4) — Movement speed +2</p> <p>Once the effect's duration is over, [  [PvP] Overdrive] is received with a chance of 100%</p> <hr/> <p> [PvP] Improved Overdrive Buff (Level 5) Duration: 15s</p> <p>— [PvP] Attack Power +10% — Hit rate 297(player level *4) — Movement speed +2</p> <p>Once the effect's duration is over, [  [PvP] Overdrive] is received with a chance of 100%</p> <hr/> <p> [PvP] Overdrive</p>







	<p>Buff (Level 4) Duration: 600s</p> <p>— [PvP] Attack Power +5% — Hit rate 198(player level *3) — Movement speed +1</p>
<div><div><div>[PvP]</div><div>Rotational Defence</div></div></div>	<p>Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 10s (Reducciones de CD no posible) Mana: 150 mp</p> <p>— If you spend 1 tokens receives  [PvP] Improved Rotational Defence — Has a 100% chance of causing [  [PvP] Rotational Defense]</p> <hr/> <p> [PvP] Improved Rotational Defence Buff (Level 10) Duration: 2.0 sec</p> <p>— No HP consumption — Cannot receive debuffs from skills that cause damage — When you take damage, the gauge increases by 40 (max. 2 time)</p> <p>Side effect: after 0.1 sec — Cannot be displaced by skills that cause damage — Recovers 3% of the user’s max. HP for every attack received (max. 1 times)</p> <hr/> <p> [PvP] Rotational Defense Buff (Level 9) Duration: 1.5 sec</p> <p>— No HP consumption — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage — When you take damage, the gauge increases by 30 (max. 2 time)</p>
<div><div><div>[PvP] Blast Mining</div></div></div>	<p>Attack Range: 2 cell Target: Around Enemies in 6 cell Casting time: 0.1 sec Cooldown: 80s Mana: 350 mp</p> <p>— Attack power scaling: 100% — Melee attack power +1000 — If you spend 2 tokens, critical damage +30%</p> <p>— Has 100% chance of causing [  [PvP] Mining Shock] — Can only be cast if you have 2 tokens</p> <p>— This skill cannot be evaded if the opponent is afflicted by [  [PvP] Rocket Fire]</p> <hr/> <p> [PvP] Mining Shock</p>









	<div>Debuff (Level 5) Duration: 4.0 sec</div> <div><div>— No attack possible</div><div>— Movement speed -5</div><div>— No dodge possible</div></div>
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




[PvP] Fog Hunter

Role: DPS / Debuffer

Name	New
Passive	Movement Speed +2 [Jotunheim] Damage caused -10%
 [PvP] Basic Shot	Attack Range: 12 cell Target: Select One Casting time: 0.1 sec Cooldown: 0.6s Mana: 0 mp  — Attack power scaling: 50% — Ranged attack power +100 — Shadow energies +180 — Token gauge increased by 20  — If you have 2 tokens or more, has a 20% chance of causing [  [PvP] Gas Shroud] <hr/>  [PvP] Gas Shroud Debuff (Level 4) Duration: 6.0 sec  — The duration of received debuffs +10% (max. 50%) — Enemy's critical chance +10% of their total
 [PvP] Continuous Barrage  Counts as a basic attack  Cooldown cannot be reduced	Attack Range: 12 cell Target: Select One Casting time: 0.1 sec Cooldown: 10s Mana: 30 mp  — Attack power scaling: 50% — Ranged attack power +100 — Shadow energies +300 — Token gauge increased by 20 — Critical chance +20% of the user's total — Has 100% chance of invoking  [PvP] Continuous Barrage II <hr/>  [PvP] Continuous Barrage II  Attack Range: 12 cell Target: Select One Casting time: 0.1 sec Cooldown: 0.1s Mana: 30 mp  — Attack power scaling: 50% — Ranged attack power +100

	<div><div><div>— Shadow energies +300</div><div>— Token gauge increased by 20</div><div>— Critical chance +30% of the user's total</div></div><div>Has 100% chance of invoking [PvP] Continuous Barrage III</div><hr/></div>
	<div><div><div>[PvP] Continuous Barrage III</div><div>Attack Range: 12 cell</div><div>Target: Select One</div><div>Casting time: 0.1 sec</div><div>Cooldown: 0.1s</div><div>Mana: 30 mp</div></div><div><div><div>— Attack power scaling: 50%</div><div>— Ranged attack power +100</div><div>— Shadow energies +300</div><div>— Token gauge increased by 20</div><div>— Critical chance +30% of the user's total</div></div><div>Has 100% chance of invoking [PvP] Continuous Barrage II</div></div><hr/></div>
<div><div>[PvP] Nerve Gas Flask</div></div>	<div><div><div>Attack Range: 12 cell</div><div>Target: Around Enemies in 1 cell</div><div>Casting time: 0.1 sec</div><div>Cooldown: 15s</div><div>Mana: 50 mp</div></div><div><div><div>— Token gauge increased by 100.</div><div>— If you have 2 tokens or more inflicts [PvP] Improved Nerve Gas</div><div>— Has a 100% chance of causing [[PvP] Nerve Gas]</div></div><hr/></div><div><div><div>[PvP] Improved Nerve Gas</div><div>Poison Debuff (Level 5)</div><div>Duration: 6.0 sec</div></div><div><div><div>— Attack Power -20%</div><div>— Dodge -50%</div></div><hr/></div><div><div><div>[PvP] Nerve Gas</div><div>Poison Debuff (Level 4)</div><div>Duration: 6.0 sec</div></div><div><div><div>— Attack Power -10%</div><div>— Dodge -25%</div></div></div></div></div></div>



<div></div> <div>[PvP] Retreating Fire</div> <div>Counts as a basic attack</div>	<div>Attack Range: 12 cell Target: Select One Casting time: 0.2 sec Cooldown: 15s Mana: 120 mp</div> <div><div>— Attack power scaling: 75%</div><div>— Ranged attack power +800</div><div>— Shadow energies +650</div><div>— Token gauge increased by 40</div><div>— There is a 100% chance of moving back 8 field(s).</div><div>— Has a 100% chance of causing [  Short Paralysis]</div></div>
<div></div> <div>[PvP] Mental Target</div> <div>Counts as a basic attack</div>	<div>Attack Range: 20 cell Target: Special Area Casting time: 0.1 sec Cooldown: 16s Mana: 140 mp</div> <div><div>— Attack power scaling: 75%</div><div>— Ranged attack power +750</div><div>— Shadow energies +500</div><div>— [PvP] Critical chance +5% (Relative to distance)</div><div>— If you have 2 tokens or more, attack power +20%</div><div>— Can only be cast if you have 1 tokens</div></div>
<div></div> <div>[PvP] Pressurised Gas</div>	<div>Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 2.0s Mana: 100 mp</div> <div><div>— Has a 100% chance of causing [  [PvP] Explosive Charge Mode]</div></div> <hr/> <div><div> [PvP] Explosive Charge</div><div>Buff (Level 10) Duration: 3.0s</div><div>— Token consumption buff active.</div></div>
<div></div> <div>[PvP] Gas Cloud</div>	<div>Attack Range: Itself Target: Around Enemies in 6 cell Casting time: 0.1 sec Cooldown: 30s Mana: 200 mp</div> <div><div>— Token gauge increased by 100</div><div>— If you have 1 token or more inflicts  [PvP] Improved Gas Intoxication.</div><div>— Has a 100% chance of causing [  [PvP] Gas Intoxication]</div><div>— Has a 100% chance of causing [  [PvP] Gas Cloud]</div></div> <hr/>



[PvP] Improved Gas Intoxication

Poison Debuff (Level 5)

Duration: 10 seconds

- Received critical hits decrease (user's total HP / 8000)% of user's defence
- Every 2 seconds: Decreases 1287(Player Level \*13) HP
- Movement speed -15%
- [PvP] Enemy's attack Power +10%



[PvP] Gas Intoxication

Poison Debuff (Level 4)

Duration: 6 seconds

- Received critical hits decrease (user's total HP / 8000)% of user's defence
- Every 2 seconds: Decreases 891 (Player Level \*9) HP
- Movement speed -10%



[PvP] Gas Cloud

Buff


(Level 10)

Duration: 5.0 seconds

- You are invisible. This state will not change if you are attacked.
- [PvP] Hit rate +198(Player Level\*2)
- The attack range +2

Side effect: after 1.0 sec

- Disappears upon landing 2 hits.

Once the effect's duration is over,  [PvP] Gas Cloud Raid is received with a chance of 100%



[PvP] Gas Cloud Raid

Buff

(Level 10)







Duration: 5.0 seconds





- You are invisible. This state will not change if you are attacked.
- [PvP] Hit rate +198(Player Level\*2)
- The attack range +2

Side effect: after 0.1 sec

- Invisible except to enemies within 5 spaces.
- Movement Speed +5

<div><div>[PvP] Gas Burst</div></div> <div>Counts as a basic attack</div>	<div>Attack Range: 8 cell Target: Special Area Casting time: 0.1 sec Cooldown: 20s Mana: 200 mp</div> <div><div>— Attack power scaling: 90%</div><div>— Ranged attack power +400</div><div>— Shadow energies +1500</div><div>— Token gauge increased by 60</div><div>— If you have 1 token or more, inflicts  [PvP] Shock</div><div>— Has a 100% chance of causing  [PvP] Gas Intoxication]</div></div>
<div><div>[PvP] Visibility Barrier</div></div>	<div>Attack Range: Itself Target: Around Enemies in 5 cell Casting time: 0.1 sec Cooldown: 25s Mana: 180 mp</div> <div><div>— Has a 100% chance of causing  [PvP] Gas Fog]</div><div>— If you spend 2 tokens receives  [PvP] Ultimate Nerve System Upgrade</div><div>— If you have 1 token or more receives  [PvP] Nerve System Upgrade</div><div>— Has a 100% chance of causing  [PvP] Nerve System Boos].</div></div> <div><div> [PvP] Gas Fog</div><div>Poison Debuff (Level 5) Duration: 8.0s</div><div><div>— Every 2 seconds: Decreases 891 (Player Level *9) HP</div><div>— Movement speed -2</div><div>— Dodge -20%</div><div>— Hit rate -20%</div></div></div> <div><div> [PvP] Ultimate Nerve System Upgrade</div><div>Buff (Level 6) Duration: 10s</div><div><div>— [PvP] Critical chance +40% of user's total.</div><div>— Attack power +1% (Relative to distance)</div><div>— [PvP] Final damage is increased by user's total critical chance *4</div><div>— [PvP] Hit rate +297 (Player level *3)</div></div><div>Side effect: after 0.1 s</div><div><div>— [PvP] Final damage received from basic attacks -(user critical chance /9)%</div><div>— [PvP] Final damage received from critical basic attacks - (user critical chance / 9)%</div></div></div>

	<p>Once the effect's duration is over,  [PvP] Nerve System Upgrade is received with a chance of 100%</p> <hr/> <p> [PvP] Nerve System Upgrade Buff (Level 5) Duration: 15s</p> <ul style="list-style-type: none"><li>— [PvP] Critical chance +30% of the user's total.</li><li>— Attack power +1% (Relative to distance)</li><li>— [PvP] Final damage is increased by user's total critical chance *2</li><li>— [PvP] Hit rate +297 (Player level *3)</li></ul> <p>Side effect: after 0.1 s</p> <ul style="list-style-type: none"><li>— [PvP] Final damage received from basic attacks -(user critical chance /9)%</li><li>— [PvP] Final damage received from critical basic attacks - (user critical chance / 9)%</li></ul> <p>Once the effect's duration is over,  [PvP] Nerve System Boost is received with a chance of 100%</p> <hr/> <p> [PvP] Nerve System Boost Buff (Level 4) Duration: 600s</p> <ul style="list-style-type: none"><li>— Attack power +1% (Relative to distance)</li><li>— [PvP] Critical chance +20% of the user's total.</li><li>— [PvP] Hit rate +297 (Player level *3)</li></ul> <p>Side effect: after 0.1 s</p> <ul style="list-style-type: none"><li>— [PvP] Final damage received from basic attacks -(user critical chance /9)%</li><li>— [PvP] Final damage received from critical basic attacks - (user critical chance / 9)%</li></ul>
<div><p>[PvP] Armour Piercing Round</p><p>Counts as a basic attack</p></div>	<p>Attack Range: 16 cell Target: Special Area Casting time: 0.6 sec Cooldown: 40s Mana: 300 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 90%</li><li>— Ranged attack power +500</li><li>— Shadow energies +1800</li><li>— Has a 100% chance of causing  [PvP] Organ Damage]</li><li>— Token gauge increased by 100</li><li>— If you have 1 token or more, your critical chance +50% of the user's total.</li></ul> <hr/> <p> [PvP] Organ Damage Debuff (Level 10) Duration: 10.0 sec</p> <ul style="list-style-type: none"><li>— [PvP] Enemy's Critical Chance +50%</li><li>— Increases attack power by 100 per debuff stack (max. 500)</li></ul>






<div><div>[PvP]</div></div> <div>Maximum Charge</div> <div>Counts as a basic attack</div>	<div>Attack Range: 14 cell</div> <div>Target: Around Enemies in 6 cell</div> <div>Casting time: 1.2 sec</div> <div>Cooldown: 60s</div> <div>Mana: 300 mp</div> <div><div>— Attack power scaling: 100%</div><div>— Ranged attack power +1000</div><div>— Shadow energies +1900</div><div>— Has a 100% chance of causing <div> [PvP] Poison Gas</div></div><div>— Can only be cast if you have 2 tokens.</div><div>— If you spend 2 tokens, your attack power increases by 25%.</div></div> <hr/> <div><div> [PvP] Poison Gas</div><div>Debuff (Level 5)</div><div>Duration: 4.0 sec</div><div><div>— Every 2 seconds: [PvP] Decreases 1% HP</div><div>— Movement speed -3</div><div>— MP consumption +100%</div></div><div>Side effect: after 0.1 seconds</div><div>— No dodge possible</div></div> <div>Once the effect's duration is over, <div> [PvP] Organ Damage</div> received with a chance of 100%</div>
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## [PvP] Fire Storm

Role:







Main: Bruiser



Name	New
Passive	<ul style="list-style-type: none"><li>— [PvP] Base attack +300</li><li>— [PvP] Final critical damage -10% of its total.</li><li>— User's soft damage -10% of the user's total</li><li>— [PvP] User's attack power -500</li><li>— [PvP] Base HP +6000</li><li>— Movement Speed +2</li></ul>
 [PvP] Inferno	<p>Attack Range: 10 cell Target: Select One Casting time: Cooldown: 0.6s Mana: 0 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 60%</li><li>— Ranged attack power +100</li><li>— Fire energies +210</li><li>— Token gauge increased by 20</li><li>— Damage +1% of the enemy's current HP</li></ul>
 [PvP] Enhanced Inferno	<p>Attack Range: 10 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 6s Mana: 100 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 60%</li><li>— Ranged attack power +150</li><li>— Fire energies +500</li><li>— Token gauge increased by 40</li><li>— Damage +1% of the enemy's current HP</li><li>— If you have 2 token or more inflicts  [PvP] Charred.</li></ul> <hr/> <p> [PvP] Charred Debuff (Level 4) Duration: 8.0 sec</p> <ul style="list-style-type: none"><li>— Every 2 seconds: [PvP] Decreases 1% HP</li></ul> <p>Side effect: after 5.0 seconds</p> <ul style="list-style-type: none"><li>— Dodge -50%</li></ul>
 [PvP] Circle of Flames	<p>Attack Range: Itself Target: Around Enemies in 5 cell Casting time: 0.1 sec Cooldown: 15s Mana: 120 mp</p>

	<ul style="list-style-type: none"><li>— Attack power scaling: 70%</li><li>— Range attack power +300</li><li>— Has a 50% chance of causing [ Paralysis]</li><li>— Token gauge increased by 50</li><li>— Damage +2% of the enemy's current HP</li><li>— No Penalty for ranged attacks at close range</li></ul>
<div><div>[PvP] Oil Cannister</div></div>	<p>Attack Range: 12 cell Target: Around Enemies in 2 cell Casting time: 0.1 sec Cooldown: 30s Mana: 90 mp</p> <ul style="list-style-type: none"><li>— If you have 2 token or more inflicts  [PvP] Burning Napal.</li><li>— Has a 100% chance of causing [ [PvP] Napalm]</li><li>— Token gauge increased by 100</li></ul> <hr/> <p> [PvP] Burning Napalm Debuff (Level 5) Duration: 6.0 sec</p> <ul style="list-style-type: none"><li>— Movement speed -2</li><li>— Every 4 seconds: Decreases 891(Player Level*9) HP</li><li>— Dodge -50%</li></ul> <p>Side effect: after 0.2 seconds</p> <ul style="list-style-type: none"><li>— [PvP] Attack power -15%</li><li>— [PvP] Defence -15%</li></ul> <hr/> <p> [PvP] Napalm Debuff (Level 4) Duration: 6.0 sec</p> <ul style="list-style-type: none"><li>— Movement speed -1</li><li>— Every 4 seconds: Decreases 495(Player Level*5) HP</li><li>— Dodge -25%</li></ul> <p>Side effect: after 0.2 seconds</p> <ul style="list-style-type: none"><li>— [PvP] Attack power -5%</li><li>— [PvP] Defence -5%</li></ul>

 [PvP] Fire Tornado	<p>Attack Range: 10 cell Target: Around Enemies in 6 cell Casting time: 0.1 sec Cooldown: 25s Mana: 120 mp</p> <p>— Attack power scaling: 75% — Ranged attack power +500 — Fire energies +650 — Token gauge increased by 60</p> <p>— If you have 1 token or more inflicts [  [PvP] Powerful Burn]</p> <p>— Damage +3% of the enemy's current HP</p> <hr/> <p> [PvP] Powerful Burn Debuff (Level 4) Duration: 8s</p> <p>— Every 4 seconds: Decreases 495(Player Level*5) HP — Movement speed -10% — Attack power -10%</p>
 [PvP] Firepower Enhancement	<p>Attack Range: Itself Target: Select One Casting time: 0.2 sec Cooldown: 2.0s Mana: 100 mp</p> <p>— Has a 100% chance of causing [  Firepower Mode]</p> <hr/> <p> Firepower Mode Buff (Level 10) Duration: 3.0s</p> <p>— Token consumption buff active</p>
 [PvP] Fuel Overcharge	<p>Attack Range: Itself Target: Select One Casting time: 0.4 sec Cooldown: 30.0s Mana: 100 mp</p> <p>— If you spend 1 tokens receives  [PvP] Powerful Flame Burst</p> <p>— Has a 100% chance of causing [  [PvP] Flame Burst]</p> <p>— Token gauge increased by 30</p> <hr/> <p> [PvP] Powerful Flame Burst Magic Buff (Level 6) Duration: 15s</p> <p>— Attack Power of the user's base attack stat +10% — The Attack range +2</p>



	<div>— Movement speed +2</div> <div>— Every 4 seconds: Decreases 693(Player Level*7) HP to all opponents within 5 field(s)</div> <hr/> <div> [PvP] Flame Burst</div> <div>Magic Buff (Level 5)</div> <div>Duration: 25s</div> <div>— Attack Power of the user's base attack stat +5%</div> <div>— The Attack range +1</div> <div>— Movement speed +1</div> <div>— Every 4 seconds: Decreases 495(Player Level*5) HP to all opponents within 5 field(s)</div>
<div> [PvP] Flame Barrier</div>	<div>Attack Range: Itself</div> <div>Target: Select One</div> <div>Casting time: 0.1 sec</div> <div>Cooldown: 20s</div> <div>Mana: 250 mp</div> <div>— Token gauge increased by 40</div> <div>— If you spend 2 tokens receives  [PvP] Powerful Flame Barrier.</div> <div>— Has a 100% chance of causing [  [PvP] Flame Barrier]</div> <hr/> <div> [PvP] Powerful Flame Barrier</div> <div>Buff (Level 10)</div> <div>Duration: 180 seconds</div> <div>— Reduces 20% of damage received by consuming MP</div> <div>— Maximum HP +5%</div> <div>— Enemy's soft Damage -5%</div> <div>Side effect: after 0.2 seconds</div> <div>— [PvP] Debuff protect. (lv.4) +10%</div> <hr/> <div> [PvP] Flame Barrier</div> <div>Buff (Level 9)</div> <div>Duration: 180 seconds</div> <div>— Reduces 15% of damage received by consuming MP</div> <div>— Enemy's soft Damage -5%</div> <div>Side effect: after 0.2 seconds</div> <div>— [PvP] Debuff protect. (lv.4) +5%</div>
<div> [PvP] Flame Jet</div>	<div>Attack Range: 13 cell</div> <div>Target: Special Area</div> <div>Casting time: 0.1 sec</div> <div>Cooldown: 30s</div> <div>Mana: 200 mp</div> <div>— Attack power scaling: 85%</div> <div>— Ranged attack power +500</div>


	<ul style="list-style-type: none"><li>— If you have 1 token or more inflicts [🔥] Powerful Burn]</li><li>— Can only be cast if you have 1 tokens.</li><li>— Damage +3% of the enemy's current HP</li><li>— Has a 100% chance of invoking the combo [🔥] [PvP] Continuous Flame]</li></ul>
 [PvP] Continuous Flame	<p>Attack Range: 13 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 0.5s Mana: 100 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 60%</li><li>— Ranged attack power +150</li><li>— Token gauge increased by 20</li></ul>
 [PvP] Reignition	<p>Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 20s Mana: 350 mp</p> <ul style="list-style-type: none"><li>— If you spend 1 tokens, you are guaranteed to receive [🔥] [PvP] Powerful Reignition</li><li>— Has a 100% chance of causing [🔥] [PvP] Reignition]</li></ul> <hr/> <p>[🔥] [PvP] Powerful Reignition Poison Debuff (Level 5) Duration: 20.0s</p> <ul style="list-style-type: none"><li>— Every 2 seconds: Token gauge increased by 8</li><li>— Attack Power of the user's base attack stat +10%</li></ul> <p>Side effect: after 0.1 seconds</p> <ul style="list-style-type: none"><li>— [PvP] Hit rate +297(Player Level*3)</li></ul> <p>Once the effect's duration is over, [🔥] [PvP] Reignition] received with a chance of 100%</p> <hr/> <p>[🔥] [PvP] Reignition Buff (Level 4) Duration: 600s</p> <ul style="list-style-type: none"><li>— Every 2 seconds: Token gauge increased by 5</li><li>— Attack Power of the user's base attack stat +5%</li><li>— [PvP] Hit rate +198(Player Level*2)</li></ul>




[PvP]

Explosive Inferno

Attack Range: 13 cell  
Target: Around Enemies in 6 cell  
Casting time: 0.5 sec  
Cooldown: 80s  
Mana: 400 mp

- Attack power scaling: 100%
- Ranged attack power +1150
- Fire energies +1500
- Has a 100% chance of causing [] [PvP] Flame Shock
- Can only be cast if you have 2 tokens.
- If you spend 2 tokens damage +7% of the enemy's total HP

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 [PvP] Flame Shock  
Debuff (Level 5)  
Duration: 4.0 sec








- Every 2 seconds: [PvP] Decreases 1% HP
- Movement speed -5
- No dodge possible











[PvP] Thunderer



Role: DPS

Name	New
Passive	Movement Speed +2 [Jotunheim] Damage caused -15%
 [PvP] Shock Cannon	Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 Cooldown: 0.6s Mana: 0 mp  — Attack power scaling: 75% — Ranged attack power +80 — Light energies +210 — Token gauge increased by 20 — If you have 2 tokens, has a 20% chance of causing [  ] [PvP] Static Electricity <hr/>  [PvP] Static Electricity Debuff (Level 4) Duration: 6.0 sec — Enemy's critical chance +10% of their total
 [PvP] Continuous Fire  Counts as a basic attack	Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 5s Mana: 90 mp  — Attack power scaling: 80% — Ranged attack power +150 — Light energies +500 — Token gauge increased by 40 — Critical chance +60% of the user's total


<div data-bbox="192 195 373 336"><div data-bbox="261 237 373 336">[PvP] Continuous Shock Cannon</div></div> <div data-bbox="192 367 338 428">Counts as a basic attack</div>	<div data-bbox="418 195 1397 590"><p>Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 10s Mana: 100 mp</p><ul style="list-style-type: none"><li>— Attack power scaling: 60%</li><li>— Ranged attack power +150</li><li>— Light energies +650</li><li>— Token gauge increased by 20</li><li>— Critical chance +20% of the user's total</li><li>— Has a 100% chance of invoking the combo [ Continuous Shock Cannon II]</li></ul></div> <div data-bbox="418 621 1397 1094"><div data-bbox="418 621 923 695"><div data-bbox="486 663 923 695">[PvP] Continuous Shock Cannon II</div></div><p>Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 1.0s Mana: 100mp</p><ul style="list-style-type: none"><li>— Attack power scaling: 60%</li><li>— Ranged attack power +150</li><li>— Light energies +650</li><li>— Token gauge increased by 20</li><li>— Critical chance +30% of the user's total</li><li>— Has a 100% chance of invoking the combo [ Continuous Shock Cannon III]</li></ul></div> <div data-bbox="418 1125 1397 1591"><div data-bbox="418 1125 931 1199"><div data-bbox="486 1167 931 1199">[PvP] Continuous Shock Cannon III</div></div><p>Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 1.0s Mana: 100mp</p><ul style="list-style-type: none"><li>— Attack power scaling: 60%</li><li>— Ranged attack power +150</li><li>— Light energies +650</li><li>— Token gauge increased by 20</li><li>— Critical chance +30% of the user's total</li><li>— Has a 100% chance of invoking the combo [ Continuous Shock Cannon II]</li></ul></div>
<div data-bbox="192 1623 323 1764"><div data-bbox="261 1696 323 1764">[PvP]Fluid Reload</div></div> <div data-bbox="192 1801 338 1862">Counts as a basic attack</div>	<div data-bbox="418 1623 813 1778"><p>Attack Range: 11 cell Target: Around Enemies in 1 cell Casting time: 0.1 sec Cooldown: 13s Mana: 200 mp</p><ul style="list-style-type: none"><li>— Attack power scaling: 85%</li><li>— Ranged attack power +200</li></ul></div>


	<ul style="list-style-type: none"><li>— Light energies +650</li><li>— Token gauge increased by 50</li><li>— Has a 35% chance of causing [ Paralysis]</li></ul>
<div><div>[PvP]</div><div>High Voltage Shot</div></div> <div>Counts as a basic attack</div>	<p>Attack Range: 11 cell Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 25s Mana: 250 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 90%</li><li>— Ranged attack power +250</li><li>— Light energies +900</li><li>— Has a 50% chance of causing [ [PvP] Slight Shock]</li><li>— Token gauge increased by 100</li><li>— If you have 2 token or more, attack power +20%</li></ul>
<div><div>[PvP]</div><div>Battery Amp</div></div>	<p>Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 2.0s Mana: 100 mp</p> <ul style="list-style-type: none"><li>— Has a 100% chance of causing [ Battery Amp]</li></ul> <hr/> <div> Battery Amp</div> <p>Buff (Level 10) Duration: 3.0s</p> <ul style="list-style-type: none"><li>— Token consumption buff active.</li></ul>
<div><div>[PvP]</div><div>Electrowave</div></div> <div>Counts as a basic attack</div>	<p>Attack Range: Itself Target: Around Enemies in 4 cell Casting time: 0.1 sec Cooldown: 35.0s Mana: 250 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling:100%</li><li>— Ranged attack power +350</li><li>— Light energies +600</li><li>— Has a 100% chance of invoking the combo [[PvP]  Electro Jump]</li><li>— No penalty for ranged attacks at close range</li></ul>



 [PvP]  
Electro Jump

 [PvP] Electro Jump  
Attack Range: Itself  
Target: Around Enemies in 4 cell  
Casting time: 0.1 sec  
Cooldown: 1.0s  
Mana: 250 mp  
— Attack power scaling: 90%  
— Ranged attack power +350  
— Teleports you within a radius of 6  
— If you have 2 token or more receives  [PvP] Magnetic Field]



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 [PvP] Magnetic Field  
Buff (Level 5)  
Duration: 2s  
  
— [PvP] Ranged damage received -20%  
— [PvP] Magic damage received -20%  
— [PvP] Debuff protect. (lv.4) +75%  
  
Side effect: after 0.1 seconds  
— [PvP] Melee damage received -10%  
— Resists forced movement with 100% chance.


 [PvP]  
Electric Shock  
  
Counts as a  
basic attack

Attack Range: 12 cell  
Target: Special Area  
Casting time: 0.1 sec  
Cooldown: 30.0s  
Mana: 250 mp  
— Attack power scaling: 85%  
— Ranged attack power +700  
— Light energies +800  
— Token gauge increased by 60  
— If you have 2 token or more, inflicts  [PvP] Powerful Electric Penetration.  
— Has a 50% chance of causing  [PvP] Slight Shock]

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 [PvP] Powerful Electric Penetration  
Debuff (Level 5)  
Duration: 8 seconds  
  
— Movement speed -2  
— Received critical hits decrease (user's total HP / 8000)% of user's defence  
Once the effect's duration is over,  [PvP] Electric Penetration] is received with a chance of 100%

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 [PvP] Electric Penetration  
Debuff (Level 4)  
Duration: 1.0s  
  
— No attack possible  
— Movement impossible

	<p>— No dodge possible</p>
<div><div><div>[PvP]</div><div>Electron shield</div></div></div>	<p>Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 20s Mana: 200 mp</p> <p>— If you spend 1 tokens, you are guaranteed to receive  [PvP] Improved Electrobarrier</p> <p>— Has a 100% chance of causing [  [PvP] Electrobarrier]</p> <hr/> <p> [PvP] Improved Electrobarrier Buff (Level 10) Duration: 2.0 sec</p> <p>— No HP consumption — Cannot receive debuffs from skills that cause damage — When you take damage, the gauge increases by 40 (max. 2 time)</p> <p>Side effect: after 0.1 sec — Cannot be displaced by skills that cause damage. — On defence, has a 100% chance to receive [  [PvP] Improved charging]</p> <hr/> <p> [PvP] Electrobarrier Buff (Level 9) Duration: 1.5 sec</p> <p>— No HP consumption — Cannot receive debuffs from skills that cause damage — When you take damage, the gauge increases by 30 (max. 2 time)</p> <p>Side effect: after 0.1 sec — Cannot be displaced by skills that cause damage. — On defence, has a 100% chance to receive [  [PvP] Small charging]</p>
<div><div><div>[PvP]</div><div>Attack Amp</div></div></div>	<p>Attack Range: Itself Target: Select One Casting time: 0.1 sec Cooldown: 20s Mana: 250 mp</p> <p>— Has a 100% chance of causing [  [PvP] Attack amp]</p> <p>— If you spend 2 tokens, you are guaranteed to receive  [PvP] Large Electricity Bonus</p> <p>— If you have 1 token or more receive  Electricity Bonus</p> <p>— Has a 100% chance of causing [  [PvP] Small Electricity Bonus]</p> <hr/> <p> [PvP] Attack amp Buff (Level 5) Duration: 600s</p>




- Every 2 seconds: Token gauge increased by 2
- [PvP] Hit rate +297(Player Level\*3)
- Movement speed +1

Side Effect: after 0.1 seconds

- [PvP] Final damage received from basic attacks -(user critical chance /9)%
- [PvP] Final damage received from critical basic attacks - (user critical chance / 9)%


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 [PvP] Large Electricity Bonus  
Buff (Level 7)  
Duration: 12s


- Every 2 seconds: Token gauge increased by 4
- Attack power +8%
- Critical Chance +30% of the user's total

Side Effect: after 0.1 seconds

- Movement speed +2

Once the effect's duration is over, [  [PvP] Electricity Bonus] received with a chance of 100%


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 [PvP] Electricity Bonus  
Buff (Level 7)  
Duration: 18s


- Every 2 seconds: Token gauge increased by 2
- Attack power +5%
- Critical Chance +15% of the user's total

Side Effect: after 0.1 seconds

- Movement speed +1

Once the effect's duration is over, [  [PvP] Small Electricity Bonus] received with a chance of 100%

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 [PvP] Small Electricity Bonus  
Buff (Level 5)  
Duration: 600s

- Critical Chance +5% of the user's total



[PvP]  
Power Charge

Attack Range: 11 cell  
Target: Around Enemies in 5 cell  
Casting time: 0.5 sec  
Cooldown: 80s  
Mana: 300 mp

- Attack power scaling: 110%
- Ranged attack power +1200
- Light energies +1000
- Has a 100% chance of causing [PvP] Surge Shock
- If you spend 2 tokens, your attack power increases by 30%.
- Can only be cast if you have 2 tokens.



[PvP] Surge Shock  
Debuff (Level 5)  
Duration: 4.0 sec

- Ranged defence -10%
- Movement speed -2

Side effect: after 0.2 seconds  
— No dodge possible

Once the effect's duration is over, [PvP] Electric Penetration] received with a chance of 100%